

Temptations

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| <p>Skeleton (Love)</p> <p>Level: 1 HP: 1-8 Defensive Strength: 6 HTH Effectiveness: 2 HTH Damage: (1-6)/2 # of attacks: 1/2 Movement: 3 Initiative: -5</p> | <p>Sprite (Patience)</p> <p>Level: 1 HP: 1-4 Defensive Strength: 2 HTH Effectiveness: 5 HTH Damage: 1-2 # of attacks: 2 Movement: 12 Initiative: +3 Special Ability: Flying – no HTH possible except for attacked characters.</p> | <p>Goblin (Gentleness)</p> <p>Level: 1 HP: 2-12 Defensive Strength: 3 HTH Effectiveness: 4 HTH Damage: 1-2 # of attacks: 1 Movement: 3 Range Effectiveness: 4 Range damage: 1 # of Range attacks: 3/2 Range: 5 Initiative: +0</p> |
| <p>Were-rat (Joy)</p> <p>Level: 1 HP: 1-12 Defensive Strength: 5 HTH Effectiveness: 4 HTH Damage: 1-2 # of attacks: 1 Movement: 4 Initiative: +1</p> | <p>Orc (Kindness)</p> <p>Level: 1 HP: 2-16 Defensive Strength: 3 HTH Effectiveness: 2 HTH Damage: 1 # of attacks: 1 Movement: 4 Range Effectiveness: 5 Range damage: 1-2 # of Range attacks: 1 Range: 7 Initiative: +1</p> | <p>Fairy (Self-control)</p> <p>Level: 1 HP: 1-6 Defensive Strength: 3 HTH Effectiveness: 6 HTH Damage: 1-2 # of attacks: 1 Movement: 8 Initiative: +2 Special Ability: Flying – no HTH possible except for attacked character.</p> |
| <p>Harpy (Peace)</p> <p>Level: 1 HP: 2-8 Defensive Strength: 4 HTH Effectiveness: 4 HTH Damage: 1-3 # of attacks: 1 Movement: 6 Initiative: +0 Special Ability: Flying – no HTH possible except for attacked characters.</p> | <p>Baddie (Goodness)</p> <p>Level: 1 HP: 4-24 Defensive Strength: 6 HTH Effectiveness: 4 HTH Damage: 1-3 # of attacks: 1 Movement: 2 Initiative: -2</p> | <p>Gnome (Faithfulness)</p> <p>Level: 1 HP: 2-8 Defensive Strength: 4 HTH Effectiveness: 5 HTH Damage: 1-3 # of attacks: 1 Movement: 4 Initiative: +0</p> |

Skeleton Warrior
(Love)

Level: 2
HP: 2-20
Defensive Strength: 10
HTH Effectiveness: 4
HTH Damage: 1-6
of attacks: 1/2
Movement: 4
Initiative: -3
Special Ability: Hits will freeze a character (and angels) in place for 2 turns (but not prevent hand to hand attacks).

Road Buzzard
(Patience)

Level: 2
HP: 2-8
Defensive Strength: 3
HTH Effectiveness: 9
HTH Damage: 1-2
of attacks: 2
Movement: 12
Initiative: +4
Special Ability #1: Flying – no HTH possible except for attacked characters.
Special Ability #2: If both attacks are hits, the target's attack rate (HTH and Range) gets halved, until that Road Buzzard is vanquished.

Gnoll
(Faithfulness)

Level: 2
HP: (2-24) X 2
Defensive Strength: 9
HTH Effectiveness: 6
HTH Damage: 1-4
of attacks: 1
Movement: 3
Initiative: +0

Were-wolf
(Joy)

Level: 2
HP: 4-40
Defensive Strength: 5
HTH Effectiveness: 8
HTH Damage: 1-4
of attacks: 1
Movement: 6
Initiative: +3

Ukluk
(Kindness)

Level: 2
HP: 4-32
Defensive Strength: 6
HTH Effectiveness: 3
HTH Damage: 0-3
of attacks: 1
Movement: 5
Range Effectiveness: 7
Range damage: 0-5
of Range attacks: 1
Range: 8
Initiative: +2

Hobgoblin
(Gentleness)

Level: 2
HP: 4-24
Defensive Strength: 6
HTH Effectiveness: 8
HTH Damage: 1-3
of attacks: 1
Movement: 3
Range Effectiveness: 6
Range damage: 0-2
of Range attacks: 3/2
Range: 6
Initiative: +0

Banshee
(Peace)

Level: 2
HP: 2-16
Defensive Strength: 7
HTH Effectiveness: 7
HTH Damage: 1-4
of attacks: 1
Movement: 5
Initiative: +2
Special Ability: Deafening Screech – roll one D100 for all characters within 4 spaces. Use the roll to determine a hit against each character's peace strength / 2. Every character that is "hit", will not be able to attack that turn.

Big Baddie
(Goodness)

Level: 2
HP: 8-48
Defensive Strength: 9
HTH Effectiveness: 6
HTH Damage: 1-6
of attacks: 1
Movement: 2
Initiative: -2

Glut
(Self-control)

Level: 2
HP: 2-16
Defensive Strength: 4
HTH Effectiveness: 9
HTH Damage: 1-3
of attacks: 1
Movement: 8
Initiative: +2
Special Ability #1: Flying – no HTH possible except for attacked character.
Special Ability #2: If the attack is a hit, the target will not be able to use long-range angel attacks the next turn.

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| <p><u>Zombie</u> (Love)</p> <p>Level: 3 HP: 6-36 Defensive Strength: 10 HTH Effectiveness: 8 HTH Damage: 1-4 # of attacks: 1 Movement: 3 Initiative: -1 Special Ability: Each successful hit will cause disease, which means that a character will suffer one point of damage (per disease) every turn until the Zombie is vanquished.</p> <hr/> <p><u>Grizzle</u> (Joy)</p> <p>Level: 3 HP: 6-60 Defensive Strength: 10 HTH Effectiveness: 10 HTH Damage: 1-6 # of attacks: 1 Movement: 4 Initiative: +1</p> <hr/> <p><u>Hag</u> (Peace)</p> <p>Level: 3 HP: 4-40 Defensive Strength: 8 HTH Effectiveness: 12 HTH Damage: 1-6 # of attacks: 1 Movement: 3 Initiative: +0 Special Ability: Every turn, if it does not move or attack, it will call into being a Harpy on every open adjacent (not diagonal) square. The Harpies will not be able to move until the next turn. She will tend to run away from attackers to generate Harpies.</p> <hr/> | <p><u>Dragon Fly</u> (Patience)</p> <p>Level: 3 HP: 3-24 Defensive Strength: 7 HTH Effectiveness: 12 HTH Damage: 1-4 # of attacks: 1+ Movement: 16 Initiative: +5 Special Ability #1: Flying – no HTH possible except for attacked characters. Special Ability #2: Breathes fire. Can make strafing runs along (i.e. can attack) multiple characters in an Exact Line.</p> <hr/> <p><u>Dark Archer</u> (Kindness)</p> <p>Level: 3 HP: 8-48 Defensive Strength: 9 HTH Effectiveness: 4 HTH Damage: 1-4 # of attacks: 1 Movement: 3 Range Effectiveness: 10 Range damage: 1-6 # of Range attacks: 3/2 Range: 12 Initiative: +2</p> <hr/> <p><u>Ent</u> (Goodness)</p> <p>Level: 3 HP: 6-60 Defensive Strength: 10 HTH Effectiveness: 9 HTH Damage: 1-6 # of attacks: 1 Movement: 3 Initiative: +0 Special Ability: Able to use branches to block long range attacks. Long-range attacks are half damage against it.</p> <hr/> | <p><u>Hill Troll</u> (Faithfulness)</p> <p>Level: 3 HP: (2-24) X 3 Defensive Strength: 13 HTH Effectiveness: 8 HTH Damage: 1-6 # of attacks: 1 Movement: 3 Initiative: -2</p> <hr/> <p><u>Dark Knight</u> (Gentleness)</p> <p>Level: 3 HP: 6-36 Defensive Strength: 9 HTH Effectiveness: 10 HTH Damage: 1-6 # of attacks: 1 Movement: 3 Range Effectiveness: 8 Range damage: 0-5 # of Range attacks: 3/2 Range: 8 Initiative: +2</p> <hr/> <p><u>DeathOrb</u> (Self-control)</p> <p>Level: 3 HP: 10 Defensive Strength: 7 HTH Effectiveness: NA HTH Damage: 0* # of attacks: NA Movement: 3 Initiative: -2 Special Ability: Explodes when HP reaches zero, or when adjacent to a character, automatically doing 0-5 damage to all adjacent squares (including diagonally). Note: Exploding does not expend any movement points (i.e. may move and then explode). Note 2: Roll separate damage for each square affected.</p> <hr/> | <p><u>Strong-side Chameleon</u> (Affects strongest Character strength)</p> <p>Level: 3 HP: 8-48 Defensive Strength: 10 HTH Effectiveness: 8 HTH Damage: 2-12 # of attacks: 1 Movement: 3 Initiative: +1</p> |
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Vampire (Love)

Level: 4
HP: 8-48
Defensive Strength: 12/6*
HTH Effectiveness: 12
HTH Damage: 4-7
of attacks: 1
Movement: 3/12*
Initiative: +4
Special Ability #1: Drains life from characters. For every point of damage inflicted, will add 2 points of HP to itself.
Special Ability #2: Can change to and from bat form. Movement is 3, and defense is 12 when in vampire form. Movement is 12 and defense is 6 when in bat form. It can change forms by using its remaining movement points in a turn. A Vampire can only attack in its vampire form.

Were-Rhino (Joy)

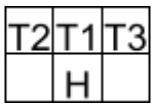
Level: 4
HP: 8-80
Defensive Strength: 16
HTH Effectiveness: 10
HTH Damage: 0-7 (2-12)
of attacks: 1
Movement: 3 (8)
Initiative: +1
Special Ability: Can charge by doing the following:
1. It takes one turn of normal movement in a General Line to build up speed.
2. Once up to charging speed, movement is 8 and cannot change direction. Damage from a charge is 2-12, and a character is flung 8 spaces.
3. A successful attack will stop its movement. An unsuccessful attack (a miss) will result in the Were-Rhino going by the character. If there is a character in the same General Line (and within the movement limits), they will be attacked in the same turn.
4. It takes a full turn (3 movement points) to stop its charge. If the Were-Rhino hits a wall while charging, it suffers 10 HP damage.

Tangler (Peace)

Level: 4
HP: 4-40
Defensive Strength: 10
HTH Effectiveness: 14
HTH Damage: 1-6
of attacks: 1
Movement: 4
Initiative: +1
Special Ability: Once it makes a successful hit upon a character, it entangles that character, causing the character to be unable to move. Furthermore, it will only attack that character until it's destroyed, or it has defeated the character.

Wyvern (Patience)

Level: 4
HP: 8-48
Defensive Strength: 10
HTH Effectiveness: 16
HTH Damage: 1-4 (1-6)
of attacks: 2 (+ 3)
Movement: 10
Initiative: +6
Special Ability #1: Flying – no HTH possible except for attacked characters (by the Wyvern's head).
Special Ability #2: The Wyvern has two types of attacks: It's head, which can make two normal attacks, and its spiked tail, which will make one attack to each square behind it.
Example: The Wyvern has entered H from above, and attacks H twice with its head.



If any characters are in T1, T2, or T3, the Wyvern's tail will attack them once each.

Dark Marksman (Kindness)

Level: 4
HP: 6-60
Defensive Strength: 12
HTH Effectiveness: 5
HTH Damage: 1-6
of attacks: 1
Movement: 3
Range Effectiveness: 13
Range damage: 1-8
of Range attacks: 2
Range: 14
Initiative: +4

Hill Giant (Goodness)

Level: 4
HP: 10-100
Defensive Strength: 17
HTH Effectiveness: 8
HTH Damage: 1-20
of attacks: 1/2
Movement: 4
Initiative: +0

Cave Troll (Faithfulness)

Level: 4
HP: (2-24) X 4
Defensive Strength: 15
HTH Effectiveness: 10
HTH Damage: 1-10
of attacks: 1
Movement: 3
Range Effectiveness: 6*
Range damage: 1-12
of Range attacks: 1
Range: 6
Initiative: -2

Special Ability: Bad shot. A Cave Troll will attempt to throw large objects at a character, but is such a bad shot, that it's just as likely it will hit someone else. If the object misses the intended target, make one to-hit roll for each character or temptation that's within two squares from the intended target (order is determined in a clockwise spiral from the target). Stop if a character actually gets hit.

Dark Paladin (Gentleness)

Level: 4
HP: 8-48
Defensive Strength: 12
HTH Effectiveness: 12
HTH Damage: 1-8
of attacks: 1
Movement: 3
Range Effectiveness: 10
Range damage: 0-5
of Range attacks: 3/2
Range: 8
Initiative: +3
Special Ability: One time only, instead of attacking, it can heal itself or another temptation 3-18 HP damage (not to exceed its original HP).

Evil Eye (Self-control)

Level: 4
HP: 6-36
Defensive Strength: 12
Effectiveness: 18
Damage: 1-8*
of attacks: 1
Movement: 2
Initiative: +5
Special Ability: Eye beam attacks everyone in an Exact Line, with no limit to range. It can only attack in the direction that it faces, and must expend 1 movement point per 90 degrees of turn (the beam attack takes all movement points, so it cannot turn and attack in one turn).

Weak-side Chameleon (Affects weakest Character strength)

Level: 4
HP: 8-48
Defensive Strength: 10
HTH Effectiveness: 12
HTH Damage: 1-4
of attacks: 1
Movement: 3
Initiative: +1