

## Tier 3 Enemies

**Living Dead:** When necromancers or bioengineers create constructs out of dead bodies, these are the creatures that result.

In combat, the living dead are stupid, aggressive, and totally unconcerned with death. Insofar as they display cunning, it should purely be to create a sense of dramatic tension and to display animus towards the player characters.

**Zombie (Normal, Undead, Shadow)**

HP 27/Shell 13, Initiative 6, Mana 35, Physical Attack 6, Physical Defense 5, Magical Defense 4, Evasion 0, Resistance 10, Physical Accuracy 6

Smack. Melee. Makes a basic physical attack.

Bite. Melee. Costs 5 MP. Makes a basic physical attack. On a hit, also inflicts Necrosis, which turns all healing into damage.

Regenerate. Passive. During the Effect Phase, the Zombie regains 5 HP.

Undeath. The first time the Zombie would be downed in a battle, it is reduced to 1 HP instead. Any further damage it takes will cause it to become downed.

Item Table: Mundane Physical Shadow Damage, Mundane Inflict Toxin, 10 cr.

**Skeleton (Normal, Undead, Ice)**

HP 24/Shell 11, Initiative 8, Mana 25, Physical Attack 8, Magical Attack 4, Physical Defense 4, Magical Defense 2, Evasion 4, Resistance 8, Physical Accuracy 8, Magical Accuracy 4, Status Accuracy 4

Slash. Melee. Makes a basic physical attack.

Arrow. Ranged. Costs 5 MP. Makes a colorless physical attack against a single target.

Fear. Ranged. Costs 7 MP. On a hit, inflicts Paralyze on a single target.

Undeath. The first time the Skeleton would be downed in a battle, it is reduced to 1 HP instead. Any further damage it takes will cause it to become downed.

Item Table: Mundane Inflict Paralyze, Mundane Physical Colorless Damage, 10 cr.

**Ghost (Normal, Undead, Ice)**

HP 1/Shell 24, Initiative 8, Mana 35, Physical Attack 8, Magical Attack 8, Physical Defense 1, Magical Defense 4, Evasion 6, Resistance 2, Physical Accuracy 8, Magical Accuracy 6, Status Accuracy 6

Drain Mana. Melee. Makes a basic physical attack that damages MP instead of HP and heals the Ghost's MP by half the damage it deals on a hit.

Bonechill. Ranged. Costs 5 MP. Makes a magical attack that does magical ice damage on a hit.

Fear. Ranged. Costs 7 MP. On a hit, inflicts Paralyze on a single target.

Cold Fingers. Ranged. Costs 7 MP. On a hit, inflicts Frostbite on a single target.

Nostalgia. Ranged. Costs 12 MP. Inflicts Slowed on a single target.

Immaterial. Passive. During the Effect Phase, the Ghost will become Immaterial, which is the equivalent of Hidden. At the beginning of their turn, this effect disappears.

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

**Statue (Elite, Undead, Earth)**

HP 27/Shell 28, Initiative 9, Mana 55, Physical Attack 6, Magical Attack 10, Physical Defense 8, Magical Defense 5, Evasion 3, Resistance 10, Physical Accuracy 6, Magical Accuracy 8, Status Accuracy 8

Slash. Melee. Makes a basic physical attack.

Hedgetrimmer. Multi. Costs 7 MP. Makes a basic physical attack against every enemy in the front row. May only be used from the front row.

Shield. Self. Costs 7 MP. The next time the Statue is hit by a physical attack, the damage is negated.

Frontline. Self. Costs 10 MP. Inflicts the Guarded status on all of the Statue's allies until the beginning of its next turn.

Animated. Passive. At the end of turn the Statue takes, it receives the Animated status effect, which is what enables it to act and guard allies from attacks. If the status is removed, it cannot act until the next time it becomes Animated.

Living Construct. Passive. The Statue is immune to all status effects apart from Animated and any positive effects like Guarded or Protected.

Item Table: Mundane Physical Colorless Damage (Row), Shield, 50 cr.

**Zombie Hulk (Elite, Undead, Shadow)**

HP 60/Shell 10, Initiative 11, Mana 40, Physical Attack 8, Physical Defense 8, Magical Defense 2, Evasion 0, Resistance 8, Physical Accuracy 8, Status Accuracy 0

Punch. Melee. Makes a basic physical attack.

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

Regenerate. Passive. During the Effect Phase, the Zombie Hulk regains 5 HP.

Undeath. The first time the Zombie Hulk would be downed in a battle, it is reduced to 1 HP instead. Any further damage it takes will cause it to become downed.

Miasma. Passive. During the Effect Phase of each round, the Zombie Hulk makes a status-inflicting ability roll with no AP or MP cost to inflict Toxin on every non-Undead character on the battlefield.

Item Table: Mundane Inflict Toxin (Multi), Mundane Restore HP, 50 cr.

**Void Elves:** Tall, enigmatic beings who descended one day from the heavens and now lay claim to the entire Earth.

Void elves are powerful combatants, but are also quite arrogant. As a result, they will fight with intelligence, but will often disregard their enemies' defenses or buffs, assuming that their raw power is enough to prevail. They will, of course, still debuff their enemies when they want to prove a point.

Telepath (Normal, Angel, Wind)

HP 11/Shell 14, Initiative 6, Mana 35, Physical Attack 5, Magical Attack 8, Physical Defense 2, Magical Defense 5, Evasion 6, Resistance 4, Physical Accuracy 6, Magical Accuracy 6, Status Accuracy 6

Rapier. Melee. Makes a basic physical attack.

Read Mind. Ranged. Costs 2 MP. Works the same as the Artificer's Scan ability.

Mindspike. Ranged. Costs 5 MP. Makes a magical light attack against a single enemy.

Corrupt Mind. Costs 10 MP. Debuffs an enemy's Magical Attack by 3 steps on the Bonus Tracker.

Mindwipe. Costs 8 MP. Removes all buffs and debuffs from a single character.

Item Table: Mundane Magical Light Damage, Mundane Debuff Magical Attack, 10 cr.

Empath (Normal, Angel, Wind)

HP 7/Shell 18, Initiative 2, Mana 35, Physical Attack 2, Physical Defense 2, Magical Defense 4, Evasion 10, Resistance 4, Physical Accuracy 2

Cestus. Melee. Makes a basic physical attack.

Heal Body. Ally. Costs 11 MP. Heals a single target by 16 HP.

Mindshield. Self. Costs 7 MP. Negates the damage of the next magical attack that hits the Empath.

Clean Slate. Ally. Costs 11 MP. Removes all status effects from a single target.

Premonition. Multi. Costs 10 MP. Buffs the Evasion of the Empath and all of its allies by one step on the Bonus Tracker.

Pain Resonance. Passive. The Empath starts battle with the Resonant status effect. While an Empath is Resonant, whenever the Empath receives damage, every other character on the field must resist a status-inflicting roll against the Empath or receive the same amount of damage.

Item Table: Mundane Remove Paralysis, Rare Restore HP, 10 cr.

Telekinetic (Normal, Angel, Wind)

HP 15/Shell 15, Initiative 6, Mana 30, Physical Attack 6, Magical Attack 6, Physical Defense 3, Magical Defense 3, Evasion 6, Resistance 6, Physical Accuracy 6, Magical Accuracy 6, Status Accuracy 6

Staff. Melee. Makes a basic physical attack.

Mindhammer. Ranged. Costs 3 MP. Makes a magical attack that does magical colorless damage on a hit.

Fling Object. Ranged. Costs 5 MP. Works the same as the Striker's Leaping Strike ability.

Raise Shield. Ally. Costs 7 MP. Restores or adds a light Shield to the Telekinetic or one of its allies.

Mass Anchor. Ranged. Costs 7 MP. Attempts to inflict Fatigue on a single enemy.

Push/Pull. Ranged. Costs 5 MP. Makes a status-inflicting ability roll. On a hit, the Telekinetic can force a single enemy to use the Move action at no AP cost, unless said enemy is immune to effects that move them.

Item Table: Mundane Magical Colorless Damage, Mundane Inflict Fatigue, 10 cr.

Lord (Elite, Angel, Light)

HP 4/Shell 16, Initiative 7, Mana 65, Physical Attack 4, Magical Attack 14, Physical Defense 1, Magical Defense 7, Evasion 14, Resistance 2, Physical Accuracy 4, Magical Accuracy 14, Status Accuracy 14

Stab. Melee. Makes a basic physical attack.

Command. Ally. Works the same as the Commander's Orders ability.

Compulsion. Ranged. Costs 7 MP. Makes a status-inflicting ability roll that, when successful, forces the target to make an action of the Lord's choice.

Psi Lance. Ranged. Costs 7 MP. Makes a magical attack that deals magical colorless damage on a hit that is multiplied by 2 in addition to other modifiers.

Cheat Death. Ally. Costs 10 MP. Revives a single downed ally back to 1 HP.

Educated. Passive. The Lord is immune to abilities that debuff their Physical, Magical, and Status Accuracy statistics.

Hemophiliac. Passive. When the Lord takes physical damage, they will receive the same damage again during the Effect Phase of the round they were hit.

Item Table: Orders, Mundane Revive, 50 cr.

Infiltrator (Elite, Angel, Light)

HP 25/Shell 20, Initiative 15, Mana 40, Physical Attack 12, Magical Attack 4, Physical Defense 3, Magical Defense 2, Evasion 12, Resistance 6, Physical Accuracy 12, Magical Accuracy 12, Status Accuracy 12

Slice. Melee. Makes a basic physical attack.

Double Strike. Melee. Makes two basic physical attacks whose damage on a hit is multiplied by 0.75 in addition to other modifiers.

Cloaking Field. Self. Works the same as the Thief's Hide ability.

Precision Attack. Melee. Costs 5 MP. Makes a physical attack that deals physical colorless damage that is multiplied by 2 in addition to other modifiers.

Wired Reflexes. Self. Costs 12 MP. Inflicts Hasted on the Infiltrator.

Hamstring. Melee. Costs 12 MP. Makes a basic physical attack. On a hit, also inflicts Slowed on the enemy.

Interrogation Training. Passive. The Infiltrator is immune to the Scan ability.

Compartmentalized. Passive. During the Effect Phase, the Infiltrator resets all of its debuffs.

Suicide Pill. If the Infiltrator is not Hidden during the Effect Phase of a round, they will take 10 fixed damage to their HP.

Item Table: Hide, Haste, 50 cr.