

## Tier 4 Enemies

**Yakuza:** The people who run the casinos that act as sieves for the vast wealth trafficked through Neon Station are highly unpredictable, but almost always violent.

**Goon (Normal, Dragon, Fire)**

HP 20/Shell 15, Initiative 10, Mana 35, Physical Attack 10, Magical Attack 6, Physical Defense 3, Magical Defense 3, Evasion 3, Resistance 3, Physical Accuracy 10, Magical Accuracy 6, Status Accuracy 6

**Punch.** Melee. Makes a basic physical attack.

**Fireball.** Ranged. Costs 9 MP. Makes a magical attack against a single target that, on a hit, deals magical fire damage.

**Dragon Kick.** Multi. Costs 10 MP. Makes a physical attack against every enemy in the front row that deals physical fire damage on a hit.

**Gang Up.** Passive. During the Effect Phase, the Goon's Physical Attack is buffed by one level on the Bonus Tracker for every one of the Goon's allies more than enemies the Goon has remaining.

Item Table: Rare Magical Fire Damage, Rare Buff Physical Attack, 100 cr.

**Dancer (Normal, Dragon, Water)**

HP 9/Shell 21, Initiative 6, Mana 40, Physical Attack 6, Magical Attack 8, Physical Defense 2, Magical Defense 4, Evasion 5, Resistance 2, Physical Accuracy 6, Magical Accuracy 10, Status Accuracy 10

**Hairpin.** Melee. Makes a basic physical attack.

**Vortex.** Ranged. Costs 9 MP. Makes a magical attack of the elemental type that the Dancer currently occupies that deals magical damage on a hit that is multiplied by 2 in addition to any other modifiers.

**Veil.** Ally. Costs 9 MP. Confers the Protected status on a single ally or on the Dancer. The element that that ally is Protected from is the same as the Dancer's current elemental type.

**Copycat.** Special. Costs 10 MP. Uses one of the abilities that the Dancer's enemies used after the end of its last turn.

**Costume Change.** Passive. When the Dancer uses their Copycat ability, they take on the elemental type of the ability that they are copying. This can turn them colorless.

Item Table: Copycat, Costume Change, 100 cr.

**Kitsune (Normal, Demon, Wood)**

HP 6/Shell 24, Initiative 4, Mana 40, Physical Attack 4, Magical Attack 8, Physical Defense 1, Magical Defense 4, Evasion 7, Resistance 1, Physical Accuracy 4, Magical Accuracy 14, Status Accuracy 14

**Scratch.** Melee. Makes a basic physical attack.

**Bad Luck.** Ranged. Costs 10 MP. Debuffs an enemy's Magical Accuracy by three steps on the Bonus Tracker.

**Sleep.** Ranged. Costs 7 MP. Attempts to inflict Fatigue on a single enemy.

**Steal.** Special. This ability can be used on all characters when the Kitsune is in the front row, and only on the front row when the Kitsune is in the back row. The Kitsune makes a magical attack that, on a hit, takes a single item from the party inventory that the Kitsune can use the Use Item ability to deploy.

**Mock.** Ranged. Taunts one of the Kitsune's enemies. Works the same as the Defender's Taunt.

Item Table: Taunt, Rare Inflict Fatigue, 100 cr.

**Oni (Elite, Demon, Fire)**

HP 42/Shell 34, Initiative 12, Mana 50, Physical Attack 8, Magical Attack 4, Physical Defense 7, Magical Defense 5, Evasion 4, Physical Accuracy 8, Magical Accuracy 14, Status Accuracy 14

**Claws.** Melee. Makes a basic physical attack.

**Fire Wisp.** Ranged. Costs 10 MP. Makes a magical fire attack against a single enemy. If this attack breaks their Shell, the attack can bounce to another target.

**Smelling Salts.** Ally. Costs 15 MP. Revives a single downed target back to half their maximum HP.

**Bath Salts.** Multi. Costs 10 MP. Buffs the Magical Attack of the Oni and its allies by one step on the Bonus Tracker.

**Glutton.** Self. The Oni begins battle with 3 Rare Restore HP items that it will use to restore its HP on its turn. If the Oni is downed before it uses all of them, it will drop the remaining items in addition to the items on its Item Table.

**Soul Eater.** Passive. If any of the Oni's enemies are downed during the Effect Phase, the Oni can drain all of the MP they died with from them. If they are revived, they will come back with an MP of zero.

Item Table: Rare Magical Fire Damage, Rare Buff Magical Attack, 500 cr.

**Casinoman (Elite, Dragon, Fire)**

HP 30/Shell 25, Initiative 16, Mana 65, Physical Attack 12, Magical Attack 10, Physical Defense 3, Magical Defense 5, Evasion 6, Resistance 3, Physical Accuracy 12, Magical Accuracy 12, Status Accuracy 12

**Brass Knuckles.** Melee. Makes a basic physical attack.

**Catch a Tiger.** Melee. Costs 5 MP. Makes a colorless physical attack against a random enemy. If it hits, this attack deals 1.5x physical colorless damage in addition to other modifiers.

**Distribute Winnings.** Ranged. Costs 5 MP. Makes a magical attack against a single random target (enemy or ally) on the battlefield that, on a hit, deals base magical colorless damage equal to the current Betting Pool, which is then reset to zero.

**Color Burst.** Ranged. Costs 8 MP. Makes a magical attack against a single enemy that, on a hit, deals magical damage of a random element that is multiplied by 2 in addition to other modifiers.

**Rig Game.** Ranged. Costs 12 MP. Lowers a random Accuracy of all of the Casinoman's enemies by one level on the Bonus Tracker.

**Ante Up.** Passive. During the Effect Phase, all characters must either donate 1 MP or immediately take 1 unblockable damage. Each time a character donates, they add 1 to a counter called the Betting Pool.

Item Table: Mundane Debuff Physical Accuracy (Multi), Rare Magical Damage (Random), 500 cr.

**Frost Dwellers:** The inhabitants of the frozen caves inside of the Southern Glacier are a mix of wild animals and something more sinister.

Frost dwellers, if they are attacking, are most likely attempting to defend their territory. They will exert themselves in ways that are meant to scare their enemies, focusing on draining their MP fast in order to deal maximum pain to cause a retreat as quickly as possible.

#### Worg (Normal, Animal, Cold)

HP 20/Shell 15, Initiative 10, Mana 35, Physical Attack 10, Magical Attack 6, Physical Defense 3, Magical Defense 3, Evasion 3, Resistance 3, Physical Accuracy 10, Magical Accuracy 6, Status Accuracy 6

Claw. Melee. Makes a basic physical attack.

Ice Fang. Melee. Costs 3 MP. Makes a physical attack that deals physical ice damage to a single target on a hit.

Bivouac. Special. Costs 8 MP. Makes a physical cold attack that can hit enemies in the back row or the front row while the worg is in the front row, but can only hit enemies in the front while the worg is in the back row.

Chilling Howl. Multi. Costs 12 MP. Reduces the Resistance of all of the Worg's enemies by one level on the Bonus Tracker.

Insulating Fur. The Worg is immune to Frostbite and cold damage.

Item Table: Rare Physical Ice Damage, Mundane Reduce Resistance (Multi), 100 cr.

#### Wraith (Normal, Undead, Cold)

HP 11/Shell 19, Initiative 6, Mana 40, Physical Attack 6, Magical Attack 10, Physical Defense 2, Magical Defense 5, Evasion 4, Resistance 2, Physical Accuracy 6, Magical Accuracy 8, Status Accuracy 8

Cutting Wind. Melee. Makes a basic attack that counts as a magical rather than physical attack.

Bonechill. Costs 7 MP. Attempts to inflict Frostbite on a single target.

Ice Spike. Costs 7 MP. Makes a magical attack that deals magical cold damage on a hit multiplied by 2 in addition to other modifiers.

Crystal Veil. Costs 14 MP. Applies a cold Shell of up to 10 on the Wraith and all of its allies.

Ice Ghost. The Wraith is immune to Frostbite and cold damage.

Immaterial. Passive. During the Effect Phase, the Wraith will become Immaterial, which is the equivalent of Hidden.

At the beginning of their turn, this effect disappears.

Item Table: Rare Inflict Frostbite, Rare Cold Shell, 100 cr.

#### Shrike (Normal, Animal, Water)

Attributes: Aggression 5, Toughness 4, Magic 2, Cunning 3

HP 26/Shell 14, Initiative 10, Mana 30, Physical Attack 10, Magical Attack 4, Physical Defense 4, Magical Defense 2, Evasion 3, Resistance 4, Physical Accuracy 10, Magical Accuracy 6, Status Accuracy 6

Beak. Melee. Makes a basic physical attack.

Diving Attack. Costs 5 MP. Special. Makes a physical attack that works the same as the Striker's Leaping Strike.

Swift Swim. Passive. The Shrike can spend 1 of its AP per round to act before all other characters. The other AP has to be used at the proper point in the Initiative order.

Air Bladder. Passive. The Shrike is immune to Frostbite, cold damage, and water damage.

Item Table: Haste, Rare Cure Frostbite, 100 cr.

#### Troll (Elite, Demon, Cold)

HP 53/Shell 22, Initiative 18, Mana 65, Physical Attack 14, Magical Attack 10, Physical Defense 9, Magical Defense 7, Evasion 1, Resistance 7, Physical Accuracy 10, Magical Accuracy 2, Status Accuracy 2

Punch. Melee. Makes a basic physical attack.

Bash. Melee. Costs 5 MP. Makes a colorless physical attack that has its damage multiplied by two on a hit in addition to other multipliers.

Troll Regeneration. Self. Costs 15 MP. Restores the Troll's HP back to full.

Berserk. Self. Works the same as the Knight's Focus ability.

Insulating Fat. Passive. The Troll is immune to Frostbite and cold damage.

Cook. Passive. Taking fire damage removes the Troll's Insulating Fat ability and renders it incapable of using Troll Regeneration.

Item Table: Rare Restore HP, Rare Cold Shell, 500 cr.

#### Specter (Elite, Undead, Cold)

Attributes: Aggression 4, Toughness 2, Magic 8, Cunning 6

HP 15/Shell 35, Initiative 12, Mana 80, Physical Attack 8, Magical Attack 16, Physical Defense 2, Magical Defense 8, Evasion 6, Resistance 2, Physical Accuracy 8, Magical Accuracy 12, Status Accuracy 12

Reap. Reaction. When an enemy drops to 5 HP or below, the Specter is able to make a free physical attack against them immediately.

Bonechill. Costs 7 MP. Attempts to inflict Frostbite on a single target.

Scythe. Multi. Costs 10 MP. Makes a physical attack against all enemies in the front row that can only be made from the front row that deals physical ice damage to all hit targets.

Ice Storm. Multi. Costs 13 MP. Makes a magical attack against all of the Specter's enemies that does magical cold damage on a hit.

Drain Soul. Ranged. Costs 5 MP. Makes a magical attack that, on a hit, damages the target's MP instead of their HP or shell.

Immaterial. Passive. During the Effect Phase, the Specter will become Immaterial, which is the equivalent of Hidden.

At the beginning of their turn, this effect disappears.

Item Table: Rare MP Damage, Rare Magical Cold Damage (Multi), 500 cr.