

CREATURE | WORLDS AWAKENING

Name Venomous spiders (mass of)

Power

Standard (1/2)

HP Base

Medium (7)

ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/community/bestary/159>

Crit. success

20

Crit. failure

1

STR	DEX	CON	INT	WIS	CHA	Initiative
-2	+1	+0	+1	+0	-1	11

Resistances

Slashing, Piercing

Weaknesses

Bludgeoning, Fire

ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Morsure (Melee)		
1	7	11	11	-1 DM 1d6-2		
2	14	12	12	+0 DM 1d6		
3	21	13	13	+1 DM 1d6+2		
4	28	14	14	+2 DM 2d6+1		
5	35	15	15	+3 DM 2d6+3		
6	42	16	16	+4 DM 2d6+5		
7	49	17	17	+5 DM 3d6+4		
8	56	18	18	+6 DM 3d6+7		
9	63	19	19	+7 DM 3d6+10		
10	70	20	20	+8 DM 3d6+13		

ABILITIES

Entanglement

C - A - PHY (DEX)

The creatures quickly weave a web which they can propel up to a distance of 5 meters. A DEX saving throw with a difficulty of 10 allows the targeted opponent to avoid the web. Otherwise, the opponent is ensnared in the web: they are paralyzed (no attacks or movement) until they free themselves from the web (STR saving throw with a difficulty of 15).

LVL 4: Range of 10 meters

LVL 8: The saving throw to avoid the web increases to a DEX difficulty of 15. The saving throw to extricate oneself from the web increases to a STR difficulty of 20

Jump

PC - MA - PHY (DEX)

The creature can jump a great distance in one go and attack an opponent normally out of reach.

LVL 1: Jump over a distance of 10 meters, followed by a biting attack.

LVL 4: Jump over a distance of 15 meters, followed by a biting attack.

LVL 8: Jump over a distance of 20 meters, followed by a biting attack.