

Newt



New Playable BECMI Race for the Mystara Campaign Setting.

By Havard

- **Prime Requisite:** Dex and Con
- **Ability Score Mods:** N/A
- **Ability Score Max:** N/A.
- **Weapons allowed:** Newts can use any weapons, but prefer their own Newt Harpoons.
- **Armor allowed:** Newts can use leather weapon and shields, but dislike wearing metal armor.
- **HD type:** D8+2
- **Save as:** Fighter



Newts were first introduced in the adventure *Knight of Newts*.

Newts are rare race on Mystara, believed to be related to Frogfolk found in the Great Swamp north of the Known World and perhaps having their origins go back to the Age of Blackmoor. Recently a small community was discovered living in the small valley of Thunder Rift, near the Ruins of Kraal. This amphibious race appear as bipedal frog-like humanoids.

Most newts are disruptive to their environment and hate elves, dwarves and humans. Some newts have recently begun to change their ways and try to live peacefully alongside other races, but these are shunned by the more traditional minded newts. Many Newts follow Stodos, Lord of the Icy Wastes or Demogorgon as their Immortal Patrons. The more peaceful minded Newts have often adopted the following of Ka The Preserver.

Flame and Frost-blooded Newts have bloodlines that can be traced back to elemental creatures known as Flame Salamanders and Frost Salamanders. This gives them some additional abilities. Flame-blooded Newts tend to have a reddish golden skin and Frost-blooded Newts tend to have bluish white skin. These two varieties are extremely rare.

In the first round of combat, Newts can use their hopping attack to leap up to 30' and strike before their opponents even if they lose the initiative. Newts wear no clothing but can use leather armor and shields. Their favored weapon is the special Newt Harpoon which does 2d4 damage.

LEVEL	XP		SWAMP	FLAME	FROST
Teenager	-4,200	1d8	Hopping attack Bite attack 1d4 dmg against unarmored.	Hopping attack Bite attack 1d4 dmg against unarmored	Hopping attack Bite attack 1d4 dmg against unarmored
NM	0	1d8+2	Half damage from bludgeoning weapons	Immune to non-magical fire	Immune to non-magical cold.
1	4,200	2d8+2	Bite attack can damage armored opponents	Bite attack can damage armored opponents	Bite attack can damage armored opponents
2	8,400	3d8+2	Bite attack in addition to weapon attack	Bite attack in addition to weapon attack	Bite attack in addition to weapon attack
3	16,800	4 d8+2	Bite attack does 1d6 dmg	Bite attack does 1d6 dmg	Bite attack does 1d6 dmg
4	33,600	5 d8+2			
5	67,200	6 d8+2	Water Breathing 1/day	Half damage from magical fire or save to take ¼ damage	Half damage from cold or save to take ¼ damage
6	134,400	-			
7	26,8800	7 d8+2			
8	53,7600	8 d8+2	Bite attack does 1d8 dmg	Bite attack does 1d8 dmg	Bite attack does 1d8 dmg
9	83,7600	9 d8+2			
10	113,7600*	9d8+3**			

*+100,000 XP per level thereafter

**+1 Hp per level

- Mystara logo by Thorf
- XP chart created with the aid of tools by Agathokles:
<http://agathokles.pythonanywhere.com/>