

MUDCROC

Small • Beast • Unaligned

Armor Class 13

Initiative +1 (11)

Hit Points 22 (5d6 + 5)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 10 ft., tremorsense 30 ft., passive Perception 10

Languages -

CR 1/2 (XP 200; PB +2)



Hold Breath. The mudcroc can hold its breath for 1 hour.

Patient Hunter. The mudcroc has advantage on Dexterity (Stealth) checks when it isn't moving.

ACTIONS

Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11).

MUDCROC — WEAKER

Armor Class 11

Initiative +0 (10)

Hit Points 3 (1d6)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	10 (+0)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses blindsight 10 ft., tremorsense 30 ft., passive Perception 10

Languages -

CR 0 (XP 10; PB +2)



Hold Breath. The mudcroc can hold its breath for 1 hour.

Patient Hunter. The mudcroc has advantage on Dexterity (Stealth) checks when it isn't moving.

MUDCROC — STRONGER

Armor Class 15

Initiative +1 (11)

Hit Points 55 (10d6 + 20)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Saving Throws Str +5, Con +4

Skills Stealth +3

Senses blindsight 10 ft., tremorsense 30 ft., passive Perception 10

Languages -

CR 3 (XP 700; PB +2)



Hold Breath. The mudcroc can hold its breath for 1 hour.

Patient Hunter. The mudcroc has advantage on Dexterity (Stealth) checks when it isn't moving.

ACTIONS

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 16 (3d8 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13).

REACTIONS

Death Roll. *Trigger:* The mudcroc takes damage from a creature it is grappling. *Response - Strength Saving Throw:* DC 13. *Failure:* 10 (3d6) piercing damage, and the target is knocked prone. *Success:* Half damage.