

## Tier 9 Enemies

Invaders: Alternate dimensions contain sentients of their own. While most transdimensional denizens are benign, those that willingly choose to colonize other dimensions often aren't.

Invaders don't follow too many rules in combat, except for one: do whatever the players expect the least at any given time.

Grub (Normal, Horror, Colorless)

HP 35/Shell 30, Initiative 14, Mana 80, Physical Attack 14, Magical Attack 14, Physical Defense 4, Magical Defense 7, Evasion 6, Resistance 4, Physical Accuracy 14, Magical Accuracy 12, Status Accuracy 12

Bite. Melee. Makes a basic physical attack.

Acid Spit. Ranged. Costs 5 MP. Makes a magical attack that deals magical wood damage on a hit and also reduces the enemy's Physical Defense by one on the Bonus Tracker.

Survivor. Passive. The Grub cannot be killed due to having its Shell broken.

Accelerated Growth. Passive. During each Effect Phase, the Grub's Magical Defense, Physical Defense, and Resistance are buffed by one on the Bonus Tracker.

Item Table: Expert Debuff Physical Defense, Expert Restore HP, 1000 cr.

Pupil (Normal, Human, Colorless)

HP 23/Shell 32, Initiative 10, Mana 90, Physical Attack 10, Magical Attack 18, Physical Defense 2, Magical Defense 9, Evasion 8, Resistance 2, Physical Accuracy 10, Magical Accuracy 18, Status Accuracy 18

Standard Missile. Ranged. 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 multipliers.

Standard Chain. Ranged. Costs 8 MP. Makes a magical attack against a single target that deals magical colorless damage on a hit. If the opponent's Shell is broken, the Pupil can use this ability for free against another target immediately.

Standard Shell. Ally. Costs 7 MP. Increases or restores the Shell of the Pupil or one of its allies by 18 points.

Implant Eggs. Special. If another character on the battlefield is already downed, the Pupil can use this ability on them. During the next Effect Phase, a Grub will spawn on the front line of the Pupil's side of the battle.

Casting by the Book. Passive. The Pupil is immune to having their Magical statistics debuffed and also immune to being Silenced.

Item Table: Implant Eggs, Expert Restore MP, 1000 cr.

Infiltrator (Normal, Horror, Colorless)

HP 23/Shell 47, Initiative 6, Mana 80, Physical Attack 6, Magical Attack 14, Physical Defense 5, Magical Defense 7, Evasion 9, Resistance 5, Physical Accuracy 6, Magical Accuracy 18, Status Accuracy 18

Stab. Melee. Makes a basic physical attack.

Cloaking Field. Self. Costs 10 MP. This ability inflicts the Cloaked status on the Infiltrator, which works the same as the Thief's Hide ability.

Implant. Melee. Costs 5 MP. Uses a status-inflicting ability that, on a hit, deals physical colorless damage and inflicts the Athena status. During the next Effect Phase, characters with the Athena status will have their Magical and Status Accuracies debuffed by three steps on the Bonus Tracker. A Grub will then spawn in the front row on the Infiltrator's side and the Athena effect will be removed from the character.

Item Table: Hide, Implant, 1000 cr.

Swarm (Elite, Horror, Colorless)

HP 47/Shell 63, Initiative 31, Mana 125, Physical Attack 22, Magical Attack 10, Physical Defense 4, Magical Defense 5, Evasion 15, Resistance 4, Physical Accuracy 22, Magical Accuracy 30, Status Accuracy 30

Biters. Melee. Makes two consecutive basic physical attacks.

Drink Blood. Melee. Costs 12 MP. The Swarm makes a physical attack on a single target. On a hit, they deal colorless physical damage and regain an amount of HP equal to the damage they dealt.

Overwhelm. Multi. Costs 12 MP. Makes a physical attack against all of the Swarm's enemies that deals physical colorless damage on a hit.

Infernal Buzzing. Ranged. Costs 10 MP. Reduces the Physical Accuracy of a single target by three steps on the Bonus Tracker.

Spread Disease. Multi. Costs 18 MP. Uses a status-inflicting ability on all of the Swarm's enemies that inflicts the Fatigue status on all targets that are hit.

Agglomerated. Passive. The Swarm is immune to magical attacks, physical attacks, and status-inflicting abilities that only target a single character.

Item Table: Expert Inflict Fatigue (Multi), Expert Debuff Physical Accuracy, 5000 cr.

Illithid (Elite, Horror, Colorless)

HP 45/Shell 75, Initiative 21, Mana 150, Physical Attack 14, Magical Attack 24, Physical Defense 6, Magical Defense 12, Evasion 10, Resistance 6, Physical Accuracy 14, Magical Accuracy 20, Status Accuracy 20

Mindstab. Ranged. Costs 10 MP. Makes a magical attack against a single target that deals magical colorless damage on a hit and also reduces the target's Magical Attack by one step on the Bonus Tracker.

Dream Eater. Ranged. Costs 5 MP. Makes a magical attack against a single target that, on a hit, deals magical colorless damage to their MP instead of their HP or Shell, with all multipliers calculated as normal. The Illithid then regains an amount of MP equal to the damage the target took to their MP.

Mass Delusion. Multi. Costs 18 MP. Uses a status-inflicting ability on all of the Illithid's enemies that inflicts the Confused status on a hit.

Puppeteer. Ranged. Costs 10 MP. Uses a status-inflicting ability on a single target that, on a hit, allows them to force that enemy to take 2 actions of the GM's choice.

Brain Eater. Melee. Costs 3 MP. The Illithid makes a physical attack that, on a hit, deals physical colorless damage.

The Illithid then immediately regains an amount of HP equal to the damage it dealt with this attack.  
Not Of This Earth. Passive. The multipliers for damage that the Illithid takes are inverted. In other words, it takes double damage from magical attacks when its Shell is gone, and it takes double damage from physical attacks when its Shell is up rather than the other way around.  
Item Table: Brain Eater, Expert Magical Colorless Damage, 5000 cr.

Robots: Advanced artificial minds often enact their will via numerous servitors, some of which are also equipped for battle.

In battle, robots are part of a single hive mind. Likewise, they should behave as though they are being coordinated by an intelligent mind that sees them merely as pawns to be sacrificed.

Eye (Normal, Construct, Metal)

HP 31/Shell 44, Initiative 8, Mana 90, Physical Attack 8, Magical Attack 18, Physical Defense 6, Magical Defense 9, Evasion 3, Resistance 6, Physical Accuracy 8, Magical Accuracy 6, Status Accuracy 6

Laser. Melee. Makes a basic physical attack.

Database. Multi. Costs 10 MP. Uses the Artificer's Multiscan on all of the Eye's enemies. The next magical attack, status effect, or physical attack dealt to them ignores any of their resistances or immunities to damage or status effects, but not their weaknesses.

Orbital Strike. Multi. Costs 15 MP. Makes a magical attack against all of the Eye's enemies that deals magical metal damage on a hit.

Hovering. Passive. The Eye cannot be hit by any abilities or attacks that count as melee abilities.

Item Table: Multiscan, Expert Magical Metal Damage, 1000 cr.

Trooper (Normal, Construct, Metal)

HP 57/Shell 28, Initiative 16, Mana 65, Physical Attack 16, Magical Attack 8, Physical Defense 8, Magical Defense 4, Evasion 6, Resistance 8, Physical Accuracy 12, Magical Accuracy 12, Status Accuracy 12

Shot. Melee. Makes a basic physical attack.

Tag. Multi. Costs 12 MP. Reduces the Evasion of all of the Trooper's enemies by one level on the Bonus Tracker.

Snipe. Ranged. Costs 8 MP. Makes a physical attack against a single target that does physical metal damage on a hit.

Suppressing Fire. Costs 28 MP. Inflicts the Slowed status on all of the Trooper's enemies.

Automatic Fire. Passive. Each subsequent use of one of the Trooper's abilities during a turn halves the MP cost of using it.

Item Table: Expert Magical Physical Damage, Expert Debuff Evasion, 1000 cr.

Engineer (Normal, Human, Metal)

HP 39/Shell 46, Initiative 6, Mana 90, Physical Attack 6, Magical Attack 18, Physical Defense 8, Magical Defense 9, Evasion 6, Resistance 8, Physical Accuracy 6, Magical Accuracy 12, Status Accuracy 12

Mech-Arm. Melee. Makes a basic physical attack.

Electroshock. Ranged. Costs 9 MP. Makes a magical attack against a single enemy that does magical thunder damage that is multiplied by 2 in addition to other modifiers.

Jury-Rig. Special. Costs 11 MP. The Engineer can transfer up to 18 total HP, Shell, and MP from one of their allies to another, so long as they are Construct type characters.

Repairs. Multi. Costs 18 MP. Removes all of the status effects and debuffs from the Engineer and all of their allies.

Energy Barrier. Multi. Costs 14 MP. Increases the Engineer and all of their allies' Shell by 18.

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

Walker (Elite, Construct, Metal)

HP 113/Shell 52, Initiative 27, Mana 135, Physical Attack 18, Magical Attack 18, Physical Defense 15, Magical Defense 9, Evasion 2, Resistance 15, Physical Accuracy 18, Magical Accuracy 4, Status Accuracy 4

Turret. Melee. Makes a basic physical attack.

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

Missile Barrage. Multi. Costs 15 MP. Makes a physical attack against all of the Walker's enemies that does physical metal damage on a hit.

Energy Shield. Self. Costs 7 MP. Inflicts the Energy Shield status on the Walker. This works like the Defender's Shielded, but defends against magical instead of physical attacks.

Flamethrower. Melee. Costs 3 MP. Makes a magical attack against a single enemy that deals magical fire damage on a hit.

Salvageable. Passive. When the Walker is downed, ordinary healing can bring it back in addition to abilities that revive characters.

Titanium Armor. Passive. If the Walker is hit by an attack that deals less than 10 damage after modifiers are applied, it does not take any damage.

Item Table: Expert Physical Metal Damage (Multi), Expert Magical Fire Damage, 5000 cr.

Overseer (Elite, Construct, Metal)

HP 46/Shell 89, Initiative 19, Mana 125, Physical Attack 10, Magical Attack 14, Physical Defense 9, Magical Defense 7, Evasion 14, Resistance 9, Physical Accuracy 10, Magical Accuracy 28, Status Accuracy 28

Pistol. Melee. Makes a basic physical attack.

Tune Optics. Ally. Costs 16 MP. Buffs the Physical Accuracy of a single ally or the Officer by three steps on the Bonus Tracker.

Overclock. Ally. Costs 12 MP. Inflicts the Hasted status on a single ally of the Overseer's or on the Overseer. This works just like the Support's Haste ability.

Airlock. Multi. Costs 18 MP. Removes all status effects and debuffs from all of the Overseer's allies and the Overseer themselves.

Designate Target. Ranged. Costs 8 MP. Inflicts the Vulnerable (Metal) status on a single one of the Overseer's

enemies. This works the same as the Saboteur's Vulnerability ability.  
Finish Off. Special. Makes a magical attack against a single target with 10 HP or less. If the attack hits, the target is reduced to 0 HP.  
Item Table: Multihaste, Vulnerability (Metal), 5000 cr.