

CREATURE | WORLDS AWAKENING

Name Le Bahatroll!

Power

Boss (3/1)

HP Base

Large (21)

ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/community/bestiar/301>

Crit. success

19 - 20

Crit. failure

1

Resistances

Bludgeoning, Slashing, Piercing

Weaknesses

Non-Elemental

STR	DEX	CON	INT	WIS	CHA	Initiative
+1	+0	+2	+0	+1	+2	10

ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Argument percutant (Melee)	Rire tonitruant (Ranged)	
1	23	15	13	+2 DM 1d6+1	+3 DM 1d8-2	
2	44	16	14	+3 DM 1d6+3	+4 DM 1d8	
3	65	17	15	+4 DM 1d6+5	+5 DM 1d8+2	
4	86	18	16	+5 DM 2d6+5	+6 DM 1d8+5	
5	107	19	17	+6 DM 2d6+7	+7 DM 1d8+7	
6	128	20	18	+7 DM 2d6+10	+8 DM 2d8+6	
7	149	21	19	+8 DM 3d6+9	+9 DM 2d8+8	
8	170	22	20	+9 DM 3d6+12	+10 DM 2d8+11	
9	191	23	21	+10 DM 3d6+15	+11 DM 2d8+14	
10	212	24	22	+11 DM 3d6+17	+12 DM 3d8+12	

ABILITIES

Confusion

C - MA - MAG (INT) - MP 3-5

The character casts a confusion spell on a target for a cost of 3 MP, causing them to lose their composure for 1 round. During this period, the target is unable to control their actions and may attack their own allies when it is their turn to act. On the opponent's attack roll, if it fails, they either attack one of their allies or suffer the damage from their own attack.

Cooldown: 2 turns

LVL 2: The target is also unable to cast spells or use abilities during the confusion.

LVL 4: The duration of confusion is increased to 2 rounds, and the cost increases to 4 MP.

LVL 6: The confused opponent consistently attacks their own allies or harms themselves, and the cost increases to 5 MP.

Deceptive Mirages

PC - MA - Support - 5m - MP 2-3

For a cost of 2 MP, the character summons 2 perfect illusions of himself. These copies move and simulate the actions of their creator without being able to attack or interact materially with the world around them. They serve as decoys, intended to deceive enemies who attack them as a priority instead of the character. If an enemy attempts to attack an illusion or if it is hit by any attack or effect, it instantly dissipates. Illusions last until dispelled or until the combat scene ends.

Cooldown: 2 turns

LVL 3: The number of illusions created increases to 3.

LVL 5: The number of illusions created increases to 4 and the cost increases to 3 MP.

LVL 7: The number of illusions created increases to 5.

Chicanerie mercantile

P - F - 2m

+4 en marchandage et pinaillage contractuel.

Increvable !

P

Il ne meure jamais ! Mais reste inconscient un nombre de minutes égales aux derniers dégâts reçus.