

Crocodile

written by A J | January 23, 2020

Rare | Large | Neutral | Animal

Crocodiles are large semiaquatic reptiles that live throughout the tropics

Armor **Hit**
Class **Points** **Move**

16 12 walk
(3 Hit 60
Dice) 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