

## Tier 7 Enemies

Orks: Ork raiding parties are feared by rural folk, and rightfully so. When they strike, they strike not just to steal food but also to remind their victims of their presence by inspiring terror, softening them for the next raid.

In combat, Orks want to strike terror. They do this through doing their best to do massive amounts of physical damage, and by purposefully ignoring their own health to maintain their image as invulnerable, rage-filled monsters.

Fodder (Normal, Demon, Earth)

HP 53/Shell 22, Initiative 12, Mana 35, Physical Attack 12, Magical Attack 0, Physical Defense 8, Magical Defense 3, Evasion 6, Resistance 8, Physical Accuracy 12, Magical Accuracy 12, Status Accuracy 12

Axe. Melee. Makes a basic physical attack.

Chop. Melee. Costs 3 MP. Makes a physical attack that, on a hit, does colorless physical damage that is multiplied by 1.5 in addition to other modifiers.

Two-Handed Chop. Melee. Costs 5 MP. Makes a physical attack that, on a hit, does colorless physical damage that is multiplied by 2 in addition to other modifiers.

Disposable. Passive. Fodder will always take damage for any non-Fodder enemies on the battlefield. If there are multiple Fodder enemies on the battlefield, the GM may choose which one takes the damage.

Item Table: Guard, Use Power Attack, 500 cr.

Goblin (Normal, Demon, Earth)

HP 32/Shell 33, Initiative 8, Mana 50, Physical Attack 8, Magical Attack 6, Physical Defense 6, Magical Defense 3, Evasion 14, Resistance 6, Physical Accuracy 8, Magical Accuracy 14, Status Accuracy 14

Sharp Thingy. Melee. Makes a basic physical attack.

Boom. Ranged. Costs 9 MP. Makes a magical attack against a single enemy that, on a hit, deals magical earth damage that is multiplied by 2 in addition to other multipliers.

Tripwire. Special. Costs 5 MP. The next one of the Goblin's enemies to move will automatically gain the Petrified status unless they are immune to it. Only one Tripwire can be present on the battlefield at a time. If the Goblin is downed, the Tripwire leaves.

Bonk. Ranged. Costs 5 MP. Makes a physical attack that deals colorless physical damage on a hit.

Item Table: Rare Inflict Petrify, Use Elemental Burst (Earth), 500 cr.

Berserker (Normal, Demon, Earth)

HP 45/Shell 15, Initiative 20, Mana 55, Physical Attack 20, Magical Attack 8, Physical Defense 5, Magical Defense 4, Evasion 2, Resistance 10, Physical Accuracy 20, Magical Accuracy 2, Status Accuracy 2

Bash. Melee. Makes a basic physical attack.

Fury. Self. Works the same way as the Knight's Focus ability when the Knight has the Melee passive ability active.

Pommel Strike. Melee. Costs 5 MP. The Berserker makes a physical attack against a single target that reduces the target's AP by 1 during the target's next turn on a hit.

Cleave. Multi. Costs 7 MP. The Berserker makes a physical attack against every character in the front row that can only be made from the front row. On a hit, this attack does colorless physical damage.

Item Table: Slow, Cleave, 500 cr.

Cave Troll (Elite, Demon, Earth)

HP 74/Shell 31, Initiative 21, Mana 80, Physical Attack 14, Magical Attack 4, Physical Defense 7, Magical Defense 5, Evasion 8, Resistance 14, Physical Accuracy 7, Magical Accuracy 8, Status Accuracy 8

Scratch. Melee. Makes a basic physical attack.

Squash. Melee. Costs 5 MP. Makes a physical attack that deals physical colorless damage on a hit that is multiplied by 2 in addition to other multipliers.

Boulder. Ranged. Costs 10 MP. Makes a physical attack against a single target that does physical earth damage if it hits.

Landslide. Multi. Costs 15 MP. Makes a physical attack against every enemy on the battlefield that deals physical earth damage on a hit.

Adaptation. Passive. When the Cave Troll is hit by a physical attack, their Physical Defense is buffed by one step on the Bonus Tracker and their Magical Defense is debuffed by one step on the Bonus Tracker. When the Cave Troll is hit by a magical attack, the reverse happens.

Item Table: Rare Buff Physical Defense, Rare Physical Earth Damage (Multi), 1000 cr.

Bleak Lord (Elite, Demon, Shadow)

HP 49/Shell 61, Initiative 17, Mana 115, Physical Attack 10, Magical Attack 18, Physical Defense 8, Magical Defense 9, Evasion 14, Resistance 16, Physical Accuracy 10, Magical Accuracy 14, Status Accuracy 14

Whip. Melee. Makes a basic physical attack.

Repression. Multi. Costs 18 MP. Uses a status-inflicting ability on all of the Bleak Lord's enemies that inflicts Silence on a hit.

Scare Straight. Ally. Costs 12 MP. Inflicts Haste on a single character.

Cleansing Darkness. Multi. Costs 18 MP. Removes all status effects and debuffs from the Bleak Lord and all of their allies.

Compel. Ranged. Costs 7 MP. Uses a status-inflicting ability that, on a hit, allows the Bleak Lord to give one of their AP to the target and force them to use any action they wish.

Dark Mist. Multi. Costs 13 MP. Makes a magical attack against all of the Bleak Lord's enemies that deals magical shadow damage on every target it hits.

Drain Life. Multi. Costs 20 MP. Makes a magical attack against all of the Bleak Lord's enemies that deals magical colorless damage on a hit. The Bleak Lord is then healed by the sum total of the damage it has done.

Master of the Violent and Cruel. Passive. All of the Bleak Lord's allies take double damage and do double damage from all sources.

Item Table: Rare Inflict Silence (Multi), Orders, 1000 cr.

Devils: The denizens of Hell are many, but they all have one thing in common: their irrepressible thirst for violence.

In combat, devils are clever and efficient. While they are cruel, it is not to a fault. They will use tactics on par with the player characters.

Imp (Normal, Demon, Fire)

HP 15/Shell 30, Initiative 8, Mana 60, Physical Attack 8, Magical Attack 10, Physical Defense 2, Magical Defense 5, Evasion 14, Resistance 4, Physical Accuracy 8, Magical Accuracy 14, Status Accuracy 14

Nibble. Melee. Makes a basic physical attack.

Cigar Toss. Ranged. Costs 7 MP. Uses a status-inflicting ability that, on a hit, inflicts the Burn status on a single target.

Ignition. Ranged. Costs 7 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.

Hat Trick. Ranged. Costs 10 MP. The Imp makes a magical attack against a single opponent that allows them to steal an item from the party inventory. They may then use this item with the Use Item action.

Mock. Ranged. Costs 7 MP. Uses a status-inflicting ability that, on a hit, inflicts the Knight's Focused status on a single target. If this ability is used on a Knight, any relevant job specialization talents still apply.

Item Table: Rare Inflict Burn, Taunt, 500 cr.

Succubus (Normal, Demon, Light)

HP 17/Shell 38, Initiative 4, Mana 75, Physical Attack 4, Magical Attack 16, Physical Defense 4, Magical Defense 8, Evasion 12, Resistance 8, Physical Accuracy 4, Magical Accuracy 12, Status Accuracy 12

Crack Open. Ranged. Costs 8 MP. Makes a magical attack against a single target that deals magical light damage on a hit. In addition, each hit allows the Succubus to cast this spell for free against one additional target.

Radiance. Multi. Costs 18 MP. Uses a status-inflicting ability on all of the Succubus' enemies that, on a hit, inflicts the Blinded status effect.

Charm. Ranged. Costs 7 MP. Uses a status-inflicting ability on a single target that inflicts the Charmed status on a hit. During the Effect Phase, the GM should roll a d10. If the roll is above a 7, any Charmed characters on the battlefield will take an extra action of the GM's choice.

Soul Eater. Special. The Succubus makes a magical attack against a Charmed character that, on a hit, does magical colorless damage. The Succubus then regains an amount of Shell equal to the amount of damage done to the target.

Comfort. Multi. Costs 15 MP. Heals the Succubus and all of their allies by 16 HP.

Glamour. Self. The Succubus applies the Glamour status effect to themselves, which is functionally equivalent to the Thief's Hide ability.

Item Table: Hide, Rare Restore HP (Multi), 500 cr.

Cambion (Normal, Demon, Shadow)

HP 36/Shell 24, Initiative 14, Mana 60, Physical Attack 14, Magical Attack 10, Physical Defense 5, Magical Defense 5, Evasion 6, Resistance 10, Physical Accuracy 14, Magical Accuracy 6, Status Accuracy 6

Stab. Melee. Makes a basic physical attack.

Fiery Cleave. Multi. Costs 10 MP. Makes a physical attack against every enemy in the front row that does physical fire damage to every character it hits.

Wildfire. Multi. Costs 13 MP. Makes a magical attack against every one of the Cambion's enemies that deals magical fire damage to every character it hits.

Contract. Special. The Cambion selects an enemy for a contract. If they agree, the Cambion will expend 11 MP and the enemy will be healed for 20 HP. If the Cambion is still standing during the Effect Phase of the following round, that same enemy will take 40 damage.

Item Table: Elemental Cleave (Fire), Rare Fire Magical Damage (Multi), 500 cr.

Torturer (Elite, Demon, Fire)

HP 43/Shell 62, Initiative 17, Mana 110, Physical Attack 10, Magical Attack 16, Physical Defense 7, Magical Defense 8, Evasion 16, Resistance 12, Physical Accuracy 10, Magical Accuracy 18, Status Accuracy 18

Sickle. Melee. Makes a basic physical attack.

Test Subject. Ranged. The Torturer inflicts the Test Subject status on a single target. This status can be healed, and only one character can be a Test Subject at a time. The Torturer's Test Subject receives +1 total damage from all sources.

Wheel of Knives. Special. Costs 8 MP. Roll a 1d10 and consult the Elemental Table. The Test Subject takes physical damage of the resulting elemental type that does base damage as though they had been hit by one of the Torturer's attacks.

Wheel of Pain. Special. Costs 5 MP. Roll a 1d10 and consult the Elemental Table. The Test Subject takes magical damage of the resulting elemental type that does base damage as though they had been hit by one of the Torturer's attacks.

Wheel of Misfortune. Special. Costs 7 MP. The Torturer's Test subject receives a random extra status effect that cannot be resisted, not even by immunity. Roll a 1d10 and consult the Torturer's Elemental Table to see which status effect they receive. Colorless corresponds to the subject not receiving any damage.

Lake of Fire. Multi. Costs 18 MP. Uses a status-inflicting ability against all of the Torturer's enemies that inflicts Burn on a hit.

Elemental Table:

- 1- Colorless
- 2- Fire
- 3- Water
- 4- Earth
- 5- Light

- 6- Ice
- 7- Shadow
- 8- Thunder
- 9- Wind
- 10- Wood

Item Table: Rare Magical Damage (Random), Rare Physical Damage (Random), 1000 cr.

Balrog (Elite, Demon, Fire)  
HP 74/Shell 46, Initiative 23, Mana 115, Physical Attack 16, Magical Attack 14, Physical Defense 10, Magical Defense 7, Evasion 4, Resistance 20, Physical Accuracy 16, Magical Accuracy 14, Status Accuracy 14  
Tail Strike. Melee. Makes a basic physical attack.  
Fire Breath. Multi. Costs 13 MP. Makes a magical attack against all of the Balrog's enemies that deals magical fire damage on a hit.  
Sweep. Multi. Costs 10 MP. Makes a physical attack against all of the Balrog's enemies in the front row that deals physical fire damage on a hit.  
Meteor. Ranged. Costs 7 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.  
Heat Exhaustion. Multi. Costs 28 MP. Inflicts Slowed on all of the Balrog's enemies.  
Being of Fire. Passive. Any character that hits the Balrog with a physical attack takes 10 base physical fire damage in retaliation.  
Dowsing. Passive. When the Balrog takes fire damage, they will be unable to use Fire Breath, Meteor, or Heat Exhaustion until the end of their next turn.  
Item Table: Rare Restore Mana (Multi), Multislow, 1000 cr.