

# Crocodile

Large, Beast, Unaligned

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**ARMOR CLASS**

12

**HIT POINTS**

19 (3d10 + 3)

**CHALLENGE**

1/2 | 100 XP

**PROFICIENCY**

+2

**Speed** Swim 30 ft., Walk 20 ft.

**Initiative** +0

**Saving Throws** N/A

**Skills** Stealth +2

**Senses** Passive Perception 10

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**Languages** None

**STR**

15  
+2

**DEX**

10  
+0

**CON**

13  
+1

**INT**

2  
-4

**WIS**

10  
+0

**CHA**

5  
-3

## Traits

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

## Actions

**Bite.** Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Piercing damage, and the target has the Grappled condition.

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