

# CREATURE | WORLDS AWAKENING

|      |                  |       |            |         |              |
|------|------------------|-------|------------|---------|--------------|
| Name | Engence Abyssale | Power | Boss (6/1) | HP Base | Titanic (28) |
|------|------------------|-------|------------|---------|--------------|

## ENCOUNTER FOLLOW-UP

| # | Lvl | HP Max | HP Left |
|---|-----|--------|---------|
| 1 |     |        |         |
| 2 |     |        |         |
| 3 |     |        |         |
| 4 |     |        |         |
| 5 |     |        |         |



<https://www.worlds-awakening.com/fr/user/55/bestiary/150>

| STR | DEX | CON | INT | WIS | CHA | Initiative |
|-----|-----|-----|-----|-----|-----|------------|
| +6  | +1  | +6  | +3  | +4  | +6  | 11         |

|               |         |               |   |
|---------------|---------|---------------|---|
| Crit. success | 17 - 20 | Crit. failure | 1 |
|---------------|---------|---------------|---|

|             |                           |
|-------------|---------------------------|
| Resistances | Blunt, Slashing, Piercing |
|-------------|---------------------------|

|            |      |
|------------|------|
| Weaknesses | Holy |
|------------|------|

## ATTRIBUTES

| Lvl | HP  | Def PHY | Def MAG | Taillade Ténébreuse (melee) | Frappe du Néant (50m) (ranged) |  |
|-----|-----|---------|---------|-----------------------------|--------------------------------|--|
| 1   | 34  | 23      | 19      | +8 DM 1d6+2                 | +2 DM 1d8-1                    |  |
| 2   | 62  | 24      | 20      | +9 DM 1d6+4                 | +3 DM 1d8+1                    |  |
| 3   | 90  | 25      | 21      | +10 DM 1d6+6                | +4 DM 1d8+3                    |  |
| 4   | 118 | 26      | 22      | +11 DM 2d6+6                | +5 DM 1d8+6                    |  |
| 5   | 146 | 27      | 23      | +12 DM 2d6+8                | +6 DM 1d8+8                    |  |
| 6   | 174 | 28      | 24      | +13 DM 2d6+11               | +7 DM 2d8+7                    |  |
| 7   | 202 | 29      | 25      | +14 DM 3d6+10               | +8 DM 2d8+9                    |  |
| 8   | 230 | 30      | 26      | +15 DM 3d6+13               | +9 DM 2d8+12                   |  |
| 9   | 258 | 31      | 27      | +16 DM 3d6+16               | +10 DM 2d8+15                  |  |
| 10  | 286 | 32      | 28      | +17 DM 3d6+18               | +11 DM 3d8+13                  |  |

## ABILITIES

|                                                                                                                                                                          |                                                                                                                                               |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Regard des Abysses</b> C - A - MAG (CHA) - 50m</p> <p>La cible de la Créature est paralysée et ne peut agir pendant 1 tour.</p> <p><b>Cooldown:</b> 1 round(s)</p> | <p><b>Invulnérabilité Mentale et Parasitaire</b> P</p> <p>La créature est insensible à toute altération d'état et de dégâts sur la durée.</p> |
|                                                                                                                                                                          |                                                                                                                                               |