

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



Arthronox

Tiny Beast, Unaligned

Armor Class: 11 (natural armor)

Hit Points: 1 (1d4-1)

Speed: 10 ft.

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

Damage Resistances: poison

Senses: blind sight 10 ft., passive Perception 9

Languages: ---

Challenge: 0 (10 XP)

Actions

Multiattack: The arthronox makes three attacks: two with its claws and one with its sting.

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

Sting: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one.

Appearance: Arthronox, commonly called scorpins, resemble earthly scorpions and other arachnids in a number of ways. The most common breeds sport a large flat tail rather than a stinger. These flat tailed arthronox sport a pair of tentacles tipped in poison stingers. Other breeds have tails with blades or stingers. They range in colors, with most matching their environment. All arthronox show some resistance to poisons and venom.

Size: Ranging 20 to 40 centimeters in length with a few reaching half a meter. Larger arthronox exist, some even reaching the size of a medium dog.

Known Dangers: Besides tails and pincers, many breeds are also poisonous.

Eating Habits: Bugs and other small creatures.

Behavior: Most are nocturnal, living alone or in small groups.

They are not aggressive unless attacked first.

Environment: Most arthronox live in the warmer temperate areas or in the desert, though different varieties can be found everywhere except the frozen poles. .

King Scorpin

Small Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 27 (5d6+10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	11 (+0)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities: poison

Senses: blind sight 10 ft., passive Perception 10

Languages: ---

Challenge: 1 (200 XP)

Actions

Multiattack: The scorpin makes three attacks: two with its claws and one with its sting.

Claw: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) bludgeoning damage

Sting: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

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