



“Megalosaurus Retro” © Jed Taylor. Accessed at Love in the Time of Chasmosaurs [here](#)

[I’ve done a number of retrosaurs in the Codex, and I’ve taken a few approaches. I’ve made them [true dinosaurs](#) and I’ve made [dino-mimicking lizards](#). These draw inspiration from the composite nature of Waterhouse Hawkin’s designs as well as classic D&D hybrid monsters like owlbears and sea cats.]

Crocophant

This massive creature has a crocodile-like jaw, a humped back and four stout, muscular limbs. It drags its tail behind it as it moves.

Dinosaurs are creatures that captivate humanoids in any land where they dwell, and many where they don’t. Mages have attempted to reverse engineer dinosaurs in areas where they do not exist, magically hybridizing animals to create a pseudo-dinosaur. The crocophant, formed from a combination of elephant and crocodilian, is one of these imitation dinosaurs.

Many crocophants are found in captivity as guards or showpieces, but they have escaped into the wild in some places. They are carnivores with a slow metabolism—a sizable meal can keep a crocophant full for about a month, making them easy to care for as guard beasts go. In the wild, crocophants prefer swampy, flooded terrain for basking and swimming, although they do most of their hunting on land.

The elephantine ancestry of crocophants shows not just in their pillar-like limbs, but their strong social ties. Crocophants live and hunt cooperatively in groups, and together they can take down massive prey, even giants and dragons. When captive, a crocophant without others of its own kind to socialize with will often be listless and engage in neurotic behavior—which can be very dangerous in a predator the size of a cottage. Crocophant congregations are frequently nomadic, wandering over wide areas in order to avoid competition with other predators.

A crocophant stands about ten feet at the shoulder and grows to 30 feet long.

Crocophant CR 7

XP 3,200

N Huge magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +9, scent

Defense

AC 20, touch 8, flat-footed 20 (-2 size, +12 natural)

hp 93 (11d10+33)

Fort +10, **Ref** +7, **Will** +4

DR 2/-

Defensive Qualities armored stomach

Offense

Speed 40 ft.

Melee bite +15 (2d8+6/19-20 plus grab), tail slap +10 (1d8+3 plus trip)

Space 15 ft.; **Reach** 10 ft.

Special Attacks swallow whole (AC 22, 18 hp, 2d6+9 bludgeoning)

Statistics

Str 23, **Dex** 11, **Con** 17, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +11; **CMB** +19 (+23 grappling); **CMD** 29 (33 vs. trip)

Feats Cleave, Critical Focus, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Stealth)

Skills Perception +9, Stealth +11, Swim +10; **Racial Modifiers** +4 Perception, +4 Swim

Ecology

Environment warm marshes and forests

Organization solitary, pair or congregation (3-8)

Treasure incidental

Special Abilities

Armored Stomach (Ex) A crocophant's stomach is leathery and reinforced. It gains its full natural AC bonus against attacks made by swallowed creatures, and it has one-fifth of the crocophant's total hit points.