

CREATURE | WORLDS AWAKENING

Name	Basilisk	Power	Boss (2/1)	HP Base	Medium (17)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://worlds-awakening.com/en/community/bestiar/161>

STR	DEX	CON	INT	WIS	CHA	Initiative
+3	-2	+2	+0	+2	+1	8

Crit. success	20	Crit. failure	1
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Resistances	
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Weaknesses	
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ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Morsure (Melee)	Coup de patte (Melee)	
1	19	15	15	+2 DM 1d6+4	+2 DM 1d6+1	
2	36	16	16	+3 DM 1d6+6	+3 DM 1d6+3	
3	53	17	17	+4 DM 1d6+8	+4 DM 1d6+5	
4	70	18	18	+5 DM 2d6+8	+5 DM 2d6+5	
5	87	19	19	+6 DM 2d6+10	+6 DM 2d6+7	
6	104	20	20	+7 DM 2d6+13	+7 DM 2d6+10	
7	121	21	21	+8 DM 3d6+12	+8 DM 3d6+9	
8	138	22	22	+9 DM 3d6+15	+9 DM 3d6+12	
9	155	23	23	+10 DM 3d6+18	+10 DM 3d6+15	
10	172	24	24	+11 DM 3d6+20	+11 DM 3d6+17	

ABILITIES

Paralyzing gaze C - A - MAG (WIS) The creature can paralyze with a mere penetrating gaze, unless a WIS saving throw with a difficulty of 15 is successful. The paralysis lasts until the creature dies, or until the paralyzed succeeds on a WIS saving throw, the difficulty decreasing by one point per turn or if the creature moves away from 40 meters. A paralyzed who has freed themselves from the grip of the paralyzing gaze can no longer be affected by the creature that affected them. LVL 2: WIS saving throw with a difficulty of 16 is successful LVL 4: WIS saving throw with a difficulty of 17 is successful LVL 6: WIS saving throw with a difficulty of 18 is successful LVL 8: WIS saving throw with a difficulty of 19 is successful	