

DYBBUK – ARC 4

DESCRIPTION: A wispy ghost-like figure with the twisted, smiling face of a man with hollow eye sockets. Difficult to see in bright daylight.

MONSTER TYPE AND MOTIVATION: Tempter (motivation: to tempt people into evil deeds)

SUPERNATURAL POWERS:

- Possession: The monster possesses mostly “good people” and forces them to do things they may have been tempted to do, but never would before.
- Makes the person it possesses much stronger than they usually would be, but at their own detriment. So a person can lift a car while possessed, but they would be very hurt if the Dybbuk leaves.

ATTACKS: Uses what the body it is inhabiting has on hand.

- Punch 2 harm.
- Shotgun: 3 harm
- Blunt object: 2-3 harm
- Sharp object: 3 harm
- “Let the bodies hit the floor”: If the Dybbuk is sure that it’s going to be caught, it will threaten to hurt the body it is possessing.

ARMOR: Incorporeal. Completely unable to be hit by anything, magic included.

HOW MUCH HARM WILL KILL IT: No amount of harm can kill it, but if the body it is possessing is brought down to 1 hit point or less, it will flee back to its master.

WEAKNESSES: The Dybbuk can only exist in our world under contract, which means it is under someone’s control. If that person chooses to send it back where it came from, it must go. It will do everything in its power to persuade that person not to make it go. If its boss is killed, it will also leave.

COUNTDOWN:

- Day: A troubled 17-year-old boy sics the monster on a local priest, who didn’t have time for him when he was being abused. He begins shouting in the middle of his sermon and starts throwing Bibles and hymnals at his congregation.

- **Shadows:** The boy directs the monster to have the local community center leader (who also ignored his abuse) rob a bank using a bat. The community leader will be shot during the robbery.
- **Sunset:** The Dybbuk forces a reformed bully of the boy to revert to his old bullying ways and he beats a middle schooler half to death before being arrested.
- **Dusk:** The community center leader dies from his injuries.
- **Nightfall:** The boy makes the Dybbuk infect his abusive foster father and has him stab his wife. She does not die immediately and can be saved if she is found fast enough.
- **Midnight:** The boy has his foster father jump off of a building or bridge.