

Name: Fyarl
Motivation: Crush, Kill, Destroy
Critter Type: Demon
Attributes: Str 7, Dex 3, Con 6, Int 1, Per 2, Will 2
Ability Scores: Muscle 20, Combat 15, Brains 8
Life Points: 80
Drama Points: 2
Special Abilities: Demon (Fyarl)

Name	Score	Damage	Maneuvers	Notes
Dodge	15	—		Defense action
Grapple	17	—		Resisted by Dodge
Head Butt	13	24		Damage from horns
Mucus	15	—		Paralysis
Punch	15	18		Bash



Name: Der Kindestod
Motivation: Feed on children
Critter Type: Bogeyman
Attributes: Str 7, Dex 6, Con 6, Int 3, Per 3, Will 3
Ability Scores: Muscle 20, Combat 16, Brains 12
Life Points: 70
Drama Points: 3
Special Abilities: Increased life Points, Invisibility, Life Drain

Name	Score	Damage	Maneuvers	Notes
Choke	20	11		Bash; must Grapple first
Claw	16	18		Slash/stab
Dodge	16	—		Defense action
Grapple	18	—		Resisted by Dodge
Life Drain	18	26		Bash; must Grapple first
Punch	16	18		Bash
Toss	16	11		Bash; knocks victim down



Name: Poltergeist
Motivation: Mad as Hell and not going to take it anymore
Critter Type: Poltergeist
Attributes: Str —, Dex —, Con —, Int 2, Per 3, Will 5
Ability Scores: Muscle —, Combat —, Brains 19
Life Points: —
Drama Points: 5
Special Abilities: Poltergeist

Name	Score	Damage	Maneuvers	Notes
Grapple	21	—		Vines or chairs; resisted by Dodge
Possession	19	—		Victim behaves like those that suffered
Telekinesis	17	10		Bash or Stab/slash
Vine slash	17	10		Stab/slash; 19 Life Points each

