

# CREATURE | WORLDS AWAKENING

<b>Name</b>	Basilisk	<b>Power</b>	Boss (2/1)	<b>HP Base</b>	Medium (17)
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## ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/user/5/bestiary/13>

STR	DEX	CON	INT	WIS	CHA	Initiative
+3	-2	+2	+0	+2	+1	8

<b>Crit. success</b>	20	<b>Crit. failure</b>	1
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<b>Resistances</b>	
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<b>Weaknesses</b>	
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## ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Bitye (melee)	Paw swipe (melee)
1	19	15	15	+2 DM 1d6+4	+2 DM 1d6+1
2	36	16	16	+3 DM 1d6+6	+3 DM 1d6+3
3	53	17	17	+4 DM 1d6+8	+4 DM 1d6+5
4	70	18	18	+5 DM 2d6+8	+5 DM 2d6+5
5	87	19	19	+6 DM 2d6+10	+6 DM 2d6+7
6	104	20	20	+7 DM 2d6+13	+7 DM 2d6+10
7	121	21	21	+8 DM 3d6+12	+8 DM 3d6+9
8	138	22	22	+9 DM 3d6+15	+9 DM 3d6+12
9	155	23	23	+10 DM 3d6+18	+10 DM 3d6+15
10	172	24	24	+11 DM 3d6+20	+11 DM 3d6+17

## ABILITIES

<p><b>Paralyzing gaze</b> <span style="float: right;">C - A - MAG (WIS)</span></p> <p>The creature can paralyze with a mere penetrating gaze, unless a WIS saving throw with a difficulty of 15 is successful. The paralysis lasts until the creature dies, or until the paralyzed succeeds on a WIS saving throw, the difficulty decreasing by one point per turn or if the creature moves away from 40 meters. A paralyzed who has freed themselves from the grip of the paralyzing gaze can no longer be affected by the creature that affected them.</p> <p><b>LVL 2:</b> WIS saving throw with a difficulty of 16 is successful  <b>LVL 4:</b> WIS saving throw with a difficulty of 17 is successful  <b>LVL 6:</b> WIS saving throw with a difficulty of 18 is successful  <b>LVL 8:</b> WIS saving throw with a difficulty of 19 is successful</p>	