

# CROCODILIANS

**T**his amphibious family of reptilian predators excels at hunting creatures both in and out of the water. Though their sizes vary, almost all crocodilians are ambush predators, waiting within the water and attacking unsuspecting prey that strays too close to the shoreline.

Once their victim is secure within their jaws, they will pull it out into the deep water, where it will have difficulty escaping.

**Rip and Tear.** Crocodilians have one of the strongest bite forces in the animal kingdom, capable of shattering bones with a single chomp. However, for all its power, the jaw of a crocodilian cannot chew. They overcome this shortcoming by combining their powerful bite with a "death roll." When a creature is grappled within its jaws, the crocodilian will rapidly twist and spin its body in the water, allowing it to quickly disable and dismember its prey.

## ALLIGATOR

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	3 (-4)	14 (+2)	5 (-3)

**Skills** Perception +4, Stealth +3

**Senses** darkvision 30 ft., passive Perception 14

**Languages** —

**Challenge** 1/2 (100 XP)      **Proficiency Bonus** +2

**Hold Breath.** The alligator can hold its breath for 15 minutes.

**Watery Lurker.** The alligator has advantage on Dexterity (Stealth) checks while submerged in water.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the alligator can't bite another target.

**Death Roll.** One creature the alligator has grappled in the water must make a DC 12 Strength saving throw, taking 13 (2d10 + 2) piercing damage on a failed save or half as much damage on a successful one.

## ALLIGATORS

Smaller and faster than their crocodile cousins, alligators live in swampy environments and can withstand colder climates than the rest of their kin. Reaching between 10 and 15 feet in length and weighing 500 pounds, alligators pose a significant hazard to swamp-dwelling humanoids. Despite this, they are often hunted for their meat and valuable hides.

**Favored Pets.** Swamp-dwelling humanoids will sometimes keep alligators as pets or guard animals to protect their territory. An isolated, misanthropic human might keep gators around his swamp shack, lizardfolk druids often create bonds with alligators living amongst their tribe, and hags may have alligator pets they dote on like spoiled puppies.

**Giant Alligators.** Occasionally, especially large and monstrous alligators emerge to terrorize the swamps. A giant alligator could result from magical enhancement, a member of a new subspecies, or simply a particularly old ornery gator that has grown especially large over the years.



## Giant Alligator

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 67 (9d10 + 18)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	14 (+2)	3 (-4)	14 (+2)	5 (-3)

**Skills** Perception +4, Stealth +2

**Senses** darkvision 30 ft., passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Hold Breath.** The alligator can hold its breath for 20 minutes.

**Watery Lurker.** The alligator has advantage on Dexterity (Stealth) checks while submerged in water.

### Actions

**Multattack.** The alligator makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the alligator can't bite another target.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target not grappled by the alligator. *Hit:* 9 (1d8 + 5) bludgeoning damage.

**Death Roll.** One creature the alligator has grappled in the water must make a DC 16 Strength saving throw, taking 32 (5d10 + 5) piercing damage on a failed save or half as much damage on a successful one.

## CAIMAN

Most subspecies of this smaller breed of crocodilian only grow to a modest length of 5 to 10 feet and generally stay under 100 pounds. They live within the riverways of deep jungles and other tropical environments. Caimans make up for their lack in size by sporting a more heavily armored hide and traveling in highly aggressive groups capable of ripping apart most other creatures in their path.

## CAIMAN

*Small beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	3 (-4)	14 (+2)	5 (-3)

**Skills** Perception +4, Stealth +3

**Senses** darkvision 30 ft., passive Perception 14.

**Languages** —

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Hold Breath.** The caiman can hold its breath for 25 minutes.

**Watery Lurker.** The caiman has advantage on Dexterity (Stealth) checks while submerged in water.

### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the caiman can't bite another target.

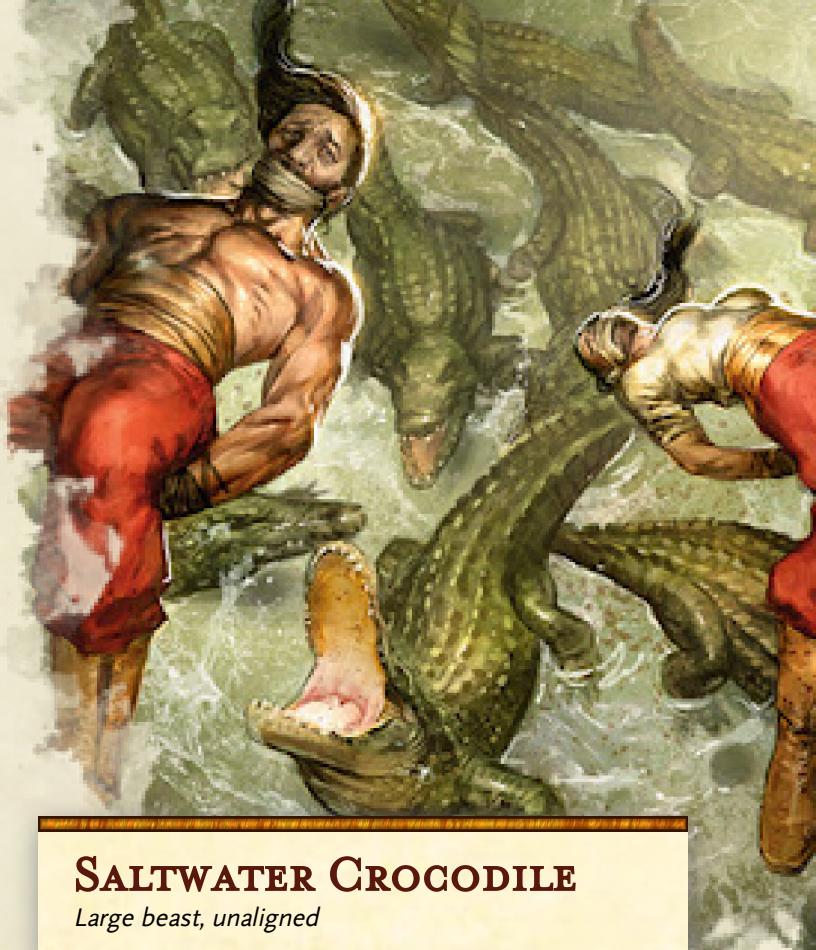
**Death Roll.** One creature the caiman has grappled in the water must make a DC 11 Strength saving throw, taking 7 (2d6 + 1) piercing damage on a failed save or half as much damage on a successful one.

# CROCODILES

Reaching over 15 feet and weighing over 1000 pounds, these monstrous reptiles are the largest of all modern crocodilians. They are the bane of any creature that must drink from or attempt to cross their river homes. Unlike alligators, crocodiles cannot tolerate colder climates and are regulated to tropical and desert waters. But, unlike alligators, they can dwell in saltwater rivers and marshes.

**Cold-Blooded Killers.** Of all crocodilians, crocodiles are the most prone to attacking humanoids, actively hunting them down at watering holes, and few crocodiles can easily terrorize a small riverside village. Some humanoids put these deadly predators to nefarious use. Rivers and moats surrounding a lair can be filled with crocodiles to make these defenses extra deadly, and a crocodile-filled pit makes for a deadly trap and a gruesome way of disposing of prisoners.

**Saltwater Crocodiles.** Saltwater crocodiles are the largest of all modern reptiles, ruling as the apex predators of the saltwater marshes where they live. They are among the most aggressive crocodiles, and anyone who unwittingly stumbles into their territory is immediately viewed as prey.



## CROCODILE

*Large beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	5 (-3)

**Skills** Perception +4, Stealth +3

**Senses** darkvision 30 ft., passive Perception 14

**Languages** —

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Hold Breath.** The crocodile can hold its breath for 15 minutes.

**Watery Lurker.** The crocodile has advantage on Dexterity (Stealth) checks while submerged in water.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Death Roll.** One creature the crocodile has grappled in the water must make a DC 14 Strength saving throw, taking 17 (4d6 + 3) piercing damage on a failed save or half as much damage on a successful one.

## SALTWATER CROCODILE

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	5 (-3)

**Skills** Perception +4, Stealth +3

**Senses** darkvision 30 ft., passive Perception 14

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Hold Breath.** The crocodile can hold its breath for 15 minutes.

**Watery Lurker.** The crocodile has advantage on Dexterity (Stealth) checks while submerged in water.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Death Roll.** One creature the crocodile has grappled in the water must make a DC 15 Strength saving throw, taking 26 (4d10 + 4) piercing damage on a failed save or half as much damage on a successful one.



**Giant Crocodiles.** These nightmarish beasts are the subject of local myth and legend. Some giant crocodiles make their lairs deep in long-lost jungle ruins and rivers far from civilization. Others might be summoned by a vengeful druid or other force of nature, and the appearance of a single giant crocodile can drive a whole village out of its territory.

In some cultures, crocodiles are seen as divine figures tied to specific gods. In these situations, a giant crocodile might appear at the behest of one or more gods. They may be sent to test the mettle of mortal champions, guard sacred locations, or enact divine punishment upon those who have displeased the gods.

## GIANT CROCODILE

Huge beast, unaligned

**Armor Class** 14 (natural armor)

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

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	3 (-4)	14 (+2)	5 (-3)

**Skills** Perception +5, Stealth +3

**Senses** darkvision 30 ft., passive Perception 15

**Languages** —

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Hold Breath.** The crocodile can hold its breath for 15 minutes.

**Watery Lurker.** The crocodile has advantage on Dexterity (Stealth) checks while submerged in water.

## Actions

**Multiaction** The crocodile makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Death Roll.** One creature the crocodile has grappled in the water must make a DC 17 Strength saving throw, taking 44 (7d10 + 6) piercing damage on a failed save or half as much damage on a successful one.



## DEINOSUCHUS

No creature is safe within the primeval rivers of these ancient crocodilians. Growing to over 30 feet and weighing over 4 tons, the deinosuchus is a monster that eats other monsters, and it even counts dinosaurs such as the mighty tyrannosaurus amongst its prey. May the gods have mercy on any fledgling adventurers that stray near its waters.

A deinosuchus encountered by humanoids is treated as a creature of legend, subject to terror and veneration. Lizardfolk hold a particular reverence for these ancient beasts. A tribe that encounters a deinosuchus will likely worship it as a demigod, protecting it with their lives as they direct its primeval wrath upon their enemies.

## DEINOSUCHUS

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	18 (+4)	3 (-4)	14 (+2)	5 (-3)

**Skills** Stealth +2, Perception +5

**Senses** darkvision 30 ft., passive Perception 15

**Languages** —

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Hold Breath.** The deinosuchus can hold its breath for 15 minutes.

**Watery Lurker.** The deinosuchus has advantage on Dexterity (Stealth) checks while submerged in water.

### Actions

**Multiaction** The deinosuchus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the deinosuchus can't bite another target.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target not grappled by the deinosuchus. *Hit:* 20 (3d8 + 7) bludgeoning damage.

**Death Roll.** One creature the deinosuchus has grappled in the water must make a DC 18 Strength saving throw, taking 67 (11d10 + 7) piercing damage on a failed save or half as much damage on a successful one.

## GHARIALS

These crocodilians are easily recognized by their long, slender jaws and bulbous nose. Though they reach lengths similar to crocodiles at 10 to 20 feet, they are more petite, weighing less than most alligators at around 350 pounds.

The slim gharial is the most hydrodynamic of all crocodilians, trading land speed for increased water mobility. This mobility, combined with their long-reaching jaws, makes gharials excellent at catching fish, which serve as their primary food source.

Gharials are among the least aggressive of all the crocodilians towards humanoids. Unless their young are being threatened, they are unlikely to attack humanoids unless they are being controlled by magical means, serving a druid or other nature spirit, or being driven mad by some corrupting force acting on their environment.

### OPTIONAL RULE: TONIC IMMOBILITY

Crocodilians can be subjected to a condition called tonic immobility. This occurs when the crocodilian is held on its back for 15-20 seconds, causing it to temporarily pass out. If you wish to represent this in your games, you can have crocodilians who fall prone for 3 rounds fall unconscious before waking up after another 3 rounds.

### ART CREDIT

- Thousand Teeth - Ghosts of Saltmarsh, Wizards of the Coast
- River Landscape - Annibale Carracci
- Dismal Backwater - Sam Burley, Magic the Gathering
- Crocodile Pit - Greg Staples, Magic the Gathering
- Crocodile of the Crossing - Kev Walker, Magic the Gathering
- Wardscale Crocodile - Zehzhou Chen, Magic the Gathering
- Algae Gharial - Micheal Ryan, Magic the Gathering
- Grayscaled Gharial - Chris Dien, Magic the Gathering

## GHARIAL

Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 9 (2d8)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	12 (+1)	10 (+0)	4 (-4)	14 (+2)	5 (-3)
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**Skills** Stealth +2, Perception +5

**Senses** darkvision 30 ft., passive Perception 15.

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

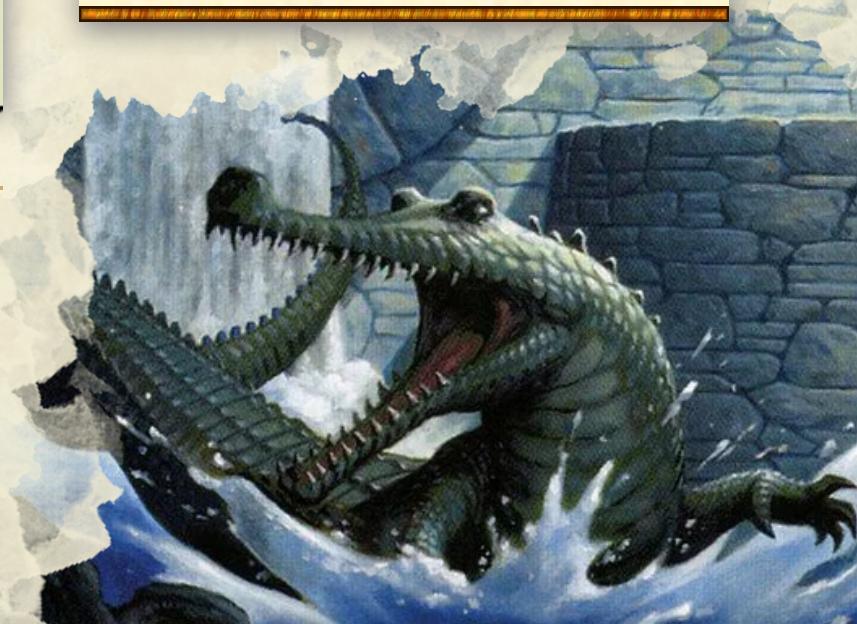
**Watery Lurker.** The gharial has advantage on Dexterity (Stealth) checks while submerged in water.

**Hold Breath.** The gharial can hold its breath for 15 minutes.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the gharial can't bite another target.

**Death Roll.** One creature the gharial has grappled in the water must make a DC 12 Strength saving throw, taking 15 (2d12 + 2) piercing damage on a failed save or half as much damage on a successful one.



### **1.1.0 CHANGES**

- Changed death roll from an attack roll to a strength save
- Changed Sarcosuchus size to huge, and changed Sarcosuchus to Deinosuchus, because Sarcosuchus probably didn't death roll
- Added gharial
- Added optional rule for tonic immobility

### **1.1.1 CHANGES**

- Changed art for front page and deinosuchus

### **1.1.2 CHANGES**

- Cleaned up alligator, caiman, and crocodile statblocks (but not giant crocodile)

### **1.1.3 CHANGES**

- Cleaned up all statblocks
- Added art credit for river landscape

### **1.1.4 CHANGES**

- Revised text
- Revised art layout

### **1.1.5 CHANGES**

- Italicize headings
- Increase opacity of background image on front page