

CREATURE | WORLDS AWAKENING

Name	Guardians	Power	Mini-Boss (HP) (3/1)	HP Base	Medium (15)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://worlds-awakening.com/en/community/bestiary/205>

STR	DEX	CON	INT	WIS	CHA	Initiative	Resistances	Bludgeoning, Dark
+2	+4	+1	+0	+2	+2	14	Weaknesses	Slashing, Piercing, Holy

ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Croc et Griffes de l'Ombre (Melee)		
1	16	13	15	+3 DM 1d6-2		
2	31	14	16	+4 DM 1d6		
3	46	15	17	+5 DM 1d6+2		
4	61	16	18	+6 DM 2d6+1		
5	76	17	19	+7 DM 2d6+3		
6	91	18	20	+8 DM 2d6+5		
7	106	19	21	+9 DM 3d6+4		
8	121	20	22	+10 DM 3d6+7		
9	136	21	23	+11 DM 3d6+10		
10	151	22	24	+12 DM 3d6+13		

ABILITIES

Shadow Walk P - F This ability allows the creature to move through areas of shadow. The distance traveled is equal to 10 feet multiplied by the creature's level (LVL x 3 meters). This ability only functions in the presence of darkness. Limitation: 3 / Per encounter	Sweeping Strike P - 2m In close combat, this creature can simultaneously attack a number of opponents equal to its Adversity Ratio (AR). When it executes a melee attack, it performs a single attack roll that applies to each enemy within range. Each adversary hit suffers the standard damage of the attack, but can still defend themselves, by absorbing, dodging, or parrying the assault.