

Common Pylak



224

STR 25
COR 3
DEF 8
SPD 2
WIS 3
HP 186
CAP 15

CAST Pylos Thrall

These monsters work for whomever a Pylos attaches them to. They have one Dual Strike per round. They are not known for quality thought patterns. Pylos Power Pool: 30
Taint DEF: all types 4.

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Dragon Storm

May not use magic of any type. May use Pylos Powers instead. Points for those powers is not included, however, their Power Pool cost is included.

Common Pylak are trained to take orders both verbally and through hand signals. They are fiercely loyal and have an additional +3 to all resistance rolls.

Skills: Perception +5
Aces: 1* Dual Action
Movement is 8".

In the rare case of two Common Pylaks being together they will be a mated pair and will be Soul Mates.

Common Pylaks stand about 10-12 feet tall and have green eyes.

SIDE TWO OF COMMON PYLAK
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Pylak



349

STR 35
COR 4
DEF 10
SPD 3
WIS 6
HP 312
CAP 18

CAST Pylos Thrall

These monsters work for whomever a Pylos attaches them to. They have one Dual Strike per round. They are not known for quality thought patterns. Pylos Power Pool: 60
Taint DEF: all types 7.

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Dragon Storm

May not use magic of any type. May use Pylos Powers instead. Points for those powers is not included, however, their Power Pool cost is included.

Pylak are trained to take orders both verbally and through hand signals. They are fiercely loyal and have an additional +6 to all resistance rolls.

Skills: Dark Sense, Perception +14
Stealth+6, Thief+6, Scout +7
Aces: 4* Dual Action
Movement is 8".

In the rare case of two Pylaks being together they will be a mated pair and will be Soul Mates.

Pylaks stand about 10-12 feet tall and have yellow eyes.

SIDE TWO OF COMMON PYLAK
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Enhanced Pylak



514

STR 45
COR 5
DEF 12
SPD 4
WIS 9
HP 438
CAP 21

CAST Pylos Thrall

These monsters work for whomever a Pylos attaches them to. They have one Dual Strike per round. They are not known for quality thought patterns. Pylos Power Pool: 90
Taint DEF: all types 9

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Dragon Storm

May not use magic of any type. May use Pylos Powers instead. Points for those powers is not included, however, their Power Pool cost is included.

Pylak are trained to take orders both verbally and through hand signals. They are fiercely loyal and have an additional +6 to all resistance rolls.

Skills: Dark Sense, Perception +17
Stealth+7, Thief+7, Scout +10
Aces: 8* Dual Action
Movement is 8".

In the rare case of two Pylaks being together they will be a mated pair and will be Soul Mates.

Pylaks stand about 10-12 feet tall and have blue eyes.

SIDE TWO OF COMMON PYLAK
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Pylos Healing Power



10

Pylos Power

Independent Card. The pylos may expend 1 point from their Power Pool to heal 2 points of any damage. The maximum is 10 pool points (20 healing) per Independent used on this.

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Melee Surge



10

Pylos Power

Independent Card. The Pylos may expend 1 point from their Power Pool to add +1 damage to a melee attack. The maximum is 20 pool Points (+20 melee) per independent used on this.

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