

Underhazer Enemy Codex

All Floors

Cacklers



Cacklers are the basic melee enemy in Underhazer. They are common and found in all floors of the Undergrid.

Narrative: *“These guys rush up to you and just start biting. You can usually hear them before you can even see them—the ear grating sound of their laughter. It reminds me of those losers at school who laugh along with Megan every time she picks a new target. The worst.”*

Nature: Cacklers are confrontational and gleeful. They just can’t hold back their laughter or mockery. They must let their existence and voice be known to those around them. These monsters crave attention and enjoy attacking those around it. However, once there is any pushback against it, it quickly cowers and disappears.

Symbolism/potential motifs: Mockery, words, laughter, bone, voice, sharp, brittle, bubbles, sound waves

Watchers



Watchers are the basic ranged enemy in Underhazer. They are common and found in all floors of the Undergrid.

Narrative: *“I hate these creepy crawly types, they make my hair stand on end. That camera follows you everywhere and shoots a dangerous laser too. It feels like no matter where I go, there’s one watching me from the shadows. Like they’re all staring and judging you for who you are.”*

Nature: Watchers are passive and apathetic, only attacking from afar. They are curious and yearn for conflict, unaware that their gaze causes damage. They enjoy the company of other monsters around them. They feel like multiple entities all merged together into one yet each losing their individuality and ability to make decisions.

Symbolism/potential motifs: Bystander effect, eyes, mist, surveillance, multi-limb/multi-head, melted

First Floor Special Enemies

Growler



Growlers are a special enemy found on the first floor of the Undergrid, inside of the teacher's office.

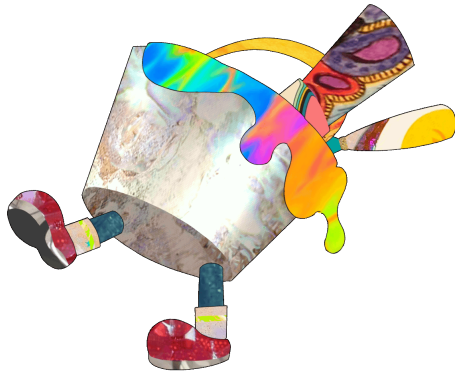
Narrative: *"These damn dogs are fast. No matter how fast you run, they always seem to catch up to you. They can sense you a fair distance away, and once they do, they'll bark like there's no tomorrow. Like those teacher's pet types that run to their 'master' to kiss ass. Honestly, it's pretty satisfying when you finally hear them pop and explode."*

Special ability: Shield - enemy has a shield/barrier player need to break first to damage it

Nature: Growlers yearn for power and approval. They believe gaining the trust of authority is the most important. They were granted their special ability from the Arbitor for their groveling and obsequious flattery.

Symbolism/potential motifs: Teacher's pet, Lapdog, chains, leash, restraint

Clumsi



Clumsi are a special enemy found in first floor of the Undergrid, inside of the Art studio.

Narrative: *“What a mess! I can’t even tell if this thing is doing it on purpose or not, falling over and spilling that acidic paint everywhere. All I know is that the paint burns when it touches my skin. It seems all up in a tizzy scrambling from place to place. Like that girl who Megan tripped in art class and ended up spilling paint all over Wisty. She was so freaked out she couldn’t even call Megan out. Just blamed herself and said she was clumsy. Pathetic.”*

Special ability: Create terrain/area with effects - acid (players take damage when stepping on it)

Nature: Clumsi are neurotic creatures that are terrified of their surroundings. They are constantly tripping over their own feet, a real nervous-wreck that spills themselves all over the floor. Unlike other monsters, they don’t actively want to hurt the player, rather it attacks anything that gets close to it. Either that, or it just accidentally caused the player damage due to its unsteady nature.

Symbolism/potential motifs: Paint, liquid, stumbling, shaking

The Arbitor



The Arbitor is the boss of Act I. It is found in the first floor of the Undergrid, in the Auditorium.

Narrative: *“Ha! I know our principal when I see him. That stubborn, unreasonable man who always thinks he knows best. He just loves abusing his authority. He couldn’t care less about us students. Megan’s family basically bankrolls the school, and he’s more than happy to pocket their donations, which is why she’s got him wrapped around her finger. No surprise we’re always the ones getting in trouble.”*

Nature: The Arbitor is the magistrate of the Undergrid. He is stubborn, hates changes, and never yields. He believes in extreme authority and that all must follow the rules. The terrain yields to his will and all must be careful around him unless they wish to be crushed.

Symbolism/potential motifs: Stone, Marble, iron, geometric, heavy, dogmatist

Second Floor Special Enemies

Ballistic



Ballistics are special enemies found on the second floor of the Undergrid, inside of the Gym.

Narrative: *“Ugh, it’s like those meatheads from the basketball team. If you’re not one of them, you’re a weakling in their eyes. Pulling those fake-outs, pretending to throw the ball just to watch people flinch. If anyone tells them to stop, they say you can’t take a joke. Pretty sure they get off on other people’s misery. Listen Tristan, it’s not our fault your mommy doesn’t hug you so you need to feel superior. Maybe your life would be better if you weren’t Megan’s boyfriend and team captain.”*

Nature: Ballistics believe that the strong dominates the weak and that those weaker than it deserve to be annihilated. They will actively destroy all they deem weaker. They like running around at fast speeds and slamming into their foes.

Symbolism/potential motifs: Jock, balls, charging, bulky, fast, smash, shove

Chatterbox



Chatterboxes are special enemies found on the second floor of the Undergrid, inside of the Computer Lab.

Narrative: *“Reminds me of those kids who always have their head in their phone, typing and giggling. I swear, they don’t even notice what’s happening around them until there’s drama. When shit goes down, they’re the first ones on the scene like a swarm of paparazzi, texting every detail to the world what has happened. They’re not just spreading gossip—they are the gossip.”*

Nature: Chatterboxes are excited and happy. They are seen dancing, singing, chatting and typing. With each word they spew, they become more and more energized. They are attracted to screens, light and sound of clicking keyboards.

Symbolism/potential motifs: Flip phone, cardboard box, moth, music notes, digital, social butterfly

The Queen



The Queen is the boss of Act II. She is found on the second floor of the Undergrid, inside of the Cafeteria.

Narrative: *"It's pretty obvious who this is supposed to be. Where do I even start with Megan without just spiraling into a string of curses? Here, for fun I'll try: Megan is the so-called queen of the school and I mean that in the most insulting way possible. She is bossy, vindictive, and quick to throw anyone under the bus to maintain her own status. Everyone either loves her, fears her, or both. Anyways, just looking at her face makes me sick. She is a fucking bitch who deserves the worst."*

Nature: The Queen is the royal sovereign of the Undergrid, she is ruthless and smug and enjoys seeing others cower before her. If one manages to set her off and trigger her anger issues, she is quick to cast them aside and make them pay. She is in control of all that is around her and no one dares to cross her.

Symbolism/potential motifs: Royal, digital, sharp, chessboard, flame, bee

Third floor only

Dithers



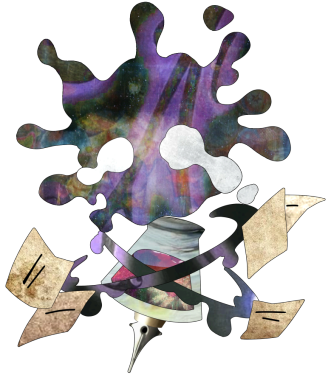
Dithers are special enemies found on the third floor of the Undergrid, inside of the Nurse's Office.

Narrative: *“This sickly looking monster is pathetic. It already looks like its falling apart. Don’t get too close to it though, it has some sort of nausea inducing aura. My head starts spinning like those days when I skip breakfast so I can avoid my stupid parents before school. Honestly killing this thing is doing it a favor, it’s putting it out of its misery.”*

Nature: A trembling anemic weakling, why is it shivering all the time? It is most likely due to the fact it keeps skipping breakfast and its medication. The weakling thinks to itself, why should I bother becoming better and sinks into its disarray.

Symbolism/potential motifs: Shivering, medical equipment, pills, nausea, frail, cold, dizzy

Blotters



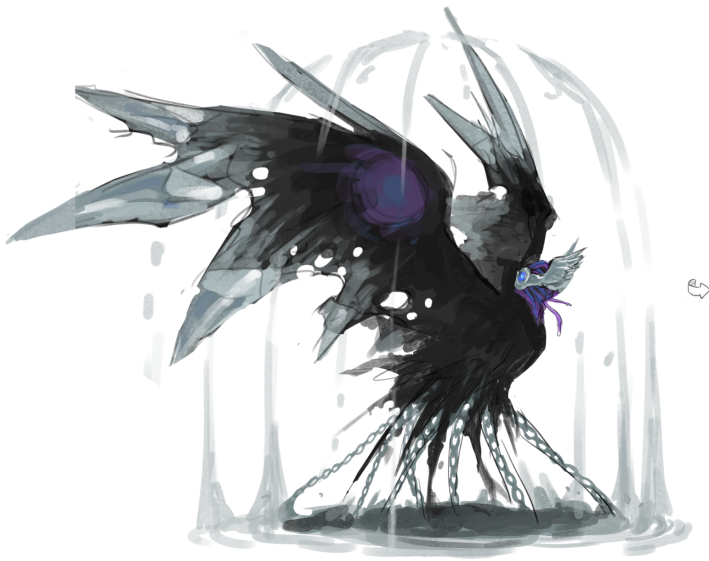
Blotters are special enemies found on the third floor of the Undergrid, inside of the Library.

Narrative: *“Geez, every time this monster cries, ink just gets absolutely everywhere. It’s so hard to see anything in the storm of black goo. If that wasn’t bad enough, it will suddenly lurch out from a corner and attack you. Real sneaky. I won’t lie though, part of me gets it. Hiding? Yeah, I know that feeling all too well.”*

Nature: Blotter is an enemy that obscures its true feelings in fear of becoming vulnerable. It hides until it becomes a cornered animal and lashes out towards those around it.

Symbolism/potential motifs: Denial, burying your head in the sand, escape, ink, paper, torn books, water stains, smudge

Nyspur



Nyspur is the boss of Act III. It is found on the second floor of the Undergrid, on the Rooftop.

Narrative: *"No matter how hard it struggles, it can never escape its cage. By thrashing around, all it does is hurt itself and its surroundings. I get it. The desire to be free. To sacrifice everything for a chance to not be hurt. But I don't want to fly alone anymore. There are things I want to stay for, things I want to protect now."*

Nature: Nyspur is an enemy that yearns for freedom. It wishes to be alone and fly into the sky, being far from any attachments on the ground. It is convinced of its own apathy, seeing all things as discardable. Yet at its core, it feels terribly lonely.

Symbolism/potential motifs: Sparrowhawk bird, shadow, darkness, ice, feathers, flying, freedom, cage