

CRAGADILE

Cragadiles dwell in the deeper, flooded portions of the Everfree Forest, the Hayseed Swamp, aquatic grottoes, and other desolate areas. Although they are stony elemental beasts, they have a taste for flesh and attack when unsuspecting prey approaches. They can lie perfectly still for days on end, never breathing, hidden among the rocks they resemble or just beneath the water's surface. Their stony hides give them superior protection from attacks, both physical and magical. Normal cragadiles are roughly 15 feet long from nose to tail, while larger, giant cragadiles are known to reach lengths of up to 30 feet.

Common Cragadile

Large elemental, unaligned

Armor Class: 14 (natural armor)

Hit Points: 45 (6d10+12)

Speed: 30 ft., swim 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	9 (-1)	15 (+2)	2 (-4)	11 (+0)	5 (-3)

Skills: Stealth +4 (See **Camouflage**)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite.

Damage Immunities: poison

Condition Immunities: exhaustion, petrified, poisoned

Senses: passive Perception 13

Languages: none

Challenge: 3 (700 XP)

TRAITS:

Camouflage: While holding still, a cragadile can hide in rocky or swampy areas without requiring cover, and has advantage on Stealth checks to do so.

Carapace: Magic spells that target the cragadile have a 50% chance to be reflected onto the caster (for touch spells) or a random creature within 30 feet (for ranged spells). Against area spells, it has advantage on saving throws.

ACTIONS:

Multiattack: The cragadile makes two attacks: one with its bite and one with its tail, but cannot use both against the same target.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (Escape DC 16). Until this grapple ends, the target is restrained, it takes 14 (3d6+4) piercing damage at the start of its turn, and the cragadile can't bite another target.

Tail: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage and the target must make a DC 11 Strength saving throw or be knocked prone.



DESIGN NOTES: A giant cragadile appears in the season 4 introductory episode, Princess Twilight Sparkle (Part 2). It was about to eat Twilight, until she was saved by her friends at the last second. Its stats are based on the D&D 5th Edition giant crocodile, with its camouflage ability and additional resistances added to reflect its stony nature. The *carapace* ability seemed appropriate to help differentiate the cragadile further from normal crocodiles, and to throw a wrench into the plans of overconfident spellcasters.

REACTIONS:

Tail Sweep: The cragadile can make a tail attack against a target that moves within 5 feet of it.

Giant Cragadile

A giant cragadile's stats are identical to a common cragadile's, except for the following:

Size: Huge; **Hit Points:** 105 (10d12+40); **Str:** 22 (+6); **Con** 18 (+4); **Senses:** passive Perception 14; **Challenge:** 6 (2,300 XP);

Bite: +9 to hit, for 24 (4d8+6) damage, escape DC 16, 15 (2d8+6) damage against grappled targets.

Tail: reach 10 ft.; +9 to hit for 19 (3d8+6) damage, Strength DC 13 or be knocked prone.