

Name: **Antillian Scout**

HP: **15** Level: **1**

Attributes

Power —

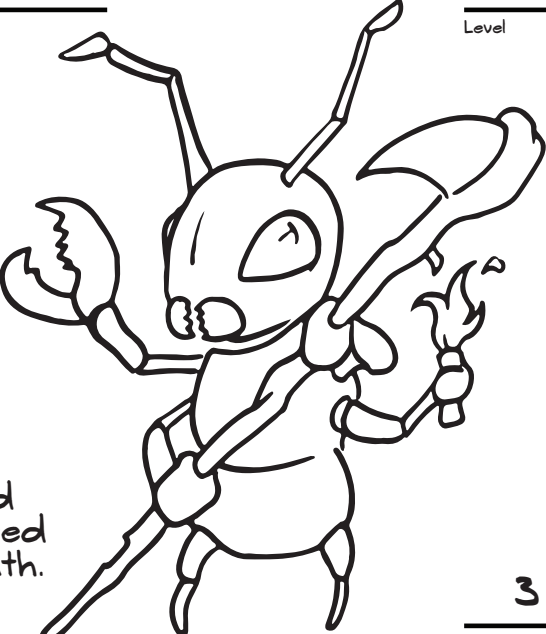
Toughness —

Mana —

Abilities

Lvl 1 Molting Exoskeleton = Heal 10 hp
Exerted Carapace = +2 Toughness

From the Unclaimed Lands. These Scouts go out into the known world to forage and pillage. Use caution as it has been observed that they do not retreat and fight till death.



KatiAndRob.com XP when Vagquished **3**

Name: **Shadow Captain**

HP: **25** Level: **4**

Attributes

Power —

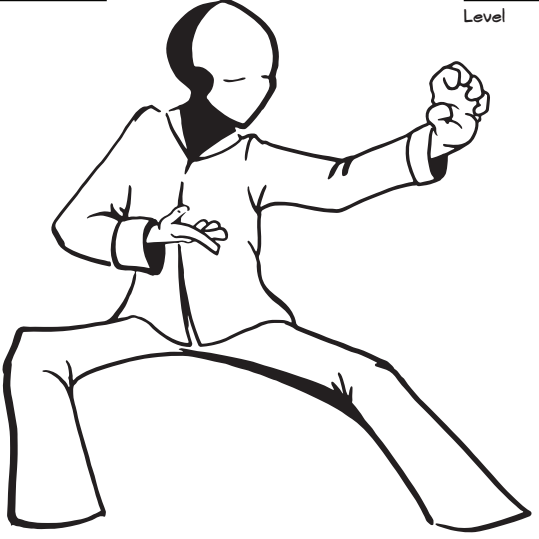
Toughness —

Mana —

Abilities

Lvl 1 Phase State - Prevent all damage to target
 Lvl 2 Darkness - Target Creature cannot attack this turn
 Lvl 3 Shadow Movement - Move up to 2 characters instantly to a location
 Lvl 4 Smoke Blade - +6 power

Shadow People are naturally good and protective. They avoid violence and serve to nurture compassion.



KatiAndRob.com XP **81**

Name: **Serpizard Apprentice**

HP: **20** Level: **2**

Attributes

Power —


Toughness —

Mana —

Abilities

Lvl 1 Venom Strike = +3 Power
 Lvl 2 Projector Beam = +(1 x Mana) Power
Serpentine Movement = Prevent all damage from one attack

From the Mists. The Serpizards are all about magic and spells. They are dedicated to becoming powerful mages above all else.



KatiAndRob.com XP when Vagquished **5**

Name: _____

HP: _____ Level: _____

Attributes

Power —

Toughness —

Mana —

Abilities

Lvl 1 _____

Lvl 2 _____

Lvl 3 _____

KatiAndRob.com XP _____