

Tome of Lycanthropy: Werecrocodile

This is Supplemental Material

Werecrocodile

Werecrocodiles are patient predators and powerful lycanthropes. They wait for their prey in large bodies of water while in their crocodile form. They attack with their powerful bite, dragging their prey into a watery grave, and typically only use their hybrid form to chase prey inland. In humanoid form, werecrocodiles have sharp features, a long nose and chin, and a noticeable underbite.

Werecrocodiles are extremely territorial and tend to stick in small family groups and usually hunt in the same area. They spend most of their time hunting in crocodile form, then return to their primitive shelters near rivers, swamps, or lakes and assume their humanoid form to sleep. Werecrocodiles have a fondness for humanoid flesh and find it irresistible, though they tend to be very cautious when hunting near civilizations.

Variant: Nonhuman Lycanthropes

The statistics presented in the section assume a base creature of human. However, you can also use the statistics to represent nonhuman lycanthropes, adding verisimilitude by allowing a nonhuman lycanthrope to retain one or more of its humanoid racial traits. For example, an elf werewolf might have the Fey Ancestry trait.

Player Character as Lycanthropes

A character who becomes a lycanthrope retains its statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, its alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

Werecrocodile. The character gains a Strength of 21 if its score isn't already higher, and a +2 bonus to AC while in crocodile or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on the character's Strength.

Werecrocodile

Medium humanoid (Shapechanger), Neutral Evil

Armor Class 11, 14 in crocodile or hybrid form (natural armor)

Hit Points 145 (18d8 + 64)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	10 (+0)	10 (+0)	8(-1)

Skills Athletics +8, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

Senses darkvision 60 ft., passive Perception 13

Challenge 7 (2,900 XP)

Shapechanger. The werecrocodile can use its action to polymorph into a crocodile-humanoid hybrid, or into a crocodile, or back into its true form, which is humanoid. Its statistics, other than its 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 1 hour.

Actions

Multiattack (Humanoid Only). The werecrocodile makes two attacks its shortsword.

Multiattack (Hybrid Form Only). The werecrocodile makes three attacks: one with its shortsword, one with its tail, and one with its bite.

Bite (Crocodile or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., Hit: (2d10 + 5) Piercing damage. The target is grappled, escape DC 16. Until this grapple ends, the target is restrained, and the crocodile can't bite another creature. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Tail (Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 10 ft., Hit: (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Shortsword (Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (1d6 + 5) piercing damage.