



DIEGO THE OGRE WERECROCODILE

Normally, giantkin who are bitten by lycanthropes don't survive the shock of initial transformation and die painfully shortly thereafter. On rare occasions, a giant will survive the transformation and fully embrace the curse. The albino werecrocodiles who live below the streets of Murktown are led by one such giantkin lycanthrope, a vicious ogre werecrocodile named Diego.

Ultimately, Diego is not the true mastermind behind the albino werecrocs. His lover, Harmony, a former assassin for the Black Rose Clan of Greatwell, directs the brutes.

DIEGO THE OGRE WERECROCODILE

Large giant (shapechanger), chaotic evil

Armor Class 18 (plate) in humanoid or hybrid form, 12 (natural armor) in crocodile form

Hit Points 153 (18d10 + 54)

Speed 40 ft. (30 ft., swim 50 ft. in crocodile or hybrid form)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	17 (+3)	5 (-3)	10 (+0)	7 (-2)

Saving throws Str +9, Con +6

Skills Stealth +5

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

Senses passive Perception 10

Languages Common, Giant (can't speak in crocodile form)

Challenge 10 (5,900 XP)

Shapechanger. The werecrocodile can use its action to polymorph into a Huge crocodile-humanoid hybrid or into a Huge giant crocodile, or back into its true form, which is an ogre. Its statistics, other than its size and AC, are the same in each form. Any equipment is 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.

Illumination. The werecrocodile's *Realmswarden's Greataxe* sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. In humanoid form, the werecrocodile makes two attacks with its greataxe. In hybrid form, the werecrocodile makes two melee weapon attacks, only one of which can be its bite. In crocodile form, the werecrocodile makes two attacks: one with its bite and one with its tail.

Realmswarden Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (1d12 + 9) slashing damage. If the target is an aberration or undead, the target takes an additional 6 (1d12) radiant damage.

Bite (Hybrid or Crocodile Form Only). *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 14 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Tail (Hybrid or Crocodile Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.