

# Giant Crocodile

March 8, 2023



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Huge beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 85 (9d12 + 27)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

**Saving Throws**

**Skills** Stealth +5

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 10

**Languages** --

**Challenge** 5 (1800 XP)

**Hold Breath.** The crocodile can hold its breath for 30 minutes.

## Actions

**Multiattack.** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.