

# CREATURE | WORLDS AWAKENING

Name Guardians

Power

Mini-boss (HP) (3/1)

HP Base

Medium (15)

## ENCOUNTER FOLLOW-UP

#	Lvl	HP Max	HP Left
1			
2			
3			
4			
5			



<https://www.worlds-awakening.com/en/user/57/bestiary/63>

Crit. success	19 - 20	Crit. failure	1
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STR	DEX	CON	INT	WIS	CHA	Initiative
+2	+4	+1	+0	+2	+2	14

Resistances	Blunt, Darkness
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Weaknesses	Slashing, Piercing, Holy
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## ATTRIBUTES

Lvl	HP	Def PHY	Def MAG	Shadow Fang and Claw (melee)
1	16	13	15	+3 DM 1d6-2
2	31	14	16	+4 DM 1d6+0
3	46	15	17	+5 DM 1d6+2
4	61	16	18	+6 DM 2d6+1
5	76	17	19	+7 DM 2d6+3
6	91	18	20	+8 DM 2d6+5
7	106	19	21	+9 DM 3d6+4
8	121	20	22	+10 DM 3d6+7
9	136	21	23	+11 DM 3d6+10
10	151	22	24	+12 DM 3d6+13

## ABILITIES

### Sweeping Strike

P - 2m

In close combat, this creature can simultaneously attack a number of opponents equal to its Adversity Ratio (AR). When it executes a melee attack, it performs a single attack roll that applies to each enemy within range. Each adversary hit suffers the standard damage of the attack, but can still defend themselves, by absorbing, dodging, or parrying the assault.

### Shadow Walk

P - F

This ability allows the creature to move through areas of shadow. The distance traveled is equal to 10 feet multiplied by the creature's level (LVL x 3 meters). This ability only functions in the presence of darkness.

**Limitation:** 3 / Encounter