

NEW HORIZON

Role Playing Game



Field Guide

Unofficial conversions for 5th edition play

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Conversion done by Stephen Mayo

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Creatures of New Horizon



Crolop

Tiny Beast, Unaligned

Armor Class: 12
Hit Points: 7 (2d4+2)
Speed: 20 ft., swim 20 ft.

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

Senses: darkvision 30 ft., passive Perception 11
Languages: ---
Challenge: 0 (10 XP)

Amphibious: The crolop can breathe air and water.

Glide: The crolop can use its wings to glide 30 ft. per round. It must start its turn in the air, or use a leap to become airborne.

Regeneration: The crolop regains 1 hit point at the start of its turn if it has at least 1 hit point.

Standing Leap: The crolop's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Actions

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4+1) piercing damage.

Appearance: Crolop's resemble mizumaru in almost every way with one exception, they possess a set of wings on their backs which allows them to glide if they leap into the air or drop from a height. Their mouths are filled with sharp teeth that are constantly replaced over the life of the crolop.

Known Dangers: Crolop's are rarely dangerous, though their bites can be quite painful. Larger specimens have been known to attack people.

Giant Crolop

Medium Beast, Unaligned

Armor Class: 11
Hit Points: 27 (6d8)
Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills: perception +2, stealth +3
Damage Resistances: ballistic
Senses: darkvision 30 ft., passive Perception 12
Languages: ---
Challenge: 1/4 (50 XP)

Amphibious: The mizumaru can breathe air and water.

Glide: The crolop can use its wings to glide 50 ft. per round. It must start its turn in the air, or use a leap to become airborne.

Regeneration: The crolop regains 5 hit point at the start of its turn if it has at least 1 hit point.

Standing Leap: The mizumaru's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 8 (2d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the crolop can't bite another target.

Swallow: The crolop makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the crolop, and it takes 5 (2d4) acid damage at the start of each of the crolop's turns. The crolop can have only one target swallowed at a time.

If the crolop dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

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