

CREATURE | WORLDS AWAKENING

Name	Nargaloth	Power	Boss (3/1)	HP Base	Medium (16)
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ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://worlds-awakening.com/en/community/bestiar/239>

STR	DEX	CON	INT	WIS	CHA	Initiative
+3	+3	+0	+3	+3	+0	13

Crit. success	20	Crit. failure	1
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Resistances	Ice, Dark
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Weaknesses	Fire, Holy
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ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Griffes et Crocs (Melee)		
1	16	11	17	+4 DM 1d6-1		
2	32	12	18	+5 DM 1d6+1		
3	48	13	19	+6 DM 1d6+3		
4	64	14	20	+7 DM 2d6+3		
5	80	15	21	+8 DM 2d6+5		
6	96	16	22	+9 DM 2d6+8		
7	112	17	23	+10 DM 3d6+7		
8	128	18	24	+11 DM 3d6+10		
9	144	19	25	+12 DM 3d6+13		
10	160	20	26	+13 DM 3d6+15		

ABILITIES

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.	Life Absorptions PC - MA - MAG (INT) - 5m The creature drains the life energy of its opponents within a 5 meter radius. Each affected opponent must succeed on a WIS test of difficulty 13 to resist it. If it fails, the target loses 1d6 HP, which is immediately restored to the creature as healing.