

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



Bone Monger

Large Beast, Unaligned

Armor Class: 19 (natural armor)

Hit Points: 180 (19d10+19)

Speed: 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	5 (-3)	14 (+2)	5 (-3)

Skills: Stealth +2, Perception +3

Damage Resistances: ballistic

Senses: blindsight 120 ft., darkvision 90 ft., passive Perception 12

Languages: ---

Challenge: 11 (7,200 XP)

Regeneration: The bone monger regains 10 hit points at the start of its turn if it has at least 1 hit point.

Charge: If the bone monger moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack: The bone monger attacks with its bite and claws, or gores a target on a charge.

Bite: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

Claws: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) slashing damage.

Gore: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

Appearance: Bone Mongers look like a demon out of a nightmare. Their body is vaguely humanoid in shape. Their goat jointed legs end in sharp hooves. Arms, which pull wings of ragged flesh from the creature's side, end in clawed hands. A Bone Monger's skin is thick and craggy, and seems to be as much ceramic bone as flesh. Thick Fur and bony plates cover their shoulders and down their spines. Bone Mongers look like they are hunched over making them half as tall as they would be if they stood up straight. The entire monstrosity is topped by an eyeless bony head, complete with horns.

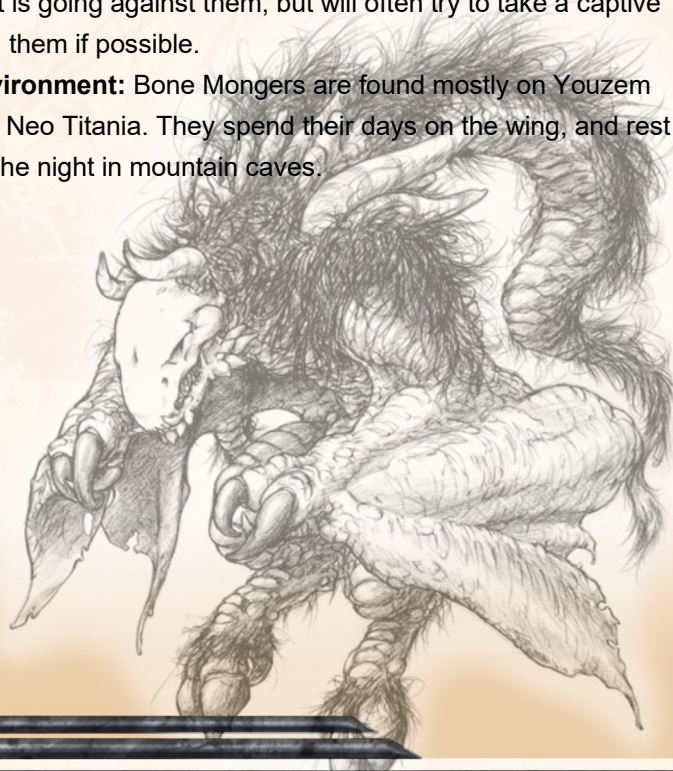
Size: Bone Mongers are 2 to 3 times the size of a person, and weigh from 300 to 500 kilos. There are rumors of larger specimens in more remote areas.

Known Dangers: Like their Grim Stalker cousins, Bone Mongers are extremely durable. Echolocation allows them to pinpoint prey regardless of visibility. They can fly for hours without rest, covering half a continent in a day if dedicated enough.

Eating Habits: Bone Mongers aren't picky about their meals. They will eat humans and wafans, as well as anything else that moves along the ground beneath them. They prefer to attack solitary creatures or small groups. If forced, they will grasp a victim with their powerful jaws before taking flight.

Behavior: Bone Mongers are not as aggressive as their Grim Stalker kin, but they are still known to attack without warning. They communicate in shrieking wails, and can be heard like banshees out in the night. They are smart enough to flee if a fight is going against them, but will often try to take a captive with them if possible.

Environment: Bone Mongers are found mostly on Youzem and Neo Titania. They spend their days on the wing, and rest for the night in mountain caves.



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