

CROCOPOTAMUS

CR 10

Always N Huge Animal

Init +0; **Senses** low-light vision; Listen +15; Spot +0, poor eyesight

Languages none

AC 18, touch 8, flat-footed 18

(-2 size, +10 natural)

hp 252 (24 HD)

Fort +21, **Ref** +12, **Will** +10

Speed 40 ft., swim 40 ft.

Melee Bite +24 (3d6+13/19-20/x2)

Space 15 ft., **Reach** 15 ft.

Base Atk +18; **Grp** +33

Atk Options Improved grab, swallow whole

Abilities Str 28, Dex 8, Con 21, Int 2, Wis 11, Cha 10

SA Improved grab, swallow whole

SQ low-light vision, camouflage, poor eyesight

Feats Diehard, Endurance, Improved Critical (bite), Improved Natural Attack (bite), Improved Toughness, Iron Will, Great Fortitude, Stealthy, Weapon Focus (bite)

Skills Hide +6, Listen +15, Move Silently +2

Advancement 25-36 HD (Huge); 37-54 HD (Gargantuan)

Camouflage (Ex) The crocopotamus's rough gray hide bears a striking resemblance to rock; the creature is adept at lying in water perfectly motionless, and is almost indistinguishable from a large rock poking above the surface. Crocopotami get a +20 racial bonus to hide checks in water which is at least 10 feet deep.

Hold Breath (Ex) A crocopotamus can hold its breath under water for a number of rounds equal to 8 times its constitution score before it risks drowning.

Improved Grab (Ex) To use this ability, a crocopotamus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Poor Eyesight (Ex) A crocopotamus's eyes are poorly developed, and it has trouble picking things out which aren't moving. Enemies may make hide checks against crocopotami even while being observed, as if they had the hide in plain sight ability. This hide check is only good against crocopotami; any other creature observing the person hiding can see them as if they weren't hidden.

Swallow Whole (Ex) A crocopotamus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the crocopotamus's gizzard. A swallowed creature can cut its way out by using a light

slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge crocopotamus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Knowledge (Nature)

DC 20: This creature is a crocopotamus, a massive aquatic predator which combines the worst aspects of a crocodile, a hippopotamus, and a tyrannosaurus. This result reveals all animal traits and hold breath ability.

DC 25: The crocopotamus is extremely tough, and can swallow people whole with its massive gullet. They are also able to hide in water well, remaining so motionless they're indistinguishable from a rock. This result reveals the camouflage, improved grab and swallow whole abilities.

DC 30: The crocopotamus has poorly-developed eyes, and it's fairly easy to hide from them. This result reveals the poor eyesight ability.