

NEW HORIZON

Role Playing Game



Field Guide

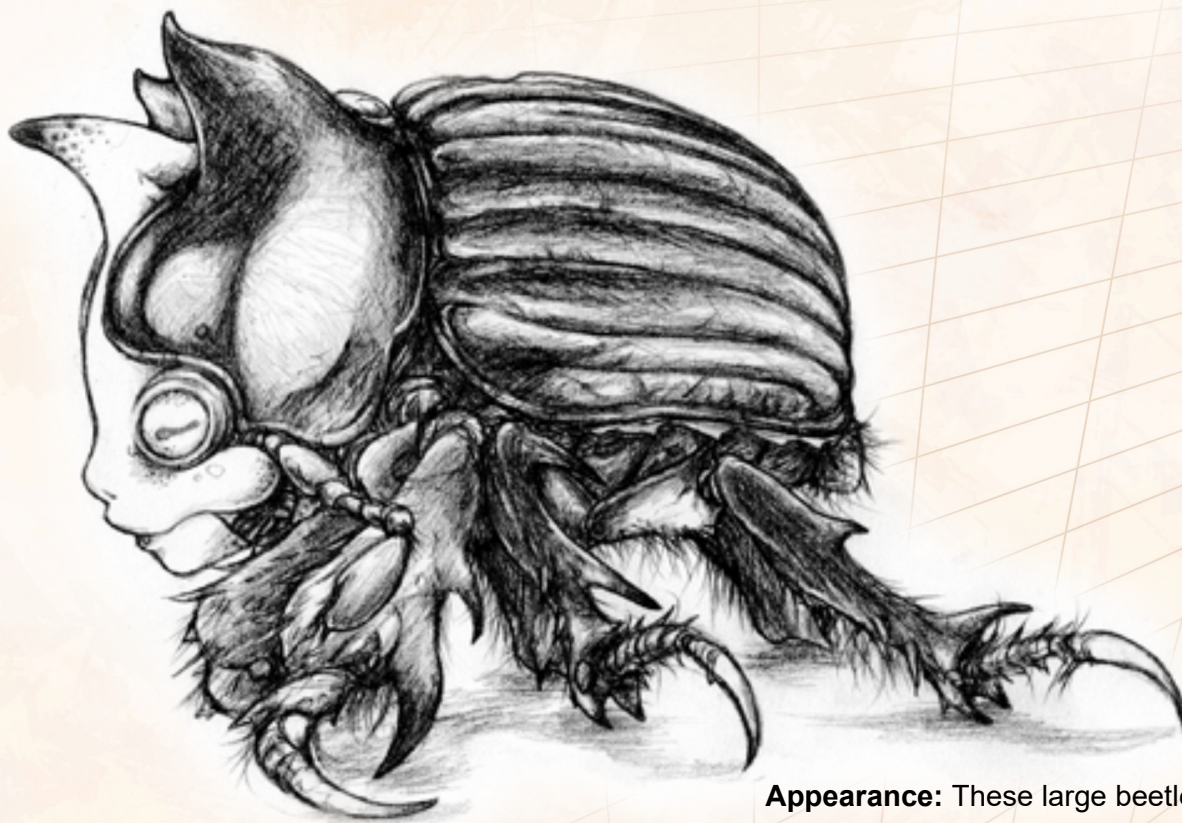
Unofficial conversions for 5th edition play

Based on original material from Michal Lysek, Ian Stewart, and Stephen Mayo
Conversion done by Stephen Mayo

<http://www.stephenmayo3.wix.com/mayowriter/new-horizon>



Creatures of New Horizon



Crypto Scarab

Medium Beast, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 38 (7d8+7)

Speed: 30 ft., flight 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances: ballistic

Senses: blindsight 60 ft., passive Perception 10

Languages: ---

Challenge: 2 (450 XP)

Actions

Multiattack: The crypto scarab makes three attacks: two with its claws and one with its bite.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.

Appearance: These large beetle like creatures resemble scarabs, with thick shells, wings, and sharp claws. They come in glossy metallic colors: red, blue, purple, green and orange with golden trim. Their most disturbing trait is their face, which resembles that of a human when their mouth is closed. The origin of their human like appearance is heavily debated.

Size: Crypto scarabs can grow almost as large as a human.

Known Dangers: These creatures possess a vicious bite and claws capable of piercing a wafan's armor.

Eating Habits: Crypto scarabs hunt during the day and the night. They will eat any prey that they can bring down, but they rarely attack prey large than themselves.

Behavior: Crypto scarabs are not territorial. They are found in groups as often as alone. Scarabs lay their eggs in the bodies of large prey, and then bury the bodies in rock mounds. Young scarabs hatch during the rainy season, and are left to fend for themselves.

Environment: Crypto scarabs inhabit arid areas with heavy spring rains.

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