

Tier 10 Enemies

Dragons: The reptilian lords of the sky are extraordinarily long-lived, and guard their accumulated wealth jealously from interlopers.

In combat, the lives of Elite dragons are much more valuable than those of the Normal tier dragon enemies, meaning that the latter will gladly sacrifice themselves for the former.

Drakeling (Normal, Dragon, Earth)

HP 46/Shell 34, Initiative 14, Mana 70, Physical Attack 14, Magical Attack 8, Physical Defense 6, Magical Defense 4, Evasion 9, Resistance 6, Physical Accuracy 14, Magical Accuracy 18, Status Accuracy 18

Slash. Melee. Makes a basic physical attack.

Thrust. Melee. Costs 3 MP. Makes a physical attack that deals colorless physical damage that is multiplied by 1.5 in addition to other modifiers.

Diminutive. Passive. The Drakeling cannot be hit by Multi attacks or status-inflicting abilities.

Strength in Numbers. Passive. During the Effect Phase, the Drakeling's Physical Defense and Magical Defense are buffed by a number of steps on the Bonus Tracker equal to the number of other Drakelings still not downed on the battlefield.

Item Table: Expert Buff Physical Defense/Magical Defense, Expert Physical Colorless Damage, 1000 cr.

Attendant (Normal, Dragon, Earth)

HP 36/Shell 49, Initiative 8, Mana 95, Physical Attack 8, Magical Attack 18, Physical Defense 7, Magical Defense 9, Evasion 6, Resistance 7, Physical Accuracy 8, Magical Accuracy 12, Status Accuracy 12

Pike. Melee. Makes a basic physical attack.

Treat Wound. Ally. Costs 11 MP. Heals a single ally by 36 HP.

Treat Disease. Ally. Costs 12 MP. Removes all status effects from a single target.

Yank Chain. Ally. The Attendant donates a single AP to another ally that they may use immediately to take any action they want to.

Enrage. Ally. Costs 15 MP. Grants the Focused status to a single ally that works the same way as the Knight's Focus ability.

Item Table: Treatment, Expert Restore HP, 1000 cr.

Scholar (Normal, Dragon, Earth)

HP 33/Shell 52, Initiative 6, Mana 90, Physical Attack 6, Magical Attack 16, Physical Defense 7, Magical Defense 8, Evasion 8, Resistance 7, Physical Accuracy 6, Magical Accuracy 16, Status Accuracy 16

Quarterstaff. Melee. Makes a basic physical attack.

Gravitational Collapse. Ranged. Costs 10 MP. Makes a magical attack that deals magical earth damage on a hit.

Every time this attack breaks an enemy's Shell, the Scholar is able to make another magical attack against another target for free.

Read the Bones. Self. Costs 15 MP. The next attack the Scholar makes cannot miss.

Consult the Texts. Ranged. Costs 2 MP. The Scholar uses the Artificer's Scan ability on a single target. The next magical attack used against them will ignore any elemental resistances they have, but not any weaknesses.

Counterspell. Reaction. This ability works identically to the Sage's Counterspell.

Alchemist. Special. The Scholar is equipped with three Expert level Restore Health items and three Expert level Restore Mana items. If any of these items are unused when the battle ends, the Scholar drops them as well as the item from their Item Table.

Item Table: Counterspell, Multiscan, 1000 cr.

Warrior (Elite, Dragon, Thunder)

HP 84/Shell 61, Initiative 36, Mana 135, Physical Attack 26, Magical Attack 14, Physical Defense 9, Magical Defense 7, Evasion 9, Resistance 9, Physical Accuracy 26, Magical Accuracy 18, Status Accuracy 18

Bite. Melee. Makes a basic physical attack.

Thunder Claw. Melee. Costs 10 MP. Makes a physical attack against a single target that deals physical thunder damage that is multiplied by 2 in addition to other modifiers.

Regenerate. Self. Costs 11 MP. The Warrior regains 28 HP.

Thunder Breath. Multi. Costs 15 MP. Makes a physical attack against all of the Warrior's enemies that does physical thunder damage on a hit.

Basilisk. Multi. Costs 18 MP. Uses a status-inflicting ability on all of the Warrior's enemies that inflicts Petrify on a hit.

Challenge. Ranged. The Warrior inflicts the Taunted status on a single target.

Fly. Self. Works the same as the Thief's Hide ability.

Dive. Passive. Works the same as the Thief's Sneak Attack ability.

Dragon Soul. Passive. The Warrior cannot be downed by any attack that deals a total damage of less than 20.

Item Table: Expert Inflict Petrify, Multitaunt, 5000 cr.

Oracle (Elite, Dragon, Earth)

HP 53/Shell 82, Initiative 26, Mana 170, Physical Attack 16, Magical Attack 28, Physical Defense 7, Magical Defense 14, Evasion 7, Resistance 7, Physical Accuracy 16, Magical Accuracy 14, Status Accuracy 14

Lodestone. Multi. Costs 13 MP. Makes a magical attack against all of the Oracle's enemies that deals magical earth damage on a hit.

Sinkhole. Ranged. Costs 9 MP. Makes a magical attack against a single target that deals magical earth damage on a hit and inflicts the Sinking status, which deals magical earth damage during every subsequent Effect Phase until cured.

Turn Back the Clock. Ally. Costs 20 MP. Revives a single downed character with full HP, MP, and Shell.

Manipulate Fate. Multi. Costs 30 MP. Debuffs the Physical, Magical, and Status Accuracy of all of the Oracle's enemies.

Reset Timeline. Special. Costs 2 AP. The Oracle uses the Harlequin's Jubilee ability.

Item: Expert Restore MP (Multi), Raise Dead, 5000 cr.

Magi: Academic magic-users are just as unpredictable, cruel, and violent as any monster, with the added bonus that they are nearly as intelligent as normal human beings.

In combat, magi will use their magic as scrupulously as possible. They tend to know basically everything about their opponents, and will play as optimally as they possibly can as a result.

White Mage (Normal, Human, Light)

HP 23/Shell 52, Initiative 6, Mana 100, Physical Attack 6, Magical Attack 20, Physical Defense 5, Magical Defense 10, Evasion 8, Resistance 5, Physical Accuracy 6, Magical Accuracy 16, Status Accuracy 16

Magic Bullet. Ranged. Costs 3 MP. Makes a magical attack against a single target that deals magical colorless damage on a hit.

Heal Spell. Multi. Costs 15 MP. Heals the White Mage and their allies for 20 HP.

Cure Spell. Multi. Costs 18 MP. Removes all status effects and debuffs from the White Mage and their allies.

Resurrection. Multi. Costs 30 MP. Revives all of the White Mage's downed allies back to full HP but no Shell.

Healing Specialist. Passive. The White Mage can heal all allies regardless of any effects would otherwise prevent them from doing so.

Item Table: Expert Restore HP, Expert Restore MP, 1000 cr.

Black Mage (Normal, Human, Shadow)

HP 23/Shell 52, Initiative 10, Mana 100, Physical Attack 10, Magical Attack 20, Physical Defense 3, Magical Defense 10, Evasion 8, Resistance 3, Physical Accuracy 10, Magical Accuracy 16, Status Accuracy 16

Magic Arrow. Costs 7 MP. Makes a magical attack against a single target that deals magical colorless damage on a hit that is multiplied by 2 in addition to other modifiers.

Fire Missile. Costs 9 MP. Makes a magical attack against a single target that deals magical fire damage on a hit that is multiplied by 2 in addition to other modifiers.

Water Missile. Costs 9 MP. Makes a magical attack against a single target that deals magical water damage on a hit that is multiplied by 2 in addition to other modifiers.

Earth Missile. Costs 9 MP. Makes a magical attack against a single target that deals magical earth damage on a hit that is multiplied by 2 in addition to other modifiers.

Destruction Specialist. Passive. The Black Mage's attacks cannot be negated by any abilities or status effects, such as Counterspell or the Protect ability. They will still be negated by elemental type, however.

Item Table: Expert Magical Colorless Damage, Expert Restore MP, 1000 cr.

Homonculus (Normal, Human, Colorless)

HP 46/Shell 34, Initiative 18, Mana 70, Physical Attack 18, Magical Attack 8, Physical Defense 6, Magical Defense 4, Evasion 5, Resistance 6, Physical Accuracy 18, Magical Accuracy 10, Status Accuracy 10

Armlblade. Melee. Makes a basic physical attack.

Puppets. Passive. All of the Homonculi on the battlefield share a common pool of AP equal to the sum of the AP each one has.

Empty Inside. Passive. The Homonculus is immune to all status effects and debuffs.

Uncanny Movement. Passive. When the Homonculus makes a physical attack, the GM should roll the associated 1d10 twice and choose the result they take.

Item Table: Treatment, Expert Restore MP, 1000 cr.

Blue Mage (Elite, Human, Water)

HP 20/Shell 55, Initiative 20, Mana 175, Physical Attack 10, Magical Attack 30, Physical Defense 5, Magical Defense 15, Evasion 13, Resistance 5, Physical Accuracy 10, Magical Accuracy 26, Status Accuracy 26

Magic Bullet. Ranged. Costs 3 MP. Makes a magical attack against a single target that deals magical colorless damage on a hit.

Haste Spell. Multi. Costs 25 MP. Grants the Hasted status effect to the Blue Mage and all of their Allies.

Toughen. Ally. Costs 35 MP. Buffs a single target's Physical Attack and Physical Defense by three steps on the Bonus Tracker.

Empower. Ally. Costs 35 MP. Buffs a single target's Magical Attack and Magical Defense by three steps on the Bonus Tracker.

Quicken. Ally. Costs 35 MP. Buffs a single target's Evasion and Resistance by three steps on the Bonus Tracker.

Support Specialist. The Blue Mage's buffs can reach a level above normal on the Bonus Tracker, which increases the statistic by +13.

Item Table: Expert Buff Physical Attack, Expert Buff Magical Attack, 5000 cr.

Red Mage (Elite, Human, Fire)

Attributes: Aggression 5, Toughness 5, Magic 13, Cunning 15

HP 20/Shell 55, Initiative 20, Mana 165, Physical Attack 10, Magical Attack 26, Physical Defense 5, Magical Defense 13, Evasion 15, Resistance 5, Physical Accuracy 10, Magical Accuracy 30, Status Accuracy 30.

Magic Bullet. Ranged. Costs 3 MP. Makes a magical attack against a single target that deals magical colorless damage on a hit.

Slow Spell. Multi. Costs 25 MP. Inflicts the Slowed status on all of the Red Mage's enemies.

Weaken. Ranged. Costs 35 MP. Debuffs a single target's Physical Attack and Physical Defense by three steps on the Bonus Tracker.

Disempower. Ranged. Costs 35 MP. Debuffs a single target's Magical Attack and Magical Defense by three steps on the Bonus Tracker.

Quicken. Ranged. Costs 35 MP. Debuffs a single target's Evasion and Resistance by three steps on the Bonus Tracker.

Sabotage Specialist. The Blue Mage's debuffs can reach a level below normal on the Bonus Tracker, which decreases the statistic by -13.

Item Table: Expert Debuff Physical Defense, Expert Debuff Magical Defense, 5000 cr.

