

Antagonists

Heroes aren't the only characters capable of using Anima. Some of the enemies that the players face are more powerful than ordinary opponents, and can use Anima to break the normal rules of gameplay. In Last Odyssey, these enemies are referred to as *Antagonists*. There are two major types of Antagonists:

Villains are driven by their ego to accrue political and social power. The defining feature of a capital-V Villain is their *Ambition*, which is a single goal towards which all of their power is focused.

Monsters are driven by their instincts to accumulate more territory and raw strength. The defining feature of a capital-M Monster is their *Domain*, which is a territory in the overworld where they are able to act outside of normal constraints.

The power of Antagonists is reflected by their ability to accumulate and use Anima. Like player characters, an Antagonist can have a maximum of 10 Anima at a time. During battle, Antagonists are not defeated when they are downed. Instead, players must down them once per Form. Each *Form* of an Antagonist corresponds to each subsequent set of statistics and abilities they are able to employ during battle. Once an Antagonist has run out of Forms and cannot use the Revive action, they will undergo True Death. After an Antagonist is defeated, players will earn 100 cr multiplied by a Phase's tier per defeated Phase as well as 1-4 pieces of equipment. Antagonists can have as many Phases as the GM wants, but players will struggle to defeat more than two in a row in a single battle. Defeating an Antagonist in combat is also worth 10 XP per Phase defeated multiplied the tier of the Phase. So, defeating an Antagonist that has one Phase at tier 2 and another at tier 4 would be worth 20 XP plus 40 XP for a total of 60 XP.

During combat, Antagonists are capable of taking extra actions at the beginning of the paradigm phase called *paradigm actions*. If an Antagonist takes a paradigm action, its effects will trigger before players have the chance to switch Jobs. Antagonists can only use one paradigm action per round. There are three kinds of paradigm actions that all Antagonists can take:

Retreat. If an Antagonist reaches the end of a combat round having been downed but with Forms still remaining, the GM may choose to end the battle and have the Antagonist escape the players' grasp. At the conclusion of the battle, the players will earn XP for each Form that they managed to down in addition to XP from any other enemies they downed if relevant.

Advance Form. If an Antagonist has been downed, they may continue the fight by moving to their next Form if they still have any remaining. When this happens, the Antagonist will take its place in the Initiative order according to its new Initiative score without the players having to call Initiative again.

Cause Death. Monsters and Villains have unique abilities that can cause a player character to undergo True Death while in combat. Monsters have the Devour paradigm action, which lets them drain Anima from downed characters before attempting to kill them, while Villains have the Coup de Grace paradigm action, which lets them spend 3 Anima to kill off a downed player character.

Dismiss Eidolon. If a player character's Eidolon is on the battlefield, the Antagonist may spend 1 Anima to immediately cause the Eidolon to disappear. If a player character's Eidolon is dismissed in this manner, they cannot summon it again until the end of the next paradigm phase.

In addition to the paradigm actions listed above, each Form of an Antagonist is capable of using a number of Job- or Class-specific Eidolon capstone abilities as paradigm actions equal to their tier divided by 3 rounded down. Using one of these abilities costs 1 Anima, but does not cost any action points. The abilities that count as valid paradigm actions are Dragonslayer, Apocalypse, Second Chance, Mirror Shield, Comeback, Vortex, Wild Hunt, Assassinate, Target Acquired, Ascension, Tango, Divine Intervention, Rout, Charge!, and Spin the Revolver. The GM can also invent their own if they wish, or use any of the unique paradigm actions from the Example Antagonists section or the sample Antagonists in the Compendium.

Villains

Villains are the counterpart to Heroes in Last Odyssey. Mechanically and narratively, every Villain is defined by their *Ambition*. A Villain's *Ambition* is a singular goal that they will pursue at all costs until they are defeated or until they achieve it. Not all *Ambitions* that Villains might have are sane, realistic, or even achievable, but they should be broad and dangerous enough in scope to motivate the player characters to stop them. Example *Ambitions* include becoming emperor of the known world, resurrecting a lost race of beings, or destroying the entire universe. A Villain will earn Anima in the event that they fulfill their *Ambition*. Whatever else happens as a result of this will be up to the GM, but a Villain winning ought to be a world-shattering event that changes the course of a campaign. Villains could become Monsters with a Domain if appropriate, or they could choose a new *Ambition* and keep going. However, due to the addictive power of Anima, no Villain is ever satisfied with what they have already achieved, and they will not stop until the Heroes defeat them.

New Villains created by the GM begin with 5 Anima. There are four circumstances under which a Villain will earn more:

For each Anima the players spend out of combat to thwart the Villain's *Ambition*, the Villain will earn 1 Anima. This includes Anima they spend to succeed in Skill Challenges.

Every time the players advance the Villain's *Ambition* of their own free will, knowingly or otherwise, the Villain will earn 1 Anima.

Every time the Villain achieves their *Ambition*, they earn 5 Anima.

Every time a player character uses Anima during combat against a Villain, the Villain earns the same amount of Anima the player character spent.

Villains can spend Anima to subvert players for the sake of their *Ambition* by taking the following actions:

Interrupt. A Villain may spend 1 Anima during combat to take one additional action during, before, or after another

character's turn. This action does not cost them any AP.

Intervene. When the narrative or mechanics indicate that a player character would succeed at doing something to thwart a Villain's Ambition, such as after a Skill Challenge, the Villain may spend 3 Anima to make them fail instead. This also includes successful rolls made during combat.

Kill. If at least one player character is downed during the paradigm phase, a Villain may spend 3 Anima to grant them True Death. This counts as a paradigm action when used.

Summon Eidolon. A Villain may spend 5 Anima during combat to summon their Eidolon. The same rules apply for a Villain's Eidolon that apply for a player character's, including that the Villain must spend 1 Anima per round to keep their Eidolon on the field, with the exception that the Villain may summon their Eidolon as a reaction to a player summoning theirs before the player's Eidolon can act.

Sacrifice. A Villain may spend 10 Anima to grant a player character True Death out of combat.

Nothing else that a Villain does should require Anima besides what is listed above. Villains are dangerous and unpredictable, and GMs should play them that way. They and their minions will show up at inconvenient times, causing chaos and bringing the Villain closer to their Ambition. As such, there are a few kinds of actions that Villains should almost always succeed at when acting to achieve their Ambition:

Influence. Villains are adept at navigating the sociopolitical landscape to get what they want. Laws should change, organizations should grow or diminish in power, and important people should behave differently due to a Villain's intervention.

Recruit. Villains may not be likeable, but they tend to be charismatic, and are capable of swaying people through deception, intimidation, or offers of wealth or power. Players should witness NPCs fall in line with a Villain's plans almost as though they were spellbound.

Deceive. Because they are often human beings or similar creatures, Villains are adept at hiding in plain sight. They can disguise their presence, even appearing at first to be potential allies for the player characters, and are good at misleading others to further their plans.

Murder. While Heroes can stand up to Villains, ordinary people usually cannot. Villains have no qualms about killing NPCs if they wish, and cannot be defeated in combat unless the player characters are directly involved.

Destroy. If necessary, Villains are willing to burn buildings, artifacts, landmarks, or even entire settlements to the ground. If a Villain has gathered enough followers, the GM can make this known to the players and up the stakes by having them destroy an existing location in the overworld.

To create a new Villain to add to their campaign, the GM should go through the following steps:

1. Decide on a concept. Write down a summary of what kind of person they are, if they are a person. What do they look like? What quirks do they have that distinguish them from others? Every Villain also begins with 5 Anima.
2. Choose the Villain's Ambition. While some Villains will seem as though they sprang fully formed from the ether ready to do evil, it is also advisable for the GM to write down a little bit about why the Villain formed their Ambition in the first place, and at what point in their life they discovered the power of Anima. The GM should also be sure to write down a few actions the players could take that would advance the Villain's Ambition and therefore earn the Villain Anima.
3. Choose the Villain's elemental type, creature type, and the tier of each of their Forms.
4. Calculate each Form's statistics, and choose their ordinary combat abilities and paradigm actions. The method for doing so can be found in the Monster Manual.
5. Create the Villain's Eidolon. Give the Eidolon an elemental type, a class, and calculate its statistics. You are free to determine the corresponding attribute scores however you like. A Villain will have 3 points to spend on the attribute scores for its Eidolon multiplied by the tier of its first Form. None of these scores can be above a 15. If need be, you should also determine which statistics it buffs and debuffs.
6. Give the Villain underlings. Who is their second in command? Do they lead a faction? Create statistics for a few Elite enemies that represent their most trusted accomplices.

Monsters

The other form of Antagonist in Last Odyssey is the Monster. Every Monster has a Domain, which is a territory that it defends and attempts to expand in order to earn Anima. Domains are almost always physical territories, such as a network of temples or a forgotten crypt. A Monster's Domain will reflect its nature in recognizable ways. Forests might grow dark and foreboding, or become infested with insects. A feudal domain might become miserable and oppressive, while a city or town might experience a sudden, inexplicable bout of plague. Defeating a Monster is often the key to ridding the world of such ills. When a Monster is thrown out of its Domain, it might become a Villain if it has the capacity. Otherwise, if it is not promptly killed, it will eventually take root in a new Domain and continue to spread its influence.

New Monsters created by the GM begin with 5 Anima. During the campaign, there are three ways that a Monster can earn more:

For each Anima that players spend while inside of a Monster's Domain, the Monster earns 1 Anima. This effect takes precedence over Anima earned by a Villain.

Each time the players perform an action to significantly expand a Monster's Domain, whether willingly or otherwise, the Monster gains 1 Anima.

Every time the Monster significantly expands its Domain or acquires a new one, it gains 5 Anima.

Every time a player character uses Anima during combat against a Monster, the Monster earns the same amount of Anima the player character spent.

Monsters may also steal Anima from players by using the *Devour* paradigm action. During the paradigm phase, if at least one of the Monster's enemies is downed, the Monster can attempt to grant them True Death. When it does this, the GM should roll 2d4 and then subtract the amount of Anima the target has remaining from the result. Then, the GM should roll a 1d10. If this number is equal to or under the number they got from the last roll, the player character

undergoes True Death. If not, they remain downed, but take a number of injuries equal to the target number. In either case, the Monster then gains the amount of Anima they absorbed from the player character, and the battle continues.

Monsters use the power of Anima to protect themselves and to neutralize any threats to their Domain. They can spend Anima to perform any of the following actions:

Interrupt. A Monster may spend 1 Anima during combat to take one additional action during, before, or after another character's turn. This action does not cost them any AP.

Intervene. When the narrative or mechanics indicate that a player character would succeed at doing something inside of a Monster's Domain, such as after a Skill Challenge, the Monster may spend 3 Anima to make them fail instead. This also includes successful rolls made during combat.

Revive. If a Monster is downed during the paradigm phase, it may spend 5 Anima in order to revive itself to full HP and MP. If it cannot do this, it will either move to its next Form, Retreat, or die.

Grow. A Monster may spend 10 Anima to acquire a new Form. The GM should create this Form using the same process for creating the Monster's initial Forms.

While inside of its Domain, a Monster has a lot of latitude to interfere with the players' progress. GMs who want to increase the horror factor should make Monsters behave in unpredictable ways. Here are some possible actions they could take within their Domain without spending Anima:

Influence. Even when not physically present, Monsters can remind players that they are in their Domain. Bugs might crawl in strange lines, mysterious howling and barking could be heard at night, spectral forms might invade people's dreams, or anything else the GM can think of. More powerful monsters might even be able to inflict real injuries or scare threats into leaving.

Storm. Monsters can distort the behavior of nature within their Domains to their own ends, and that includes the weather. During the Travel Round inside of a Monster's Domain, the GM should sometimes intervene to make the weather more dangerous than what the weather table would indicate. Players using the Divine action should still be able to predict the weather if this happens, but should notice that something is amiss.

Spawn. Monsters have enemy underlings such as pack animals, children, and bands of thugs that they will periodically create more of to further cement their power in a Domain. The presence of these types of enemies and the players' inability to get rid of them is a clear sign that a Monster is nearby.

Ambush. A deep understanding, whether instinctive or intellectual, of a Monster's domain allows them to navigate it much more easily than the players can. The Monster is always able to ambush the player characters while they are in their domain, either as a plot event or in place of an enemy encounter during the travel round.

To create a new Monster for their campaign, the GM should take the following steps:

1. Create a concept. What is the Monster's appearance? How does it behave? Does it have any desires, or is it acting on pure instinct? Every Monster also begins with 5 Anima.
2. Determine its Domain. The easiest way to do this is to designate one or more paths and/or nodes where the Monster is active. A Monster's Domain can be as large or fragmented as the GM wants, although they should keep in mind that the larger a Monster's Domain, the more Anima it will be able to make use of.
3. Choose the creature type, elemental type, appearance, and tier of each of the Monster's Forms.
4. Calculate the statistics and abilities for each of the Monster's Forms, including any paradigm actions. The rules for this can be found in Antagonist Creation section of the Monster Manual.
5. Create a few Normal and Elite enemies to serve as the Monster's Spawn. Does the Monster have a brood of tiny versions of itself? Are they the leader of a faction, or do they influence their minions in more subtle ways?

Example Antagonists

Entire adventures or even campaigns in Last Odyssey will often revolve around a handful of Antagonists. Here are a few examples that are ready-made for the GM to use in their game.

The Spider Queen. Domain: Ancient Ruin. An underground ruin once home to a lost civilization is now the Domain of the Spider Queen, a Monster whose spawn are the apex predators of its tiny but complex ecosystem. The Queen herself spins her web throughout the ruin, capturing larger animals and the occasional traveler unwise or unlucky enough to stumble into her Domain.

Form 1- Webmaster. (Monster 1, Animal, Shadow)

HP 12/Shell 18, Initiative 4, Mana 35, Physical Attack 2, Magical Attack 6, Physical Defense 2, Magical Defense 3, Evasion 8, Resistance 4, Physical Accuracy 2, Magical Accuracy 8, Status Accuracy 8.

Leg Stab. Melee. Makes a basic physical attack.

Magic Spear. Ranged. Costs 3 MP. Makes a magical attack that inflicts colorless magical damage on a hit.

Bind. Ranged. Costs 7 MP. Uses a status-inflicting ability that inflicts Petrify on a hit.

Dissolve Organs. Melee. Costs 5 MP. If an enemy has the Petrify status effect, the Webmaster deals magical earth damage that is multiplied by 2 in addition to other modifiers against them without needing to make an attack roll.

Antimagic Field. Special. The Webmaster can use the Sage's Counterspell ability.

Eggs. Passive. The Webmaster begins the battle with 3 Eggs that can be used to create Spiderlings.

Lay Egg. Special. Costs 1 Egg. The Webmaster lays an egg that has 20 Colorless HP and no defenses. If the Egg is still present during the next effect phase, it hatches into a Spiderling enemy that joins the Initiative order during the next combat round.

Spun Web. Passive. The Webmaster's enemies must spend 2 AP to Move instead of 1. The Ranger's Forest Walk counteracts this effect.

Form 2- Tarantula. (Monster 2, Animal, Earth)

HP 18/Shell 17, Initiative 5, Mana 30, Physical Attack 6, Magical Attack 4, Physical Defense 3, Magical Defense 2, Evasion 4, Resistance 6, Physical Accuracy 6, Magical Accuracy 4, Status Accuracy 4

Dry Bite. Melee. Makes a basic physical attack.
Pounce. Ranged. Costs 5 MP. The Tarantula makes a physical attack that deals colorless physical damage on a hit.
Poison Bite. Melee. Costs 5 MP. The Tarantula makes a physical attack that deals colorless physical damage on a hit and applies the Toxin status effect.
Harden. Self. Costs 5 MP. The Tarantula buffs its Physical Defense by 1 step on the Bonus Tracker.
Frenzy. Self. Applies the Focused status to the Tarantula.
Hunter's Frenzy. Passive. The Tarantula can still use any abilities that count as physical attacks when it is Focused.
Spines. Passive. When the Tarantula is hit by a physical attack, the Tarantula will counterattack them with a free status-inflicting ability that deals Toxin on a hit.

Ser Tarbh of Greenhill. Ambition: To Kill Every Last Stellish Person Still Breathing. Eidolon: Hill Giant (Striker, Earth, Body 7, Mind 1, Spirit 1). Ser Tarbh is a charismatic and boisterous man whose troops are doggedly loyal to him. Behind the veneer of joy, however, is a deeply traumatized war veteran who has decided to burn his humanity in exchange for revenge against his former enemies, the kingdom of the Stells.

Form 1- War Leader. (Villain 3, Human, Colorless)
HP 50/Shell 40, Initiative 8, Mana 70, Physical Attack 12, Magical Attack 4, Physical Defense 6, Magical Defense 2, Evasion 8, Resistance 12, Physical Accuracy 12, Magical Accuracy 8, Status Accuracy 8
Greatsword. Melee. Makes a basic physical attack.
Cleave. Multi. Costs 7 MP. Makes a physical attack against all of the War Leader's enemies in the front row that does colorless physical damage on a hit.
Challenge. Ranged. Confers the Taunted status on one of the War Leader's enemies.
Battle Prayer. Ally. Costs 9 MP. Bestows the Protected (Colorless) status on the War Leader or one of their allies.
Inspire. Multi. Costs 10 MP. Increases the Physical Attack of the War Leader and all of their allies by one step on the Bonus Tracker.
Command. This ability works the same as the Commander's Orders ability. The War Leader can use it once per battle.
Lead By Example. Passive. While the War Leader is on the battlefield, any allies will share all of its buffs and debuffs on the Bonus Tracker.
Dragonslayer. Paradigm Action. Costs 1 Anima. The War Leader makes a physical attack that deals 4x physical colorless damage on a hit against enemies with full HP. If an enemy is not at full HP, the attack deals 2x damage instead.

Form 2- Leshen. (Villain 4, Demon, Wood)
HP 83/Shell 47, Initiative 26, Mana 105, Physical Attack 18, Magical Attack 10, Physical Defense 10, Magical Defense 5, Evasion 4, Resistance 20, Physical Accuracy 18, Magical Accuracy 4, Status Accuracy 4
Gore. Melee. Makes a basic physical attack.
Growth Surge. Multi. Costs 12 MP. Makes a physical attack against all of the Leshen's enemies that does physical wood damage on a hit.
Shrug Off Fatigue. Self. Costs 8 MP. Removes all debuffs from the Leshen.
Mend the Flesh. Self. Costs 11 MP. Restores 20 HP to the Leshen.
Easily Provoked. Passive. When the Leshen is Taunted, it also becomes Focused.
Unnatural Resilience. Passive. The Leshen counts as having 2x resistance to all status-inflicting abilities.
Comeback. Paradigm Action. Costs 1 Anima. Raises the Leshen's Physical Attack buff to +7 regardless of its current value.

Form 3- Revenant. (Villain 5, Undead, Ice)
HP 50/Shell 85, Initiative 18, Mana 150, Physical Attack 8, Magical Attack 20, Physical Defense 7, Magical Defense 10, Evasion 18, Resistance 14, Physical Accuracy 8, Magical Accuracy 18, Status Accuracy 18
Sword Arm. Melee. Makes a basic physical attack.
Icy Lance. Ranged. Costs 8 MP. Makes a physical attack against a single enemy that deals physical Ice damage on a hit.
Frost Blast. Ranged. Costs 7 MP. Makes a magical attack against a single target that deals magical ice damage that is multiplied by 2 in addition to other modifiers.
Chill. Ranged. Costs 7 MP. Uses a status-inflicting ability against a single target that inflicts the Frostbite status effect on a hit.
Cold Snap. Multi. Costs 28 MP. Inflicts the Slow status effect on all of the Revenant's enemies.
Exposure. Ranged. Costs 8 MP. Inflicts the Vulnerable (Ice) status effect on a single one of the Revenant's enemies.
Back From the Dead. The Revenant is immune to Ice damage and the Frostbite status effect.
Empty Husk. The Revenant cannot have its MP drained from any source.
Single-Minded. The Revenant is immune to being Taunted.
Apocalypse. Paradigm Action. Costs 1 Anima. Makes a magical attack against all of the Leshen's enemies that deals magical ice damage that is multiplied by 3 in addition to other modifiers.

Doctor Strazio. Domain: Forbidden Laboratory. A renowned but eccentric scientist, Doctor Strazio discovered the power of Anima by accident while attempting to create a new form of reactor. Now, he stalks his laboratory, conducting strange and nonsensical experiments that often amount to nothing more than elaborate forms of torture for their subjects

Form 1- Doctor. (Monster 6, Human, Wind)
HP 38/Shell 107, Initiative 20, Mana 215, Physical Attack 8, Magical Attack 30, Physical Defense 5, Magical Defense 15, Evasion 20, Resistance 10, Physical Accuracy 8, Magical Accuracy 20, Status Accuracy 20
Scalpel. Melee. Makes a basic physical attack.
Soulrend. Special. Costs 10 MP. Makes a magical attack against a single enemy that does magical wind damage on a hit. If this attack breaks the target's Shell, the Doctor can use this ability again immediately on another enemy without needing to spend additional AP and MP.
Treatment. Multi. Costs 18 MP. Removes all status effects and debuffs from the Doctor and all of their allies.

Recharge. Ally. Costs 5 MP. Restores 30 MP to a single one of the Doctor's allies. The Doctor cannot use this ability on themselves.

Time Dilation. Multi. Costs 25 MP. Hastes the Doctor and all of its allies.

Sadist. Passive. Whenever the Doctor inflicts damage on an enemy, they also regain an amount of MP equal to the amount of damage they dealt.

Prepared. Passive. The Doctor has one of each elemental type of Rare Elemental Damage item in its inventory.

Target Acquired. Paradigm Action. Costs 1 Anima. All of the Doctor's enemies on the battlefield have the Scan effect added to them, revealing all possible information to the Doctor and allowing them to keep track of it afterwards.

Second Chance. Paradigm Action. Costs 1 Anima. Heals and revives all of the Doctor's Allies to full HP and removes all of their current status effects and debuffs.

Form 2- Torture Rack. (Monster 7, Construct, Thunder)

HP 88/Shell 97, Initiative 32, Mana 175, Physical Attack 18, Magical Attack 14, Physical Defense 9, Magical Defense 7, Evasion 26, Resistance 18, Physical Accuracy 18, Magical Accuracy 26, Status Accuracy 26

Buzzsaw. Melee. Makes a basic physical attack.

Electroshock. Melee. Costs 3 MP. Makes a physical attack against a single enemy that deals physical thunder damage on a hit.

EM Field. Multi. Costs 10 MP. Makes a physical attack against every enemy in the front row that deals physical thunder damage on a hit.

Death Laser. Ranged. Costs 8 MP. Makes a physical attack against a single enemy that deals physical thunder damage on a hit.

Soulkill. Ranged. Costs 5 MP. The Torture Rack makes a physical attack that, on a hit, deals colorless physical damage to the target's MP instead of its HP or Shell.

Administer Sedative. Ranged. Costs 7 MP. The Torture Rack uses a status-inflicting ability that inflicts Paralyze on a hit.

Experiment. Ranged. Costs 7 MP. The Torture Rack uses a status-inflicting ability that inflicts a random status effect on a hit.

Deep Cuts. Passive. If the Torture Rack rolls a 1 when making a physical attack against one of its enemies, it will also inflict 1 random injury.

Pain Suppressors. Passive. The Torture Rack is immune to all debuffs.

Torture. Paradigm Action. Costs 1 Anima. The Torture Rack inflicts 2d8 random debuffs on a single target.

Assassinate. Paradigm Action. Costs 1 Anima. The Torture rack designates an enemy, and the GM rolls a 1d10. The target then loses a percentage of their total Health from their combined HP and Shell equal to the result of the roll multiplied by 10.

Form 3 (Growable)- Infernal Engine. (Monster 8, Dragon, Fire)

HP 171/Shell 69, Initiative 44, Mana 195, Physical Attack 28, Magical Attack 14, Physical Defense 16, Magical Defense 7, Evasion 10, Resistance 32, Physical Accuracy 28, Magical Accuracy 10, Status Accuracy 10

Cannon. Melee. Makes a basic physical attack.

Crush. Melee. Costs 5 MP. Makes a physical attack against a single target that deals physical colorless damage on a hit that is multiplied by 2 in addition to other modifiers.

Bake. Multi. Costs 15 MP. Makes a physical attack against all of the Infernal Engine's enemies that deals physical fire damage on a hit.

Shield. Self. Costs 7 MP. Inflicts the Shielded status effect on the Infernal Engine. The next time a physical attack hits it, the damage is negated.

Enrage. Ranged. Costs 10 MP. Uses a status-inflicting ability that inflicts the Focused status on a single enemy on a hit. This ability counts as colorless.

Reflect. Self. Costs 12 MP. Inflicts the Reflected status on the Infernal Engine. The next time it is hit with a magical attack, the attack is bounced back at the user instead.

Ingenius Design. Passive. The Infernal Engine has no elemental weaknesses, only resistances.

Soul-Powered Construct. Passive. If the Infernal Engine runs out of MP, it instantly dies.

Apocalypse. Paradigm Action. Costs 1 Anima. The Infernal Engine makes a magical attack against all of its enemies that deals magical fire damage multiplied by 3 in addition to other modifiers.

Ascension. Paradigm Action. Costs 1 Anima. The Infernal Engine's MP refills to maximum, and all of its abilities only cost 5 MP for the rest of the battle.

The Overmind. Ambition: To Dominate All Sentient Life. Eidolon: Mindeater (Saboteur, Light Body 5, Mind 15, Spirit 7, Debuffs Magical Attack). The Overmind is a millennia-old psychic whose original body has been replaced over time with writhing fleshgrafts and horrifying cybernetics that allow it to project its will into the minds of even its most distant subjects. The weight of so much psychic influence has rendered it quite mad, making it a threat that must be stopped before it destroys the known universe.

Form 1- Savior. (Villain 9, Angel, Light)

HP 75/Shell 140, Initiative 36, Mana 245, Physical Attack 18, Magical Attack 26, Physical Defense 7, Magical Defense 13, Evasion 34, Resistance 14, Physical Accuracy 18, Magical Accuracy 34, Status Accuracy 34

Caress. Melee. Makes a basic physical attack.

Spotlight. Ranged. Costs 9 MP. Makes a magical attack against a single enemy that deals magical light damage on a hit that is multiplied by 2 in addition to other modifiers.

Searing Ray. Multi. Costs 15 MP. Makes a magical attack against every enemy on the battlefield that deals magical light damage on a hit.

Knowledge is Power. Self. Costs 16 MP. The Savior buffs its Magical Defense by three steps on the Bonus Tracker.

Power is Everything. Self. Costs 7 MP. The Savior restores 26 points of its Shell.

Cure. Ally. Costs 12 MP. The Savior removes all status effects from a single target. If it is advantageous, the Savior will also cast this on its enemies.

Resurrection. Ally. Costs 15 MP. The Savior immediately restores a downed enemy to half its maximum HP, rounded

down. This enemy will then gain the Puppet status effect, and will fight on the Savior's side until the status effect is removed.

Alien Biology. Passive. The Savior will take damage from abilities and items that heal HP and MP, but will heal due to items that deal damage of any kind. Damage from all other sources is taken as normal.

They Walk Silently Among Us. Passive. The Savior is immune to the Scan ability as well as any equivalent abilities or items.

Romance. Paradigm Action. Costs 1 Anima. The Savior designates a single one of its enemies as its Lover. For the rest of the battle, the Lover will receive all damage, status effects, buffs, and debuffs that the Savior does, including Haste and Slow. This effect cannot be removed by the effects of abilities or items, but the Savior can only have one Lover at a time, meaning that if it designates another Lover the first creature stops being one.

Spin the Bottle. Paradigm Action. Costs 1 Anima. The GM rolls a 1d6 and designates a single target. If the number is a 6, the target of this ability takes a base amount of magical damage equal to 104. Otherwise, roll again. If the number is a 6 this time, the Savior takes damage instead of their target. Go back and forth until either the Savior or their target take damage.

Reveal the Light. Paradigm Action. Costs 1 Anima. The Savior inflicts Blind, Slow, and one level of debuff of Magical Defense on the Bonus Tracker on all of its enemies. This ability cannot be resisted.

Form 2- Unveiled. (Villain 10, Horror, Water)

HP 106/Shell 159, Initiative 34, Mana 285, Physical Attack 14, Magical Attack 34, Physical Defense 13, Magical Defense 17, Evasion 26, Resistance 26, Physical Accuracy 14, Magical Accuracy 26, Status Accuracy 26

Tentacle. Ranged. Makes a basic physical attack against a single target that can force it to Move on a hit for free.

Assault. Multi. Costs 15 MP. Makes a physical attack against all of the Unveiled's enemies that deals physical damage of its current elemental type on a hit.

Degrade. Multi. Costs 19 MP. Inflicts the Vulnerable status effect on all of the Unveiled's enemies that corresponds to its current elemental type.

Humiliate. Multi. Costs 18 MP. Uses a status-inflicting ability against all of the Unveiled's enemies that inflicts the status effect associated with its current elemental type on a hit.

Temporal Distortion. Multi. Costs 28 MP. Slows all of the Unveiled's enemies.

The Void Stares Back. Special. Costs 20 MP. Uses any of the abilities that the Unveiled's enemies used between the end of its last turn and the beginning of its current turn.

Push Through the Cracks. Ranged. Costs 30 MP. The Unveiled targets a single one of its enemies. Said enemy cannot act and cannot be acted upon until the beginning of the Unveiled's next turn.

Prism. Passive. When the Unveiled is hit by a form of elemental damage it is weak to, it changes its elemental type to a random new one.

Incomprehensible Horror. Passive. The Unveiled is immune to the Scan ability as well as any equivalent abilities or items.

Devourer of Souls. Passive. Whenever the Unveiled downs an enemy, it also drains that enemy of all of its MP and restores the same amount of MP to itself.

Devourer of Worlds. Passive. The Unveiled cannot be downed by damage from sources other than damage that it has an elemental weakness to.

Mirror Shield. Paradigm Action. Costs 1 Anima. Until the beginning of the Unveiled's next turn, all attacks and status-inflicting abilities used against it are negated and reflected back onto the user.

Tango. Paradigm Action. Costs 1 Anima. The Unveiled uses every ability that its enemies have used since the end of its last turn.

Doom. Paradigm Action. Costs 1 Anima. The Unveiled selects a single target. After 1d4 rounds, the target will be downed. There is no way to prevent this apart from ending the battle.