Crocodile

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Rare | *Large* | *Neutral* | *Animal*

Crocodiles are large semiaquatic reptiles that live throughout the tropics

Armor Class	Hit Points	Move
16	12 *(3 Hit Dice)*	walk 60 ft swim 120 ft
Appearing	3d8	
Habitat	Any Warm,Fresh Water,Salt Water,Swamp	
Negotiation	no	
Morale DC	10	
Challenge	3.5 (1,050 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
6	1	2	-2	0	-2

Combat

Has 2 attacks. Hit Bonus +6. Damage: Bite. 4d4 +6

Special Attacks

Death Roll. If the Crocodile hits on a 19+ then the target gets rolled. Target takes 1d8 damage per round until they can break the grapple.

Special Defense

Slowed. If the Crocodile is made cold it’s speed and attacks are divided by 2.

Treasure

Individual: None

Lair: None