

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



Mizumaru

Tiny Beast, Unaligned

Armor Class: 11

Hit Points: 1 (1d4-1)

Speed: 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills: perception +1, stealth +3

Senses: darkvision 30 ft., passive Perception 11

Languages: ---

Challenge: 0 (10 XP)

Amphibious: The frog can breathe air and water.

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

Appearance: Mizumaru (also known as waterhops) resemble earthly frogs and toads, and are one of several creatures that lead some to believe there is a connection between Earth and New Horizon. Unlike frogs from Earth, mizumaru occasionally are found with three pairs of legs, they also have a dual-based carbon and silicon system. There are hundreds of varieties spread across the moon. They range in color from dull brown to rainbow.

Size: Most mizumaru are small enough to fit in an average person's hand or smaller.

Known Dangers: Most varieties are scared of people, and are relatively harmless. There are several breeds that possess poison in their skin, and a rare few that are venomous. Some varieties are resistant to extremes of temperature on one side of the spectrum or the other.

Eating Habits: Mizumaru subsist mainly on insects and other small invertebrates. Larger varieties will eat rodents and similar sized animals as well.

Behavior: Mizumaru are rarely aggressive. They are territorial, however, and will live their entire lives near a chosen body of water.

Giant Mizumaru

Medium Beast, Unaligned

Armor Class: 11

Hit Points: 18 (4d8)

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.

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:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the mizumaru can't bite another target.

Swallow: The mizumaru 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 mizumaru, and it takes 5 (2d4) acid damage at the start of each of the mizumaru's turns. The mizumaru can have only one target swallowed at a time.

If the mizumaru 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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