

Tier 8 Enemies

Angels: The servants of Heaven are just and righteous, but this makes them no less deadly in combat.

Herald (Normal, Angel, Light)

HP 25/Shell 30, Initiative 14, Mana 80, Physical Attack 14, Magical Attack 16, Physical Defense 3, Magical Defense 8, Evasion 12, Resistance 6, Physical Accuracy 14, Magical Accuracy 12, Status Accuracy 12

Strike. Melee. Makes a basic physical attack.

Smite. Melee. Costs 5 MP. Makes a physical attack that deals physical light damage on a hit.

Behold!. Multi. Costs 18 MP. Uses a status-inflicting ability on all of the Herald's enemies that inflicts the Blinded status on a hit.

Trumpet of Conquest. Multi. Costs 25 MP. Casts Haste on the Herald and all of its allies.

The First Seal. Passive. When the Herald is downed, all of the Herald's enemies have their Magical Accuracy debuffed by one step on the Bonus Tracker.

Item Table: Expert Inflict Blind, Expert Restore MP, 1000 cr.

Seeker (Normal, Angel, Wind)

HP 38/Shell 27, Initiative 16, Mana 75, Physical Attack 16, Magical Attack 14, Physical Defense 5, Magical Defense 7, Evasion 4, Resistance 10, Physical Accuracy 16, Magical Accuracy 4, Status Accuracy 4

Bow. Melee. Makes a basic physical attack.

Arrow of Light. Ranged. Costs 8 MP. Makes a physical attack against a single target that deals physical light damage on a hit.

Eye of God. Multi. Costs 10 MP. This ability works like the Artificer's Scan ability. The next magical attack, physical attack, or status-inflicting ability against each of the Seeker's enemies cannot be evaded or resisted, with the exception being elemental immunities.

Divine Protection. Multi. Costs 10 MP. Buffs the Evasion of the Seeker and all of their allies by one step on the Bonus Tracker.

Inscrutable Form. Passive. The Seeker does not take double damage from physical or magical attacks depending on whether or not its shell or HP are being damaged. All other multipliers still apply.

The Second Seal. Passive. When the Seeker is downed, all of the Seeker's enemies take 10 base magical light damage.

Item Table: Expert Physical Light Damage, Multiscan, 1000 cr.

Madonna (Normal, Angel, Light)

HP 21/Shell 44, Initiative 4, Mana 85, Physical Attack 4, Magical Attack 18, Physical Defense 5, Magical Defense 9, Evasion 16, Resistance 10, Physical Accuracy 4, Magical Accuracy 16, Status Accuracy 16

Knit the Body. Multi. Costs 15 MP. Heals the Madonna and all of their allies by 18 HP.

Knit the Mind. Multi. Costs 15 MP. Restores 18 MP to all of the Madonna's allies.

Knit the Soul. Multi. Costs 14 MP. Restores the Shell of the Madonna and their allies by 18 points.

Innocence. Passive. At the beginning of the battle, the Madonna is automatically Guarded by one of their allies.

The Third Seal. Passive. When the Madonna is downed, any of their allies that have already been downed are revived and restored to 1 HP.

Item Table: Expert Light Shell, Expert Restore HP, 1000 cr.

Avenger (Elite, Angel, Fire)

HP 74/Shell 51, Initiative 28, Mana 115, Physical Attack 20, Magical Attack 14, Physical Defense 9, Magical Defense 7, Evasion 10, Resistance 18, Physical Accuracy 20, Magical Accuracy 14, Status Accuracy 14

Greatsword. Melee. Makes a basic physical attack.

Practiced Strike. Melee. Costs 5 MP. Makes a physical attack against a single target that deals physical colorless damage on a hit that is multiplied by two in addition to other modifiers.

Baleful Strike. Melee. Costs 3 MP. Makes a physical attack against a single target that deals physical light damage on a hit.

Blessed Sword. Ally. Costs 16 MP. Buffs the Physical Attack of either the Avenger or their allies by three levels on the Bonus Tracker.

Condemn. Ranged. Designates one of the Avenger's enemies as Condemned. When the Avenger or one of their allies uses a physical or magical attack or a status-inflicting ability on a Condemned target, the GM may roll the associated 1d10 twice and choose which result they want.

Final Judgment. Special. Costs 2 AP. When the Avenger uses this ability, the GM selects one of their enemies and rolls a 1d10. If the result is above a 5, the Condemned enemy takes the total amount of damage they have dealt in the battle minus the amount of healing they have received. It is possible that this result could be negative, in which case they are healed instead. If the result is a 5 or below, nothing happens. In either case, however, the Condemned status is removed and cannot be applied to them again for the rest of the battle.

Item Table: Expert Physical Light Damage, Expert Buff Physical Attack, 5000 cr.

Protector (Elite, Angel, Light)

HP 68/Shell 66, Initiative 18, Mana 135, Physical Attack 10, Magical Attack 22, Physical Defense 11, Magical Defense 11, Evasion 10, Resistance 22, Physical Accuracy 10, Magical Accuracy 22, Status Accuracy 10

Hammer. Melee. Makes a basic physical attack.

Sworn Protector. Multi. Costs 10 MP. This ability works the same as the Defender's Multiguard ability.

Issue Challenge. Multi. Costs 9 MP. Uses a status-inflicting ability on all of the Protector's enemies that inflicts the Taunted status on a hit.

Light Barrier. Self. Costs 20 MP. The Protector inflicts the Light Barrier status on themselves. The next time a character hits them with a magical or physical attack, the Protector uses a status-inflicting ability for free that causes them to become Blinded on a hit.

Retribution. Passive. When the Protector takes damage from an attack due to one of their allies being Guarded, the Protector automatically uses Hammer against the attacker.

Righteous Guardian. Passive. When the Protector is hit by a magical attack, the attacker's Magical Attack is reduced by one step on the Bonus Tracker.

Item Table: Multitaunt, Expert Inflict Blind (Multi), 5000 cr.

Vampires: There are certain undead who are sentient, and feed off of the life energy of the living. These undead conglomerate together, and therefore are often classified as being members of the same species.

The Thrall, Ghoul, and Spawn are dumb servants who will attack mindlessly. However, Elite vampires are quite intelligent, and their minions will also engage in more complex tactics with them around.

Thrall (Normal, Human, Colorless)

HP 70, Initiative 18, Mana 70, Physical Attack 18, Magical Attack 12, Physical Defense 6, Magical Defense 6, Evasion 2, Resistance 12, Physical Accuracy 18, Magical Accuracy 2, Status Accuracy 2

Punch. Melee. Makes a basic physical attack.

Dreadful Moan. Multi. Costs 12 MP. Reduces the Magical Defense of all of the Thrall's enemies by one step on the Bonus Tracker.

Cannibalize. Special. If one of the Thrall's allies has been downed and has not had Cannibalize used on it, the Thrall may use Cannibalize on it to restore all of their HP and MP. After a downed character has had Cannibalize used on it, it cannot be revived by any effects.

Mindless Servant. Passive. The Thrall is immune to all debuffs.

Item Table: Expert Debuff Magical Defense, Cure, 1000 cr.

Ghoul (Normal, Undead, Shadow)

HP 35/Shell 25, Initiative 18, Mana 50, Physical Attack 18, Magical Attack 4, Physical Defense 4, Magical Defense 2, Evasion 14, Resistance 8, Physical Accuracy 18, Magical Accuracy 14, Status Accuracy 14

Claw. Melee. Makes a basic physical attack.

Relentless Attack. Melee. Costs 5 MP. Makes two physical attacks that each deal physical colorless damage on a hit that is multiplied by 0.75 in addition to other modifiers.

Curdle Blood. Ranged. 10 MP. Reduces the Physical Attack of a single target by three steps on the Bonus Tracker.

Bloodthirst. Reaction. When one of the Ghoul's enemies is downed, the Ghoul can immediately use Relentless attack on a single enemy within range. If there are no enemies within range, it cannot do anything.

Rotting Corpse. Passive. If the Ghoul is downed and has not been revived the following round, all characters must attempt to resist Toxin as though the Ghoul had used a status-inflicting ability on them.

Item Table: Expert Debuff Physical Attack, Expert Inflict Toxin, 1000 cr.

Spawn (Normal, Undead, Shadow)

HP 30/Shell 35, Initiative 10, Mana 65, Physical Attack 10, Magical Attack 10, Physical Defense 5, Magical Defense 5, Evasion 14, Resistance 10, Physical Accuracy 10, Magical Accuracy 10, Status Accuracy 10

Dagger. Melee. Makes a basic physical attack.

Immature Fangs. Melee. Costs 18 MP. Makes a basic physical attack that deals physical shadow damage on a hit and also inflicts the Fatigue status effect on the target.

Lacerate. Melee. Costs 3 MP. Makes a basic physical attack that deals physical colorless damage on a hit and inflicts the Bloodied status effect on the target. The following turn, the target will again take physical colorless damage as though they had been hit by the Spawn's Dagger.

Entrance. Special. Costs 5 MP. Uses a status-inflicting ability that, if it hits, forces an enemy in the back row to move to the front row immediately.

Vampiric Resistance. Passive. The Spawn counts as being resistant with an elemental multiplier of 0.5 to all status effects it is not immune to due to its elemental type.

Item Table: Expert Inflict Fatigue, Entrance (Spawn ability), 1000 cr.

Elder (Elite, Undead, Shadow)

HP 47/Shell 68, Initiative 20, Mana 130, Physical Attack 12, Magical Attack 20, Physical Defense 7, Magical Defense 10, Evasion 18, Resistance 14, Physical Accuracy 12, Magical Accuracy 18, Status Accuracy 18

Sword. Melee. Makes a basic physical attack.

Mist Form. Ally. Costs 16 MP. Buffs the Evasion of a single character by three steps on the Bonus Tracker.

Half-Death. Multi. Costs 28 MP. Inflicts Slowed on all of the Elder's enemies.

Drink Blood. Melee. Costs 12 MP. The Elder makes a physical attack on a single target. On a hit, they deal colorless physical damage and regain an amount of HP and MP equal to the damage they dealt.

Utter Darkness. Multi. Costs 13 MP. Makes a magical attack against all of the Elder's enemies that deals magical shadow damage on a hit.

True Vampire. Passive. The Elder is immune to all physical damage that it is not weak to due to its elemental type.

Frozen Blood. Passive. The Elder is immune to all status effects.

Immortal. If the Elder is downed during battle and it still has allies remaining during the Effect Phase, it is automatically revived at full HP but with no Shell.

Item Table: Expert Buff Evasion, Expert Inflict Slow, 5000 cr.

Wight (Elite, Horror, Shadow)

HP 82/Shell 43, Initiative 32, Mana 95, Physical Attack 24, Magical Attack 6, Physical Defense 9, Magical Defense 3, Evasion 16, Resistance 18, Physical Accuracy 24, Magical Accuracy 16, Status Accuracy 16

Savage. Melee. The Wight makes two basic physical attacks in a row.

Frenzied. Each time the Wight takes damage, its Physical Attack is buffed by one step on the Bonus Tracker.

It Keeps Coming Back. When the Wight is downed, the GM should roll a 1d10. If the roll is a 3 or below, the Wight will be revived at full HP and Shell during the Effect Phase of the same round in which it was downed.

Item Table: Revive, Expert Restore HP (Multi), 5000 cr.