

## Tier 6 Enemies

**Chaos Elementals:** The Elemental Boundary of the cosmos will sometimes leak into the Material Plane. When it does, aspects of the elements will be "embodied" in elementals. Elementals are hostile, and quite insane.

There is nothing discernible elementals usually "want." They simply act on instinct, using powers associated with their given element almost at random. They won't use any actions in battle other than their abilities, and won't use these abilities in a tactical manner, instead just lashing out at the nearest target.

**Wisp (Normal, Elemental, Variable)**

HP 8/Shell 37, Initiative 0, Mana 70, Physical Attack 0, Magical Attack 16, Physical Defense 3, Magical Defense 8, Evasion 16, Resistance 6, Physical Accuracy 0, Magical Accuracy 16, Status Accuracy 16

**Faerie Fire.** Ranged. Costs 5 MP. Makes a magical attack that does magical damage of the Wisp's elemental type on a hit.

**Curse.** Multi. Costs 18 MP. Attempts to inflict the status associated with the Wisp's element on all enemies on the battlefield.

**Magic Ward.** Costs 7 MP. Applies 16 points of Shell to a single enemy of the Wisp's current elemental type.

**Immaterial.** Passive. The Wisp is immune to physical damage from any source.

**Item Table:** Rare Colorless Shell, Rare Colorless Magical Damage, 100 cr.

**Homid (Normal, Elemental, Variable)**

HP 37/Shell 23, Initiative 12, Mana 55, Physical Attack 12, Magical Attack 10, Physical Defense 5, Magical Defense 5, Evasion 4, Resistance 10, Physical Accuracy 12, Magical Accuracy 4, Status Accuracy 4

**Swipe.** Melee. The Homid makes a basic attack that is magical if it is in Magical Form and physical if it is in Physical Form.

**Strike.** Melee. Costs 3 MP. The Homid makes a melee attack that deals damage of its elemental type.

**Blast.** Ranged. Costs 5 MP. The Homid makes a ranged attack that deals damage of its elemental type.

**Physical Form.** Self. The Homid becomes immune to magical damage, and all of their attacks deal physical damage.

**Magical Form.** Self. The Homid becomes immune to physical damage, and all of their attacks deal magical damage.

**Vacillation.** Passive. The Homid begins battle with either Physical or Magical Form active, whichever the GM chooses.

If Physical Form is active during the Effect Phase, the Homid will use Magical Form. If Magical Form is active during the Effect Phase, the Homid will use Physical Form.

**Item Table:** Rare Shield, Rare Protect (Homid's element), 100 cr.

**Salamander (Normal, Elemental, Variable)**

HP 24/Shell 31, Initiative 10, Mana 65, Physical Attack 10, Magical Attack 14, Physical Defense 3, Magical Defense 7, Evasion 6, Resistance 6, Physical Accuracy 10, Magical Accuracy 6, Status Accuracy 6

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

**Slime.** Ranged. Costs 12 MP. Inflicts the Slow status on a single enemy. Works the same as the Saboteur's Slow ability.

**Tail Swipe.** Multi. Costs 10 MP. Makes a melee physical attack against every enemy in the front row that does physical damage of the Salamander's elemental type on a hit.

**Swamp.** Multi. Costs 13 MP. Makes a magical attack against every enemy on the battlefield that does magical damage of the Salamander's element on a hit.

**Absorb Element.** Passive. If the Salamander would take damage of its elemental type, it instead gains an amount of HP equal to the damage it would have taken.

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

**Golem (Elite, Elemental, Variable)**

HP 73/Shell 27, Initiative 10, Mana 85, Physical Attack 10, Magical Attack 10, Physical Defense 8, Magical Defense 5, Evasion 0, Resistance 16, Physical Accuracy 10, Magical Accuracy 0, Status Accuracy 0

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

**Bash.** Melee. Costs 5 MP. Makes a physical attack against a single target that deals physical damage on a hit of the golem's elemental type that is multiplied by 2 in addition to other modifiers.

**Rock Toss.** Ranged. Costs 8 MP. Makes a physical attack against a single target that deals magical damage of the Golem's elemental type on a hit.

**Screen.** Ally. Costs 9 MP. Confers the Protected status on the Golem or one of its allies. The next attack of the Golem's elemental type that hits a character that is Protected will have its damage negated.

**Hard Skin.** Passive. Any character that hits the Golem with a physical attack has their Physical Attack debuffed by one level on the Bonus Tracker.

**Conduit.** Passive. If the Golem is hit by a magical attack of its elemental type, the user of the attack will take the same amount of damage the Golem takes.

**Item Table:** Protect (Earth), Reflect, 500 cr.

**Conflagration (Elite, Elemental, Variable)**

HP 31/Shell 49, Initiative 6, Mana 105, Physical Attack 6, Magical Attack 18, Physical Defense 4, Magical Defense 9, Evasion 4, Resistance 8, Physical Accuracy 6, Magical Accuracy 4, Status Accuracy 4

**Orb.** Ranged. Costs 7 MP. Makes a magical attack against a single target that deals magical damage of the Conflagration's elemental type that is multiplied by 2 in addition to other modifiers.

**Storm.** Multi. Costs 13 MP. Makes a magical attack against every enemy of the Conflagration's that deals magical damage of the Conflagration's elemental type on a hit.

**Chain Spell.** Ranged. Costs 8 MP. Makes a magical attack against a single target that deals magical damage of the Conflagration's elemental type. On a hit, the Conflagration makes another attack against another character for free. Each subsequent attack lets the Conflagration attack another character for free.

**Pure Elemental.** Passive. When the Conflagration is reduced to 0 MP, it is automatically downed and cannot be

revived.  
Item Table: Use Elemental Chain, Rare Restore Mana, 500 cr.

Sahuagin: Tidewater regions that are not populated by humans or other sentients are usually inhabited by sahuagin, which are half-fish people that have their own strange customs.

Sahuagin are somewhat physically weak, and as a result will focus on wearing their enemies down and frustrating them in the hopes that they will make stupid mistakes.

Fisher (Normal, Dragon, Water)  
HP 19/Shell 36, Initiative 6, Mana 50, Physical Attack 6, Magical Attack 10, Physical Defense 2, Magical Defense 5, Evasion 16, Resistance 14, Physical Accuracy 5, Magical Accuracy 16, Status Accuracy 16  
Claw. Melee. Makes a basic physical attack.  
Mud Coating. Self. Costs 16 MP. Buffs the Fisher's Evasion by three levels on the Bonus Tracker.  
Spear. Ranged. Costs 5 MP. Makes a physical attack against a single target that does colorless physical damage on a hit.  
Bad Luck Spell. Ranged. Costs 7 MP. Makes a status-inflicting ability roll against a single target that, if it succeeds, inflicts the Frostbite status effect on a single target.  
Aquatic. Passive. The Fisher is immune to water damage.  
Item Table: Rare Buff Evasion, Inflict Frostbite, 100 cr.

Raider (Normal, Dragon, Water)  
HP 33/Shell 22, Initiative 14, Mana 45, Physical Attack 14, Magical Attack 6, Physical Defense 5, Magical Defense 3, Evasion 10, Resistance 10, Physical Accuracy 14, Magical Accuracy 10, Status Accuracy 10  
Spear. Melee. Makes a basic physical attack.  
Waterstrike. Melee. Costs 3 MP. Makes a physical attack against a single target that deals physical water damage on a hit.  
Expose Weakness. Ranged. Costs 8 MP. Makes a status-inflicting ability roll that, on a hit, inflicts the Vulnerable (Water) status. This works the same as the Saboteur's Vulnerability power.  
Mortal Terror. Ranged. Costs 10 MP. Debuffs a single target's Resistance by three steps on the Bonus Tracker.  
Coordinated Attack. Passive. During the Effect Phase, the Raider's Status Accuracy is buffed by a number of levels on the Bonus Tracker equal to the number of additional non-downed Raiders on the battlefield.  
Aquatic. Passive. The Raider is immune to water damage.  
Item Table: Use Vulnerable (Water), Rare Debuff Resistance, 100 cr.

Hunter (Normal, Dragon, Water)  
HP 25/Shell 25, Initiative 12, Mana 40, Physical Attack 12, Magical Attack 4, Physical Defense 4, Magical Defense 2, Evasion 16, Resistance 8, Physical Accuracy 12, Magical Accuracy 16, Status Accuracy 16  
Spear. Melee. Makes a basic physical attack.  
Poison Dart. Costs 7 MP. Uses a status-inflicting ability that, on a hit, inflicts the Toxin status on a single target.  
Paralysis Dart. Costs 7 MP. Uses a status-inflicting ability that, on a hit, inflicts the Paralyze status on a single target.  
Submerge. Self. Works the same as the Thief's Hide ability.  
Ambush. Passive. Works the same as the Thief's Sneak Attack ability.  
Aquatic. Passive. The Raider is immune to water damage.  
Item Table: Rare Inflict Toxin, Rare Inflict Paralyze, 100 cr.

Chieftain (Elite, Dragon, Water)  
HP 42/Shell 48, Initiative 18, Mana 95, Physical Attack 12, Magical Attack 14, Physical Defense 6, Magical Defense 7, Evasion 14, Resistance 12, Physical Accuracy 12, Magical Accuracy 14, Status Accuracy 14  
Knife. Melee. Makes a basic physical attack.  
Reinforcements. Multi. Costs 15 MP. Restores 14 MP to all of the Chieftain's allies.  
Double Time. Multi. Costs 25 MP. Hastes the Chieftain and all of their allies. Works the same as the Support job's Haste ability.  
Ready Arms. Multi. Costs 10 MP. Buffs the Chieftain and all of their allies' Status Accuracy by one step on the Bonus Tracker.  
Strategy. Ally. Twice per round, the Chieftain can donate an AP to another ally to allow them to act immediately on the Chieftain's turn.  
War Leader. Passive. Any allies of the Chieftain's that act after them in the Initiative Order gain a +1 bonus to all three of their Accuracies. This does not count as a buff on the Bonus Tracker.  
Item Table: Multihaste, Rare Buff Status Accuracy (Multi), 500 cr.

Prophet (Elite, Dragon, Water)  
Health 80 HP 22/Shell 58, Initiative 6, Mana 120, Physical Attack 6, Magical Attack 24, Physical Defense 2, Magical Defense 10, Evasion 14, Resistance 4, Physical Accuracy 6, Magical Accuracy 14, Status Accuracy 14  
Drown. Ranged. Costs 9 MP. Makes a magical attack against a single target that, on a hit, deals magical water damage that is multiplied by 2 in addition to other modifiers.  
Sleet. Multi. Costs 18 MP. Uses a status-inflicting ability on every enemy on the battlefield that inflicts Frostbite on a hit.  
Resurrection. Ally. Costs 15 MP. Raises a single downed ally of the Prophet's back to half its maximum HP.  
Karma. Multi. Costs 40 MP. Inflicts the Reflecting status on the Prophet and all of their allies. The next time they are hit by a magical attack, the damage they take is also automatically dealt to the attacker and the status is removed.  
Foretell Doom. Passive. After the Effect Phase in battle passes three times, the Prophet makes a magical attack against all of its enemies that does not cost any MP. Every hit enemy takes magical water damage that is multiplied by 3 in addition to other modifiers.  
Item Table: Rare Inflict Frostbite (Multi), Revive, 500 cr.