

Tier 2 Enemies

Forest Dwellers: The deep woods are home to hostile creatures that will defend their territory to the death. They will also grant boons to travelers they trust.

Forest Dwellers are interested in murdering their opponents with as little fanfare as possible. The exception to this is that they will prioritize survival in combat over a quicker end to things. You will see them choose to use healing abilities even when it isn't strictly needed, and playing it safe with buffs and debuffs.

Wolf (Normal, Animal, Colorless)

HP 15/Shell 5, Initiative 8, Mana 10, Physical Attack 8, Physical Defense 2, Magical Defense 0, Evasion 2, Resistance 2, Physical Accuracy 8

Bite. Melee. Makes a basic physical attack.

Gore. Melee. Costs 3 MP. Makes a colorless physical attack that inflicts damage multiplied by 1.5x in addition to other modifiers.

Howl. Self. Costs 3 MP. Buffs the Physical Attack of the Wolf by one step on the Bonus Tracker.

Keen Scent. Passive. The Wolf cannot be Blinded, and will ignore the Hidden status if applied to an enemy.

Item Table: Mundane Buff Physical Attack, Cure Blinded, 10 cr.

Dryad (Normal, Elemental, Wood)

HP 7/Shell 13, Initiative 2, Mana 25, Physical Attack 2, Physical Defense 2, Magical Defense 3, Evasion 2, Resistance 2, Physical Accuracy 2, Magical Accuracy 4, Status Accuracy 4

Club. Melee. Makes a basic physical attack.

Thorns. Melee. Costs 3 MP. Makes a basic attack that deals physical wood damage.

Entangle. Ranged. Costs 7 MP. On a successful status-inflicting roll, inflicts Petrify.

Photosynthesis. Passive. If the Dryad receives water damage, they will receive the damage as healed HP. If the Dryad receives Light damage, they will receive the damage as healed MP.

Item Table: Mundane Restore MP, Mundane Inflict Petrify, 10 cr.

Naiad (Normal, Elemental, Water)

HP 2/Shell 13, Initiative 8, Mana 30, Physical Attack 0, Magical Attack 8, Physical Defense 1, Magical Defense 4, Evasion 3, Resistance 1, Physical Accuracy 0, Magical Accuracy 6, Status Accuracy 6

Claws. Melee. Makes a basic physical attack.

Splash. Ranged. Costs 5 MP. Makes a water magical attack against a single target.

Baptize. Ally. Costs 8 MP. Removes all buffs and debuffs from a single ally.

Restore. Ally. Costs 5 MP. Heals a single character for 8 HP.

Item Table: Mundane Restore HP, Remove Debuffs, 10 cr.

Ent (Elite, Elemental, Wood)

HP 25/Shell 15, Initiative 3, Mana 35, Physical Attack 6, Magical Attack 6, Physical Defense 6, Magical Defense 4, Evasion 0, Resistance 4, Physical Accuracy 6, Magical Accuracy 2, Status Accuracy 2

Punch. Melee. Makes a basic physical attack.

Smash. Melee. Costs 5 MP. Makes a colorless physical attack that, on a hit, multiplies its base damage by 2 in addition to any other relevant modifiers.

Tough Bark. Self. Costs 7 MP. Inflicts the Guarded status on the Ent until the beginning of its next turn or until after the next time it is hit with a physical attack.

Regenerate. Self. Costs 11 MP. Heals the Ent for 12 HP.

Photosynthesis. Passive. If the Ent receives water damage, they will receive the damage as healed HP. If the Ent receives Light damage, they will receive the damage as healed MP.

Forest Fire. Passive. If the Ent takes fire damage from any source, it will not be able to use Regenerate until after its next turn.

Item Table: Mundane Wood Magical Damage, Guard, 50 cr.

Pixie (Elite, Fairy, Light)

HP 1/Shell 19, Initiative 7, Mana 40, Physical Attack 0, Magical Attack 5, Physical Defense 0, Magical Defense 4, Evasion 5, Resistance 0, Physical Accuracy 0, Magical Accuracy 8, Status Accuracy 8

Flash. Ranged. Costs 5 MP. Makes a light magical attack against a single target.

Taunt. Ranged. Works the same way as the Defender's Taunt.

Illusion. Ranged. Costs 3 MP. Debuffs a single target's Physical Accuracy.

Counterspell. Special. Works the same way as a Sage's Counterspell.

Sparkles. Self. Costs 2 AP. Restores 10 MP to the Pixie.

Revenge Hex. Passive. When the Pixie is downed, the character responsible must roll to resist Silence versus the Pixie's Status Accuracy.

Item Table: Cure Silence, Mundane Buff Evasion, 50 cr.

Dwarves: Dwarves are the enigmatic dwellers of the deep caves. They are friendly enough folk, but are possessive of their territory and their treasure, and will fight to the death to preserve the former and to acquire more of the latter.

In combat, dwarves are highly coordinated opponents, with each one focusing on their own niche in battle. They should employ smart tactics, and should not show concern for injury except when it threatens their life.

Digger (Normal, Human, Earth)

HP 22/Shell 8, Initiative 4, Mana 15, Physical Attack 3, Magical Attack 5, Physical Defense 3, Magical Defense 1, Evasion 1, Resistance 4, Physical Accuracy 3

Pickaxe. Melee. Makes a basic physical attack.

Luck Rune. Ally. Costs 5 MP. Buffs Resistance.
Blessing of Earth. Ally. Costs 7 MP. Increases or creates an ally's earth Shell by 5 points.
Stonecunning. Passive. The Digger will automatically evade the first earth attack used on it every round. If the attack cannot be evaded, this effect will not trigger.
Item Table: Mundane Buff Resistance, Mundane Earth Shell, 10 cr.

Sapper (Normal, Construct, Earth)
HP 12/Shell 8, Initiative 6, Mana 25, Physical Attack 6, Magical Attack 6, Physical Defense 2, Magical Defense 3, Evasion 0, Resistance 2, Physical Accuracy 3, Magical Accuracy 3
Fist. Melee. Makes a basic physical attack.
Drill. Melee. Costs 3 MP. Makes a colorless physical attack whose damage is multiplied by 1.5 in addition to other modifiers.
Tremor. Ranged. Costs 5 MP. Makes a magical attack that deals magical earth damage on a hit.
Scan. Ranged. Costs 2 MP. Is equivalent to the Artificer's Scan ability.
Artificial. Passive. The Sapper is immune to the Toxin and Fatigue status effects.
Item Table: Mundane Magical Earth Damage, Scan, 10 cr.

Blacksmith (Normal, Human, Fire)
HP 10/Shell 10, Initiative 4, Mana 20, Physical Attack 4, Physical Defense 2, Magical Defense 2, Evasion 2, Resistance 2, Physical Accuracy 4, Status Accuracy 4
Hammer. Melee. Makes a basic physical attack.
Heated Strike. Melee. Costs 3 MP. Makes a physical attack that deals physical fire damage on a hit.
Break Armor. Ranged. Costs 3 MP. Debuffs the target's Physical Defense.
Heat of the Forge. Ranged. Costs 7 MP. Attempts to inflict Burn on a single target.
Forgemaster. Passive. The Blacksmith is immune to all fire damage.
Item Table: Mundane Physical Fire Damage, Mundane Debuff Physical Defense, 10 cr.

Assassin (Elite, Human, Shadow)
HP 17/Shell 13, Initiative 12, Mana 20, Physical Attack 10, Physical Defense 2, Magical Defense 0, Evasion 6, Resistance 2, Physical Accuracy 10, Status Accuracy 12
Dagger. Melee. Makes a basic physical attack.
Hip Blade. Self. Costs 7 MP. Inflicts the Countering status on the Assassin until the beginning of their next turn.
Poison Dagger. Melee. Costs 7 MP. Makes a basic physical attack. On a hit, the target also receives the Toxin status effect unless they are immune.
Curse. Ranged. Costs 7 MP. Attempts to inflict the Silence status effect if possible.
Assassin's Mark. Ranged. Applies the Hunted status effect to a single enemy. Works the same as the Ranger's Mark Target.
Parkour. Passive. The Assassin has the Ranger's Forest Walk ability.
Rupture Artery. Passive. When the Assassin hits an enemy with a physical attack, the enemy takes an additional 2 unblockable, unmodifiable damage to their HP during the Effect Phase. This effect can stack.
Item Table: Mundane Inflict Toxin, Mundane Inflict Silence, 50 cr.

Runecarver (Elite, Human, Earth)
HP 8/Shell 17, Initiative 4, Mana 40, Physical Attack 2, Magical Attack 8, Physical Defense 3, Magical Defense 4, Evasion 3, Resistance 3, Physical Accuracy 2, Magical Accuracy 6, Status Accuracy 6
Hammer. Melee. Makes a basic physical attack.
Draw Mana. Ally. Costs 5 MP. Restores 8 MP to either the Runecarver or one of their allies.
Thunder Bolt. Ranged. Costs 5 MP. Makes an attack that does magical thunder damage on a hit.
Earth Bolt. Ranged. Costs 5 MP. Makes an attack that does magical earth damage on a hit.
Conductor. Ranged. Costs 8 MP. Makes a single enemy vulnerable to thunder damage the next time they are hit with it.
Insulator. Ally. Costs 9 MP. Makes the Runecarver or one ally immune to thunder damage the next time they are hit by it.
Runecaster. Passive. The Runecarver has runes that let them cast two spells for free. When they do so, the spell cannot miss.
Item Table: Mundane Restore MP, Block Magical Damage, 50 cr.