



WERECROCODILES

A werecrocodile's ferocity is only matched by its malicious nature. Cold-blooded, both figuratively and literally, these beasts love to track, torment, and torture their prey. If there is an opportunity to damage a creature psychologically before they damage it physically, they will take it. Some of their favorite tricks include eating a victim's limbs before killing it, turning a victim's loved ones and forcing the new werecrocodile to eat the victim, or simply allowing prey to momentarily "escape" from their aquatic prisons only to track them and drag them back.

Omerian Werecrocodiles. All Omerian werecrocodiles draw their origin to the same place that other shapechangers do: Loikiel the Archtransmuter. Among Loikiel's servants, werecrocodiles were his favorite. They possessed a better temperament than the other lycanthropes and enjoyed their master's evil designs moreso than his doppelgangers. Since Loikiel's disappearance, werecrocodiles spread across Omeria, building their burrows in dismal swamps and slow-moving waterways. Recently, a contingent of albino werecrocodiles made their home in the sewers below Murktown in the exact same spot where the city had a venom crawler issue some years back.

Player Characters as Werecrocodiles. A character who becomes a werecrocodile retains his or her statistics except as detailed below. (For more details, refer to the lycanthropes entry in the *MM*.) A character cursed with werecrocodile lycanthropy gains a Strength of 16 if his or her score isn't already higher. Attack and damage rolls for the bite attack are based on Strength. A character who embraces the werecrocodile's curse becomes chaotic evil. A character who refuses to accept the curse must make a DC 13 Wisdom saving throw every night at sunset. On a failed saving throw, the character can't resist the effects and becomes chaotic evil.

WERECROCODILE

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 10 in humanoid form, 12 (natural armor) in crocodile or hybrid form

Hit Points 104 (16d8 + 32)

Speed 30 ft. (20 ft., swim 30 ft. in crocodile or hybrid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

Skills Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 10

Languages Common (can't speak in crocodile form)

Challenge 5 (1,800 XP)

Shapechanger. The werecrocodile can use its action to polymorph into a Large crocodile-humanoid hybrid or into a Large crocodile, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Hold Breath. The werecrocodile can hold its breath for 15 minutes.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werecrocodile makes two attacks with its halberd.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werecrocodile lycanthropy.