

NEW HORIZON

Role Playing Game



Field Guide

Unofficial conversions for 5th edition play

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



Creatures of New Horizon



Proto-Cryth

tiny Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 2 (1d4)

Speed: 20 ft., climb 20ft.

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

Skills: Stealth +2 (in rocky areas), Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: ---

Challenge: 0 (10 XP)

Keen Sight: The proto-cryth has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Bite: *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

Appearance: A proto-cryth has a flat ovoid head that looks like a crab body. There is a skinny joint back to a second body segment, the abdomen, similar to an ant or spider but matching the head in thickness. They have six legs. They have a four mandibled mouth. All four mandibles meet in the center and are very strong. They have four eyes, two on the front of the head and one on each side. These eyes look like perfectly smooth gemstones.

Proto-Cryth favor the colors of local gemstones, many shades of blue, green and red. Some have been seen black and others appear almost translucent with a white opaqueness about them.

A cryth looks much like a proto-cryth only larger and with a pair of three pronged pincer arms which possess incredible manual dexterity. These arms extend from the underside of their head.

Size: Proto-Cryth are about the size of a small house cat. Cryth are roughly twice the size of a proto-cryth

Eating Habits: Their saliva can soften crystal. This plus a strong mouth allows them to feed on various mineral deposits and smaller silicon based organisms.

Behavior: Proto-Cryth are generally solitary creatures. Cryth live in colonies. Thousands of these creatures make their homes in valleys, directing and altering the growth of the native crystals by using the natural fluids in their own bodies.

Environment: They are mainly found high up in the Azure Mountains, deep within the kyanite valleys.

Cryth

tiny Beast, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 7 (2d4+2)

Speed: 30 ft., climb 30ft.

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

Skills: Stealth +2 (in rocky areas), Perception +5

Senses: darkvision 60 ft., passive Perception 15

Languages: ---

Challenge: 1/2 (100 XP)

Keen Sight: The cryth has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack: The cryth makes two attacks: one with its bite and one with its claws.

Bite: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) piercing damage.

Claws: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) slashing damage.

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