

NEW HORIZON

Role Playing Game



Field Guide

Unofficial conversions for 5th edition play

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Creatures of New Horizon



Craol

Tiny Beast, Unaligned

Armor Class: 11 (natural armor)

Hit Points: 2 (1d4)

Speed: 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Skills: stealth +2

Senses: blindsight 30 ft., passive Perception 9

Languages: ---

Challenge: 0 (10 XP)

Actions

Claw: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage

Appearance: Craol are long serpentine crustaceans with powerful pincers and delicate, slender swimmeret legs. Their long muscular abdomen and fish like tail provide locomotion. Their mouths have small mandibles, similar to tentacles, which squirm when the creature is scenting prey, but otherwise remain at rest. Their shells are typically orange black, with an almost opalescent quality to it. Each has a unique pattern of interlaced circles on their backs. Their eyes are golden in color, with other colors being rare.

Size: Infants are only about two centimeters in length, but a full grown specimen can be the size of an adult man's leg.

Known Dangers: Craol are aquatic, but can store highly oxygenated water inside their shells for trips onto land. They can only spend an hour or two at a time on land before returning to the water, but they seem to spend as much time as possible on land. When startled or stepped on they can cause a very nasty pinch or bite. If their mate or offspring are harmed, Craol will go berserk and can do serious damage before being killed.

Eating Habits: Craol eat small fish and water borne insects. They will also greedily consume any small land bound rodent or vermin they can find when they venture out of the water.

Behavior: Craol are mostly docile creatures when not hunting for food. They are extremely protective of their young, and their mates.

Environment: Craol live primarily in Youzem, but similar species can be found around the world.

Giant Craol

Small Beast, Unaligned

Armor Class: 15 (natural armor)

Hit Points: 10 (3d6)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills: stealth +4

Damage Resistances: ballistic

Senses: blindsight 30 ft., passive Perception 9

Languages: ---

Challenge: 1 (200 XP)

Actions

A giant craol attacks with both of its claws.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 13). The craol has two claws, each of which can grapple only one target. Grappled targets take claw damage each round.

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