Creature | Worlds Awakening

Name	Archange	Power	Boss (5/1)	HP Base	Huge (25)

Encounter Follow-up

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



https://www.worlds-awakening.com/en/community/bestiary/313

Crit. success	19 - 20	Crit. failure	1

STR	DEX	CON	INT	WIS	CHA
+4	+4	+3	+3	+3	+2

Initiative
14

Resistances	Lightning, Wind, Holy, Bludgeoning
Weaknesses	Ice, Dark

Attributes

Lvl	HP	Def PHY	Def MAG	Coup d'épée purificatrice (Melee)	Bourasque (Ranged)	
1	28	17	17	+6 DM 1d6+3	+6 DM 1d8+2	
2	53	18	18	+7 DM 1d6+5	+7 DM 1d8+4	
3	78	19	19	+8 DM 1d6+7	+8 DM 1d8+6	
4	103	20	20	+9 DM 2d6+7	+9 DM 1d8+9	
5	128	21	21	+10 DM 2d6+9	+10 DM 1d8+11	
6	153	22	22	+11 DM 2d6+12	+11 DM 2d8+10	
7	178	23	23	+12 DM 3d6+11	+12 DM 2d8+12	
8	203	24	24	+13 DM 3d6+14	+13 DM 2d8+15	
9	228	25	25	+14 DM 3d6+17	+14 DM 2d8+18	
10	253	26	26	+15 DM 3d6+19	+15 DM 3d8+16	

Abilities

Arcane Shield

C - MA - Support - MP 1-2

The character can create an Arcane Shield at a cost of 1 MP, reducing all damage taken by 1d12 for 3 turns. Only the character casting the ability can benefit from the Arcane Shield.

LVL 3: Reduces damage taken by 1d20.

LVL 5: Reduces damage taken by 2d20 and increases cost to 2 MP.

LVL 7: Reduces damage taken by 3d20.

Purge of Darkness

C - MA - MAG (WIS) - MP 2-4

The character inflicts 1d6+1 sacred damage to demonic or undead creatures within a 2-meter radius at a cost of 2 MP.

Cooldown: 1 turns

LVL 3: Sacred damage increases to 2d6+3.

LVL 5: Sacred damage increases to 2d8+3, the attack radius expands to 5 meters, and the cost increases to 3 MP.

LVL 7: Sacred damage increases to 2d8+8, and the cost increases to 4 MP.

Fast Regeneration

C - F

The character recovers 1d4+2 HP.

Limitation: 1 / Per day

LVL 2: Regeneration increases to 2d4+8 HP.

LVL 4: Regeneration increases to 2d6+10 HP.

LVL 6: Regeneration increases to 2d8+14 HP.