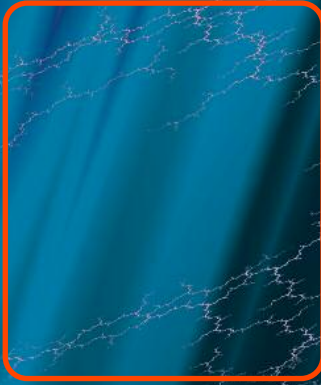


## Pylos - Antigua

1880



STR  
155  
COR  
47  
DEF  
8  
SPD  
8  
WIS  
15  
HP  
3,918  
CAP  
15

Cast Pylos Lord

Antigua was banished by the Pylos Empire for his failure to conquer Grandilar, probably because he is the most junior Pylos near Grandilar. He has to win to go home...  
May not use Magic.

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Pylos - Antigua

## Agent - Sevinia

1182



STR  
118  
COR  
9  
DEF  
6  
SPD  
6  
WIS  
12  
HP  
2,236  
CAP  
15

Cast Prime MadSpawn

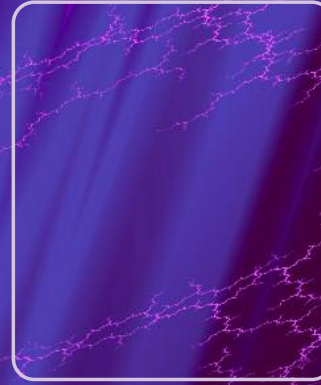
Sevinia is an unusual Agent, she has free will. Her behavior can best be called "erratic". She may be found working for any of the Pylos Lords. She considers, for some arcane reason, Dyson Brickwall among the Lords. May use Pylos Powers. Sevinia has three Actions per round.

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Agent Sevinia

## Astral Portal

25



Pylos Power Card (IND)

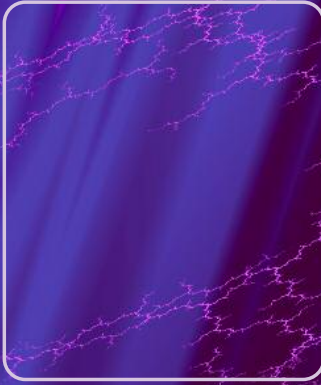
Independent. Creates an almost invisible (-30) to see portal. Both ends must be visible to the Pylos. Sometimes wielded as a shield to divert attacks, spells and even moving enemies. Stays open for 5 rounds. Multiple people may use this.

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Astral Portal

## Mind Slam

20



Pylos Power Card (IND)

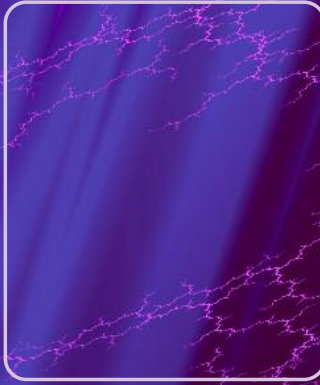
Independent. 6d6+21 physical damage delivered from the Astral Plane to your innards. No Physical Defense works. Range is 400 feet.

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Mind Slam

## Pylos Power Pool

?



Pylos Power

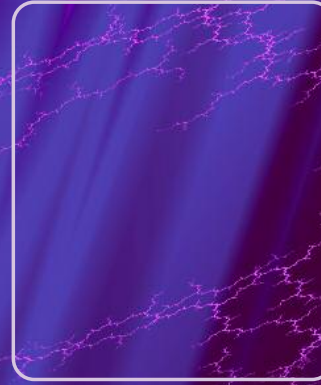
This is the "Pool" of points the Pylos has to fuel their Powers. One Card Point spent on the Pool gives two points of Power to use. (i.e. 500 CP equals 1,000 power Points) Power Cards do not Drain. Power recovers at 100 points per hour.

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Pylos Power Pool

## Pylos Repair

50



Pylos Power Card (IND)

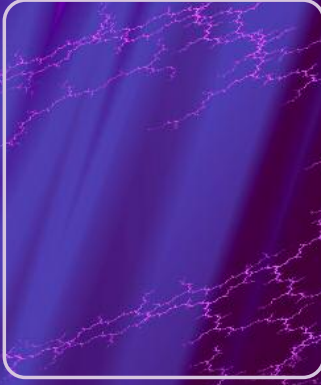
Independent. Heals 50 points of damage the Pylos has taken.

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Pylos Repair

## Open Astral Door

50



Pylos Power Card (Action)

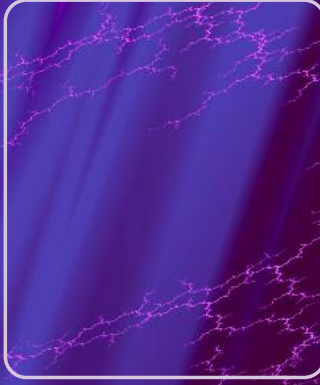
Opens a door to the Astral Plane. Step through and close the door behind you to leave an "uncomfortable" place in the physical world. One user per door.

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Open Astral Door

## Shimmer

10



Pylos Power Card (IND)

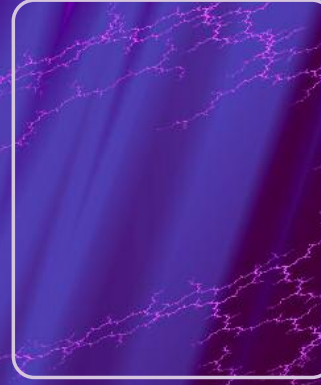
Independent. Play to dodge without using a Movement or even moving. May be used against any Melee or Missile attack.

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Shimmer

## Dense Target

50



Pylos Power Card (IND)

Independent. 2d6+WIS versus targets 2d6+WIS. Success causes the target to double all required Independents used. (You need two Independents instead of one.)

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Dense Target