

Tier 5 Enemies

Test Subjects: Deep within the labs of the Technomancers, strange creations grow in vats, waiting to be unleashed on the world.

Test subjects without their masters are very much insane. They will not use any tactics to speak of, but will instead attack at random. GMs should use this madness to create tension during fights, saving most the powerful abilities for moments where the players will be caught off guard.

Slime (Normal, Horror, Colorless)

HP 22/Shell 23, Initiative 8, Mana 45, Physical Attack 8, Magical Attack 8, Physical Defense 4, Magical Defense 4, Evasion 8, Resistance 8, Physical Accuracy 8, Magical Accuracy 8, Status Accuracy 8

Pseudopod. Melee. Makes a basic physical attack.

Bolt. Ranged. Costs 5 MP. Makes a magical attack against a single target that deals magical damage of the Slime's current elemental type on a hit.

Divide. Reaction. When the Slime is hit by a physical attack, it first takes the damage. If it still alive, it then splits into two Slimes with identical statistics and HP and Shell both equal to half the the HP and Shell of the original, rounded down, with a minimum of 1.

Elemental Absorption. Passive. The Slime's elemental type is the elemental type of the last magical attack, physical attack, or status-inflicting ability that hit it. This can include colorless. The change triggers before Divide activates.

Item Table: Costume Change, Rare Inflict Petrify, 100 cr.

Ghoul (Normal, Human, Colorless)

HP 28/Shell 7, Initiative 20, Mana 25, Physical Attack 20, Magical Attack 0, Physical Defense 3, Magical Defense 0, Evasion 6, Resistance 6, Physical Accuracy 20, Magical Accuracy 6, Status Accuracy 6

Bite. Melee. Makes a basic physical attack.

Frenzy. Self. Costs 12 MP. Hastes the Ghoul as though it had used the Support's Haste spell on itself.

Corpse Rot. Passive. If the Ghoul does damage to an enemy's HP, they will be Slowed as though they were affected by the Slow ability.

Item Table: Slow, Rare Restore MP, 100 cr.

Spitter (Normal, Horror, Wind)

HP 15/Shell 20, Initiative 10, Mana 50, Physical Attack 10, Magical Attack 10, Physical Defense 2, Magical Defense 5, Evasion 8, Resistance 4, Physical Accuracy 10, Magical Accuracy 8, Status Accuracy 8

Tail. Melee. Makes a basic physical attack.

Acid Spit. Ranged. Costs 5 MP. Makes a magical attack that does magical wood damage on a hit.

Miasma. Multi. Costs 18 MP. Makes an attack against every enemy on the field that, on a hit, inflicts the Toxin status effect.

Amniotic Tank. Passive. When the Spitter is infected with Toxin, they do not take damage resulting from it but instead are healed for 2 HP during the Effect Phase of every round.

Item Table: Rare Inflict Toxin, Rare Cure Toxin, 100 cr.

Devourer (Elite, Horror, Colorless)

HP 74/Shell 26, Initiative 19, Mana 80, Physical Attack 14, Magical Attack 12, Physical Defense 10, Magical Defense 6, Evasion 0, Resistance 20, Physical Accuracy 14, Magical Accuracy 0, Status Accuracy 0

Slash. Melee. Makes a basic physical attack.

Spines. Ranged. Costs 5 MP. Makes a colorless physical attack against any enemy on the battlefield.

Frenzy. All. Costs 10 MP. The Devourer makes a colorless physical attack against every enemy on the battlefield except for themselves.

Hedgehog. Self. Costs 7 MP. Applies the Countering status to the Devourer. This functions the same as the Defender's Counter.

Conduit. Self. Costs 12 MP. Applies the Reflecting status to the Devourer. This functions the same as the Defender's Reflect.

Lifesteal. Passive. When the Devourer makes a physical attack, roll a 1d4 every time it hits an enemy. If the roll is a 4, the Devourer regains an amount of HP equal to the amount of damage it did to the target.

Devour. Passive. When a character dies on the battlefield, the Devourer automatically regains 10 MP.

Item Table: Counter, Reflect, 500 cr.

Precog (Elite, Horror, Colorless)

HP 13/Shell 47, Initiative 11, Mana 95, Physical Attack 6, Magical Attack 18, Physical Defense 2, Magical Defense 9, Evasion 16, Resistance 4, Physical Accuracy 6, Magical Accuracy 16, Status Accuracy 16

Penetrating Stare. Ranged. Costs 7 MP. On a hit, inflicts the Paralyzed status on a single target.

Mind Shield. Ally. Costs 7 MP. Adds 9 colorless Shell to a single target.

Enlightenment. Ally. Costs 18 MP. Buffs a single target's Magical Attack by three steps on the Bonus Tracker.

Psychic Scream. Multi. Costs 13 MP. Makes a magical attack against all enemies on the field that, when it hits, deals colorless magical damage.

Dream Eater. Ranged. Costs 5 MP. Makes a colorless magical attack against a single opponent. On a hit, restores an amount of MP to the Precog equal to the damage they dealt to their target.

Lobotomy. Ranged. Costs 10 MP. Debuffs a single target's Magical Attack by three levels on the Bonus Tracker.

Frail. Passive. The Precog receives physical damage to their Shell as though they were Shellbroken. Magical damage applies as normal.

Mana Hog. Passive. During the Effect Phase of each round, the Precog will lose 5 MP.

Uncanny Talent. Passive. The Precog is capable of using abilities that bring it below 0 MP. However, once it is at 0 MP or below, it can no longer use any abilities.

Item Table: Rare Buff Magical Attack, Rare Magical Colorless Damage (Multi), 500 cr.

Royal Militia: The Diamond Queen usually enforces her will on her subjects via psychological means, but more direct intervention is occasionally needed. That's where her militia come in.

Royal Militia are organized, disciplined, and utterly devoted to their task. They are primarily concerned with survival, as they are skilled at fighting battles of attrition, but only the survival of the whole unit, rather than any one individual. They will gladly sacrifice themselves to ensure the day is won.

Infantry (Normal, Human, Colorless)

HP 31/Shell 19, Initiative 10, Mana 35, Physical Attack 10, Magical Attack 4, Physical Defense 5, Magical Defense 2, Evasion 8, Resistance 10, Physical Accuracy 10, Magical Accuracy 8, Status Accuracy 8

Slash. Melee. Makes a basic physical attack.

War Cry. Self. Costs 15 MP. Buffs the Infantry's Physical Attack and Physical Defense by 1 on the Bonus Tracker.

Tactics. Ally. Costs 1 AP. The Infantry gives 1 AP to another character on the battlefield that said character can use immediately. The Infantry can do this up to once per turn.

Hold the Line. Passive. The Infantry cannot be moved away from the front line for any reason.

Item Table: Rare Restore HP, Buff Physical Defense + Buff Physical Attack, 100 cr.

Gunner (Normal, Human, Colorless)

Health 35 HP 13/Shell 22, Initiative 8, Mana 45, Physical Attack 8, Magical Attack 8, Physical Defense 2, Magical Defense 4, Evasion 12, Resistance 4, Physical Accuracy 8, Magical Accuracy 12, Status Accuracy 12

Saber. Melee. Makes a basic physical attack.

Gunpowder. Ranged. Costs 5 MP. Makes a magical attack against a single target that deals magical metal damage on a hit.

Shrapnel Bomb. Multi. Costs 15 MP. Makes a magical attack against all enemies that deals magical metal damage on a hit.

Ammunition. Passive. The Gunner can only use Gunpowder and Shrapnel Bomb each once per round. During the Effect Phase, they will use the Reload action, which allows them to use them again. If the Gunner has the Fatigue condition, they cannot do this.

Item Table: Rare Magical Metal Damage, Rare Magical Metal Damage (Multi), 100 cr.

Shieldbearer (Normal, Human, Colorless)

HP 25/Shell 25, Initiative 6, Mana 50, Physical Attack 10, Magical Attack 10, Physical Defense 5, Magical Defense 5, Evasion 6, Resistance 10, Physical Accuracy 6, Magical Accuracy 6, Status Accuracy 6

Hammer. Melee. Makes a basic physical attack.

Testudo. Multi. Costs 10 MP. Raises the Magical Defense of the Shieldbearer and all of their allies by one step on the Bonus Tracker.

Shields Up. Self. Costs 7 MP. Makes the Shieldbearer immune to the damage of the next physical attack that hits them.

Defensive Formation. Multi. Costs 10 MP. Until the beginning of its next turn, if any non-Shieldbearer ally of the Shieldbearer's is hit by a physical or magical attack, the Shieldbearer will count as being hit by the attack instead.

Arms to the Sky. Multi. Costs 14 MP. Applies or restores a metal Shell of up to 10 points on all of the Shieldbearer's allies if they currently do not have a Shell of any other elemental type.

Item Table: Rare Buff Magical Defense (Multi), Shield, 100 cr.

Paladin (Elite, Human, Thunder)

HP 42/Shell 38, Initiative 17, Mana 80, Physical Attack 12, Magical Attack 12, Physical Defense 6, Magical Defense 6, Evasion 10, Resistance 12, Physical Accuracy 12, Magical Accuracy 10, Status Accuracy 10

Swipe. Melee. Makes a basic physical attack.

Falcon Dive. Ranged. Costs 8 MP. Makes a physical attack against a single target that does physical thunder damage on a hit.

Cloudsplitter. Multi. Costs 10 MP. Makes a melee physical attack against every enemy in the front row that does physical thunder damage on a hit.

Lay On Hands. Ally. Costs 11 MP. Heals a single target for 24 HP.

Challenge. Ranged. Applies the Taunted status to a single one of the Paladin's enemies.

Terrifying Combatant. Passive. The Paladin cannot be Slowed or Taunted, and will ignore the Guarded status effect if applied to any allies.

Item Table: Rare Physical Thunder Damage, Rare Cure Slow, 500 cr.

Wyvern (Elite, Human, Thunder)

HP 44/Shell 41, Initiative 15, Mana 85, Physical Attack 10, Magical Attack 14, Physical Defense 7, Magical Defense 7, Evasion 8, Resistance 14, Physical Accuracy 10, Magical Accuracy 8, Status Accuracy 8

Bite. Melee. Makes a basic physical attack.

Evil Stare. Multi. Costs 18 MP. Attempts to inflict the Petrify status on every enemy on the battlefield.

Thunderstorm. Multi. Costs 13 MP. Makes a magical attack against every enemy on the battlefield that deals magical thunder damage on a hit.

Windstorm. Multi. Costs 10 MP. Makes a physical attack against every enemy on the battlefield that moves them to the back row on a hit. If they are already in the back row or have the Shielded status, this attack does nothing.

Tough Skin. Passive. If the Wyvern is hit with an attack that deals less than 5 total damage after modifiers are applied, it takes 0 damage instead.

Caged Animal. Passive. One of the Wyvern's allies is a designated handler. If the handler dies, the Wyvern will become Confused.

Item Table: Rare Inflict Petrify, Rare Magical Thunder Damage (Multi), 500 cr.