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MORNÉ SCHAAP

NIGHT OF THE LIVING DOLLS



JUST
INSERT
IMAGINATION



“Haven’t you heard of peace on Earth and goodwill toward men?” — Santa
“NO!” — Lock, Shock, and Barrel
The Nightmare Before Christmas

For hundreds of years Skwibbles the wizard has been trapped in a pocket dimension known as The Other World. His nemesis, Gloomy, attacked him in his own castle and trapped him. The humiliation of the loss still weighs heavily on his mind. He has all but given up hope of ever escaping, but it seems the universe is offering him a small chance at freedom. For tonight is All Hallows' Eve, a night where all magic is stronger. On top of that, several planets are aligned for the first time in centuries. With increased power and a dimension barrier that is weaker than usual, he tentatively reaches out to the only ones that can help him.

A small group of his minions has survived the long years since his capture. These magically created gremlins used to help and serve; his every command was executed without hesitation. But once Skwibbles was imprisoned his magic no longer animated them. They flopped down, resembling nothing more than creepy looking kids' toys. After centuries, magic is flowing back into their little bodies. Life is returning to the last of our hero's constructs and they have one mission. Gather the ingredients and finish the ritual needed to break the hated prison.

Tonight Skwibbles will return!

You slowly open your eyes (or eye in some cases) and look around. A stuffed bear stares at you morosely. You are sitting on a shelf in a room with way too many posters of ponies and happy cats. "You see balls, toys, and many stuffed animals around the brightly colored room. Then a four-year-old girl comes running into the room. Laughing and singing, she grabs some stuffed toys and heads back out. As your tentacles twitch with newfound mobility, you hear the voice of your master whisper in your mind. He tells you about ingredients you must find and a ritual you must perform. You have until midnight. Let's do this!"

SETTING RULES

Savage Worlds

Night of the Living Dolls uses the following Setting Rules from *Savage Worlds Deluxe: Heroes Never Die* and *Joker's Wild*.

Sugarmancy

The dolls have the power to manipulate sugar confections (aka candy) through magic. A player can spend a Benny to unleash the power of sugarmancy. Some of the candy can be consumed as a one-time use of a power. They can't be maintained. Dolls use Smarts and a Benny to activate them. Others are a better fit for melee or ranged weapons. Use the following list as guidelines and suggestions as to ways a

character can use them. It's by no means exhaustive. This should be explained to the group at the beginning of the session so that everybody is aware of what can be accomplished with candy. No matter how much candy a doll has in her possession, she can only activate the magic by spending a Benny.

- Bubblegum: *fly* or *entangle*
- Taffy: the *slow* power
- Lollipop: improvised weapon, two-handed, Str+d8 damage
- Sugar pills: *healing*
- Fizzle rocks: *succor*
- Candy-bracelet: *armor* or *deflection*
- Any candy: *beast friend* with Bat-pug
- Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

All you need for this adventure are the *Savage Worlds Deluxe* rules, this document, and copies of the pre-generated characters. Feel free to use the blank character sheet to make your own characters as well.



Who is Skwibbles?

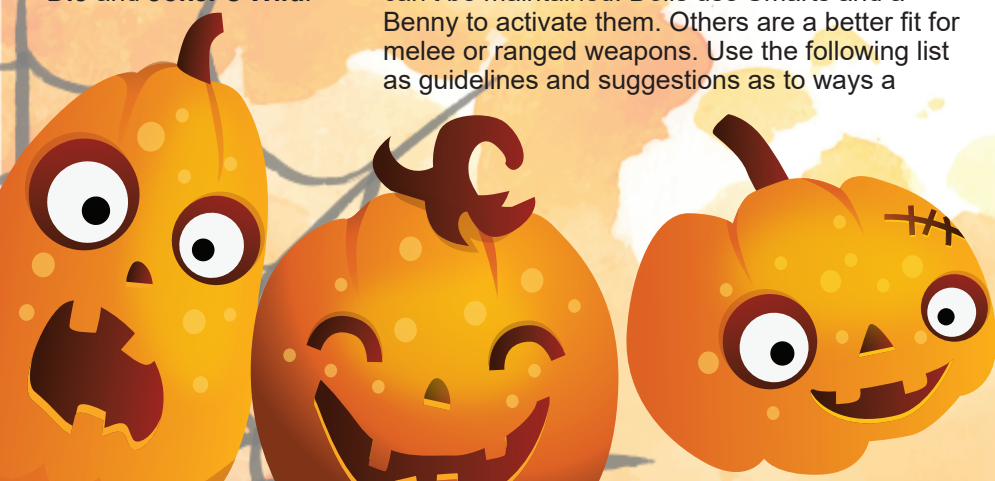
We intentionally left Skwibbles' details vague. The GM can decide what he looks and acts like, as well as his backstory if needed. Or, she can ask the group to fill in the blanks and reward the players with a Benny.

Humans are dangerous

Normal sized humans have no stat blocks and count as natural hazards. If the heroes are found by the humans they are either used for cuddling or brought back upstairs to Milly's bedroom.

Bennies

Candies are perfect Bennies for this adventure. The candy each player ends up with has the potential to become props for the characters as explained in the Sugarmancy Setting Rule. The GM can even let the players pick the candy they want for their starting Bennies. When awarding Bennies, give one at random from the bowl. And of course, let them eat the Benny when they spend it.



INGREDIENTS

To complete the ritual and free Skwibbles, the heroes must first gather a few ingredients. The more ingredients needed, the longer the scenario will last. For a shorter game, fewer ingredients can be chosen.

- **An offering to strangers:** There is big bowl of candy near the front door. Trick-or-treaters are mostly strangers.
- **The bone of a hanged man:** The paper mâché skeleton in the front yard will have to do.
- **Graveyard dirt:** In the lounge is a miniature graveyard scene, complete with gravestones and meticulously painted zombie miniatures.
- **Hair from an abominable snowman:** The father based his costume on a character from his favorite movie. He is big and very hairy, so a few strands should work.
- **Sabretooth tiger excrement:** There is a kitty litter box in the garage. That is the closest you are going to get.
- **The body of an undying spider:** By the front door, on the porch, is a web with rubber spiders in. They are technically “unable to die.”

LOCATIONS

The front yard

The path leading up to the front door is ringed by fake gravestones. A few gravestones are also scattered around the front yard. In one tree, a paper mâché skeleton swings from a hangman’s noose. In another, a “sheet ghost” flutter in the wind. Standing outside the lightning flashes of an approaching storm is visible. Flower beds run along the porch and house.

The garage

A door from the kitchen leads to a two-car garage. There is a large electric door that is closed at the moment. Both cars are parked inside, one is dripping oil. Against the walls are boxes and shelves with old clothes, photos, a broken bike and other belongings from years of family life.

The litter box is in the corner and hasn’t been changed in a week. It smells a bit nasty, but ingredients-wise there is enough for many rituals over.

The Living Room

A few couches and chairs are arranged around the room. There is a tv and sound system on shelves against the wall. An old scary movie from the fifties is playing. On a table against the wall is a diorama of a graveyard with painted models of zombies and open graves. On and in front of the sofa you notice scattered candies that the little girl has dropped in her sugar-fueled excitement.

The Porch

In the spirit of Halloween, the porch is filled with skeletons, jack-o-lanterns, flickering lights, cutouts of witches and ghosts, and a small motion activated laughing vampire in a coffin. A huge web with an assortment of rubber spiders fixed to it clings in a corner. A steady stream of trick-or-treaters visits the house.

COMPLICATIONS

Bat-Pug

The small family dog has been dressed up as a superhero and he is in a bad mood. The costume itches and he can’t get to all the spots he wants to lick. He is looking for something to chew on to get rid of some of his frustrations. A shoe or a ball should work great, but the heroes will do in a pinch.



Fog Machine

To add to the creepy mood of their haunted house, the family has set up a fog machine to disperse intermittently. This counts as dark illumination. Bat-pug, one of the house inhabitants or guests could be hiding in the mist. The fog may cause the heroes to get separated. Add this complication to another scene to make it more challenging.

Guardian at the Door

Whiskers the huge great tomcat sits in the middle of the door. He looks the other way and cleans himself. Anyone venturing too close gets swatted at. It takes teamwork to move this bully from his spot in the doorway!

Hand in the Candy Jar

Children (and even adults) can’t resist the sweet lure of sugar. They also love to cuddle up with dolls (adults too, but let’s not go there). When diving into the candy jar to get a necessary ingredient or to use a piece of candy as a tool, someone scoops up one of the heroes. If it was a trick-or-treater, a daring rescue might be in order.

It’s Alive!

Gloomy the evil wizard put away Skwibbles in the Other World a long time ago. Lately, he’s been lurking around the house where the dolls live. Aware



that the enchantment might be lifted tonight, he takes every precaution to ensure Skwibbles remains banished.

To help with this task, he has sent his Meanikins to stop the ritual at all costs. These mean little monsters will attack, ambush, steal and even set the house on fire if they must.

Using the Medallion of Kut, the evil wizard has the power to animate objects and takes pleasure in bringing the Halloween decorations to life. Unless otherwise noted, these magical constructs are considered Extras. They typically have a Parry and Toughness of 5. If Shaken, their Spirit is d6+2 for the purpose of recovering from Shaken.

- **Jack-O-Lanterns:** They spit firebolts. The *bolt* power with a d6 in Shooting and fire trapping. On a roll of 1, the fire bolt hits a flammable part of the house. Refer to the Fire section of the Hazards in *Savage Worlds* to see if it spreads and the effects of smoke.
- **The Graveyard:** Zombie hands come out of the ground to grab the dolls. Use the *entangle* power in a Medium Blast Template and a d8 to activate them.
- **Bats in my hair!** The bats hanging from the ceiling get free and start flying around. Use the swarm template in the *Savage Worlds* bestiary. Change Pace to 4 and add the Flight (10" with a Climb of 1) monstrous ability.
- **Divebomb!** A Witch on a broom comes flying from the porch. She tries to grab one of the dolls as she whooshes past. If she wins the Grapple (Fighting d8), she has the doll in her claws. She flies high up in the air and drops her hapless victim. Where will they land? On the roof (2d6 damage), in a tree (2d6 damage) or in one of the flowerbeds (4d6)? The victim can try to break free and grab the broom by making an Agility roll with a -2.

Motion sensors

On the porch (or a different place in the house) are a lot of motion activated zombies, witches, grabbing hands and flickering lights. Getting past them is very difficult, since the movement and lights usually get the attention of any humans in the house. They can also knock the dolls around. Fighting d6, 2d6 damage. These "traps" can be disabled with a Dramatic Task using

Repair. A failure results in everybody involved taking damage.

So many visitors, so many feet

Friends of the little girl have arrived and the house is filled with running and jumping four-year-olds. Getting around the house suddenly got a lot more difficult. All Stealth rolls are done at a -2.

Meanikins

The appearance of these little rascals was intentionally left blank. We recommend you look around your house and use toys and dolls that you have to represent the Meanikins. This is also the perfect opportunity to work on your sock-puppet crafting skills.

THE RITUAL

Once the party has acquired the necessary ingredients, it must perform the ritual to bring back Skwibbles from The Other World. This ritual consist of nursery rhymes and dances the dolls know all too well.

Treat this as a Dramatic Task using Agility. Cooperative rolls using Agility are allowed. Players who actually sing and dance during this should be awarded a Benny. Alternatively, the GM can decide to only give the cooperative bonus to players who sing and dance.

On a failure, the party is discovered by the family and dragged back to Milly's room. The window of opportunity to free Skwibbles is over. To increase the tension, the GM can insert Complications.

THE AFTERMATH

If the ritual was successful, Skwibbles is grateful and happy to see his friends. Wasting little time he casts a spell that teleports everybody back to his castle. Did an unwanted traveler make the trip with them? What happens in the castle is up to the GM. As far as this adventure is concerned, the objective has been reached.

If the heroes were defeated by Gloomy and his Meanikins, or failed to complete the ritual, they are taken back to Milly's bedroom. They may get a chance to try again in the near future.



DOLL RACIAL TEMPLATE

- **Squishy:** Being so soft and full of stuffing and air has its advantages. Dolls get a +1 to Toughness
- **Object:** For being able to stand completely still dolls start with a d6 in Stealth.
- **Squeaky:** Whoever thought it'd be fun to make toys squeak didn't realize how inconvenient it would be for these little heroes. Whenever a doll is Shaken, it squeaks, giving away its position. Dogs are also attracted to squeaky toys like you wouldn't believe!
- **Awkward:** Because of their lack of proper legs and feet the dolls can't get around as easily. They flop and hop and bounce around. They start with a Pace of 5.

BESTIARY

🎯 Whiskers

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+5, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 5

Special Abilities

- **Acrobat:** +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.
- **Bite/Claw:** Str+d4
- **Low Light Vision:** Cats ignore penalties for Dim and Dark lighting.
- **Swat:** Whiskers isn't necessarily vicious, just playful so he deals non-lethal damage.

🎯 Bat-pug

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10, Tracking d8

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities

Bite: Str+d4.

Fetch: On a raise on its Fighting roll against a doll, Bat-pug has successfully grappled its victim and runs away to play with it.

Fleet-Footed: Roll a d10 when running instead of a d6.



🎯 Gloomy

This old sorcerer has been feuding with Skwibbles for centuries. Nobody knows why but jealousy might be involved. He speaks in a whiny voice and laughs at his own jokes.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Notice d8, Persuasion d8, Shooting d8, Spellcasting d12, Stealth d6, Streetwise d8, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant and Overconfident.

Edges: Arcane Background (Magic), New Power, Power Points, Rapid Recharge, Wizard

Gear: The Medallion of Kut. This magic item can animate objects. See It's Alive in the Complications for more information.

Special Abilities:

Spells: Gloomy has 25 Power Points and knows *armor*, *bolt*, *dispel*, *fly*, and *obscure*.



Meanikins

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6, Swimming d6

Pace: 6; **Parry:** 5; **Toughness:** 5

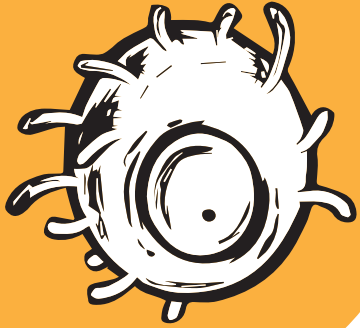
Gear: Pokey Sticks (Str+d4, 3/6/12).

Special Abilities

Infravision: Meanikins halve penalties for dark lighting against living targets (round down).

GRANDIE

Grande loves fixing and building things. The sight of something that is broken horrifies her. The only problem is that she hates getting dirty and even the smallest smudge sends her into a spin.



CONCEPT: GEARHEAD

RACE: DOLL

WOUNDS

-1

-2

-3



FATIGUE

-2

-1



CHARISMA



PACE



PARRY



TOUGHNESS



AGILITY



SMARTS



SPIRIT



STRENGTH



VIGOR

SKILLS



Climbing



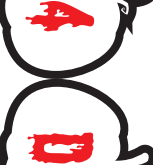
Driving



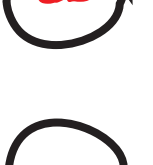
Fighting



Healing



Investigation



Notice



Repair



Stealth



Throwing

HINDRANCES

- One Eye
- Phobia (Minor: broken things),
- Quirk (hates getting dirty)

EDGES

- Luck
- McGyver

CANDY/BENNIES

Bubblegum: *fly* or *entangle*

Taffy: the *slow* power

Lollipop: improvised weapon, two-handed, Str+d8 damage

Sugar pills: *healing*

Fizzle rocks: *succor*

Candy-bracelet: *armor* or *deflection*

Any candy: *beast friend* with Bat-pug

Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

GEAR



CHOMPER

Chomper loves to lick things. This way he already knows what something tastes like when it is time to bite. Not the brightest doll in the group, he is very protective of his friends.

CONCEPT: GUARD DOG

RACE: DOLL

WOUNDS

-1	<input type="checkbox"/>
-2	<input type="checkbox"/>
-3	<input type="checkbox"/>



FATIGUE

-2	<input type="checkbox"/>
-1	<input type="checkbox"/>



CHARISMA



PACE



PARRY



TOUGHNESS



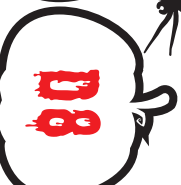
AGILITY



SMARTS



SPIRIT



STRENGTH



VIGOR



SKILLS



CLIMBING



FIGHTING



INTIMIDATION



NOTICE



STEALTH



TAUNT



TRACKING

HINDRANCES

- Heroic
- Loyal
- Quirk (likes to lick things)

EDGES

- Danger Sense
- Strong Willed



GEAR

CANDY/BENNIES

Bubblegum: *fly or entangle*

Taffy: the *slow* power

Lollipop: improvised weapon, two-handed, Str+d8 damage

Sugar pills: *healing*

Fizzle rocks: *succor*

Candy-bracelet: *armor or deflection*

Any candy: *beast friend* with Bat-pug

Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

Floppy

Floppy is meaner than a school bully on a hot day and he loves to fight. He always carries a crayon with him for when he sees something pink. He will even miss a fight if it means he can get rid of the horrible color.



CONCEPT: BRAWLER

RACE: DOLL

WOUNDS

-1	<input type="text"/>
-2	<input type="text"/>
-3	<input type="text"/>



FATIGUE

-2	<input type="text"/>
-1	<input type="text"/>

AGILITY	06	06	04	08	06
SMARTS					
SPIRIT					
STRENGTH					
VIGOR					

SKILLS

Climbing	08	08	06	04	06	08
Fighting						
Intimidation						
Notice						
Stealth						
Throwing						

CHARISMA	-2
PACE	5
PARRY	6
TOUGHNESS	7

HINDRANCES

- Heroic
- Mean
- Phobia (Minor: the color pink)

EDGES

- Brawny
- Sweep

CANDY/BENNIES

- Bubblegum: *fly or entangle*
- Taffy: the *slow* power
- Lollipop: improvised weapon, two-handed, Str+d8 damage
- Sugar pills: *healing*
- Fizzle rocks: *succor*
- Candy-bracelet: *armor or deflection*
- Any candy: *beast friend* with Bat-pug
- Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

GEAR

Crayon

PEAZIE

Always ready to bring out the best in others with hugs and inspirational words, Peazie is a great teammate. Not the bravest though. All this is done while keeping an eye on escape routes and hiding places. You never know when an enemy can strike.



CONCEPT: MOTIVATOR

RACE: DOLL

WOUNDS

-1	<input type="text"/>
-2	<input type="text"/>
-3	<input type="text"/>



FATIGUE

-2	<input type="text"/>
-1	<input type="text"/>



CHARISMA



PACE



PARRY



TOUGHNESS



AGILITY



SMARTS



SPIRIT



STRENGTH



VIGOR



SKILLS



Climbing



Fighting



Healing



Notice



Persuasion



Stealth



Taunt



Throwing

HINDRANCES

- Loyal
- Quirk (Wants to hug everybody)
- Yellow

EDGES

- Common Bond,
- *Motivational Speaker

*New Edge: You can participate in any cooperative rolls even if you don't possess the necessary skill by using Persuasion.

CANDY/BENNIES

Bubblegum: *fly or entangle*

Taffy: the *slow* power

Lollipop: improvised weapon, two-handed, Str+d8 damage

Sugar pills: *healing*

Fizzle rocks: *succor*

Candy-bracelet: *armor or deflection*

Any candy: *beast friend* with Bat-pug

Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

GEAR

UNO

The world is full of wonder and Uno wants to experience it all. Sights, smells, and noises, everything is a big distraction. Uno has eyesight like a hawk, but with no depth-perception, has been known to run into things.



08	06	06	04	06
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

SKILLS

04	04	010	010	06	06
Climbing	Fighting	Notice	Stealth	Throwing	Tracking

-1

CHARISMA

7

PACE

4

PARRY

6

TOUGHNESS

CONCEPT: SCOUT
RACE: DOLL

-1	
-2	
-3	



FATIGUE

-2	
-1	

HINDRANCES

- Curious
- One Eye

EDGES

- Alertness
- Fleet-Footed

GEAR

CANDY/BENNIES

- Bubblegum: *fly or entangle*
- Taffy: the *slow* power
- Lollipop: improvised weapon, two-handed, Str+d8 damage
- Sugar pills: *healing*
- Fizzle rocks: *succor*
- Candy-bracelet: *armor or deflection*
- Any candy: *beast friend* with Bat-pug
- Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.



CONCEPT: From the movie The Hobbit

RACE: DOLL

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

CHARISMA

PACE

PARRY

TOUGHNESS

AGILITY

SMARTS

SPIRIT

STRENGTH

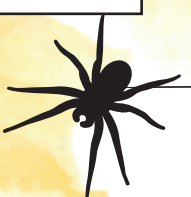
VIGOR

SKILLS



HINDRANCES

EDGES



GEAR

CANDY/BENNIES

Bubblegum: *fly or entangle*

Taffy: the *slow* power

Lollipop: improvised weapon, two-handed, Str+d8 damage

Sugar pills: *healing*

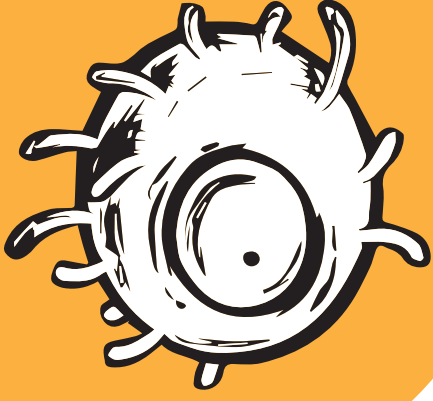
Fizzle rocks: *succor*

Candy-bracelet: *armor or deflection*

Any candy: *beast friend* with Bat-pug

Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

GRANDE



Bubblegum: *fly* or *entangle*

Taffy: the *slow* power

Lollipop: improvised weapon, two-handed, Str+8 damage

Sugar pills: *healing*

Fizzle rocks: *succor*

Candy-bracelet: *armor* or *deflection*

Any candy: *beast friend* with Bat-pug
Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

GRANDE

SOUNDS

NAME

-1

-2

-3



FATIGUE

-2

-1

PARRY

5

TOUGHNESS

6

INITIATIVE CARD

INITIATIVE CARD

TOUGHNESS

6

PARRY

6

FATIGUE



-2

-1

WOUNDS

-1

-2

-3

NAME

REDWONCH

CHOMPER



Bubblegum: *fly* or *entangle*

Taffy: the *slow* power

Lollipop: improvised weapon, two-handed, Str+d8 damage

Sugar pills: *healing*

Fizzle rocks: *succor*

Candy-bracelet: *armor* or *deflection*

Any candy: *beast friend* with Bat-pug

Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

FLOPPY



Bubblegum: *fly or entangle*

Taffy: the *slow power*

Lollipop: improvised weapon, two-handed, Str+d8 damage

Sugar pills: *healing*

Fizzle rocks: *succor*

Candy-bracelet: *armor or deflection*

Any candy: *beast friend* with Bat-pug

Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

ADDOTJ



NAME

WOUNDS

-1
-2
-3



FATIGUE

-2
-1

PARRY

6

TOUGHNESS

7

INITIATIVE CARD

OWN



Bubblegum: *fly* or *entangle*

Taffy: the *slow* power

Lollipop: improvised weapon, two-handed, Str+8 damage

Sugar pills: *healing*

Fizzle rocks: *succor*

Candy-bracelet: *armor* or *deflection*

Any candy: *beast friend* with Bat-pug
Marshmallow: if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the *stun* power.

OWN



TOUGHNESS

6

PARRY

4

FATIGUE



-2

-1

WOUNDS

-1

-2

-3

NAME

INITIATIVE CARD



PEAZIE

Bubblegum: *fly or entangle*
Taffy: *the slow power*
Lollipop: *improvised weapon, two-handed, Str+8 damage*
Sugar pills: *healing*
Fizzie rocks: *succor*
Candy-bracelet: *armor or deflection*
Any candy: *beast friend with Bat-pug*
Marshmallow: *if licked and then thrown like a grenade, it stuns all enemies in a medium burst template. It uses the **stun** power.*



PEAZIE

NAME

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

PARRY

4

TOUGHNESS

6

INITIATIVE CARD

Bubblegum: *fly* or *entangle*
Taffy: the *slow* power
Lollipop: improvised weapon,
two-handed, Str+8 damage
Sugar pills: *healing*
Fizzie rocks: *succor*
Candy-bracelet: *armor* or *deflection*
Any candy: *beast friend* with Bat-pug
Marshmallow: if licked and then
thrown like a grenade, it stuns all
enemies in a medium burst template.
It uses the *stun* power.

NAME

SOUND

-1

-2

-3



FATIGUE

-2

-1

PARRY

TOUGHNESS

INITIATIVE CARD

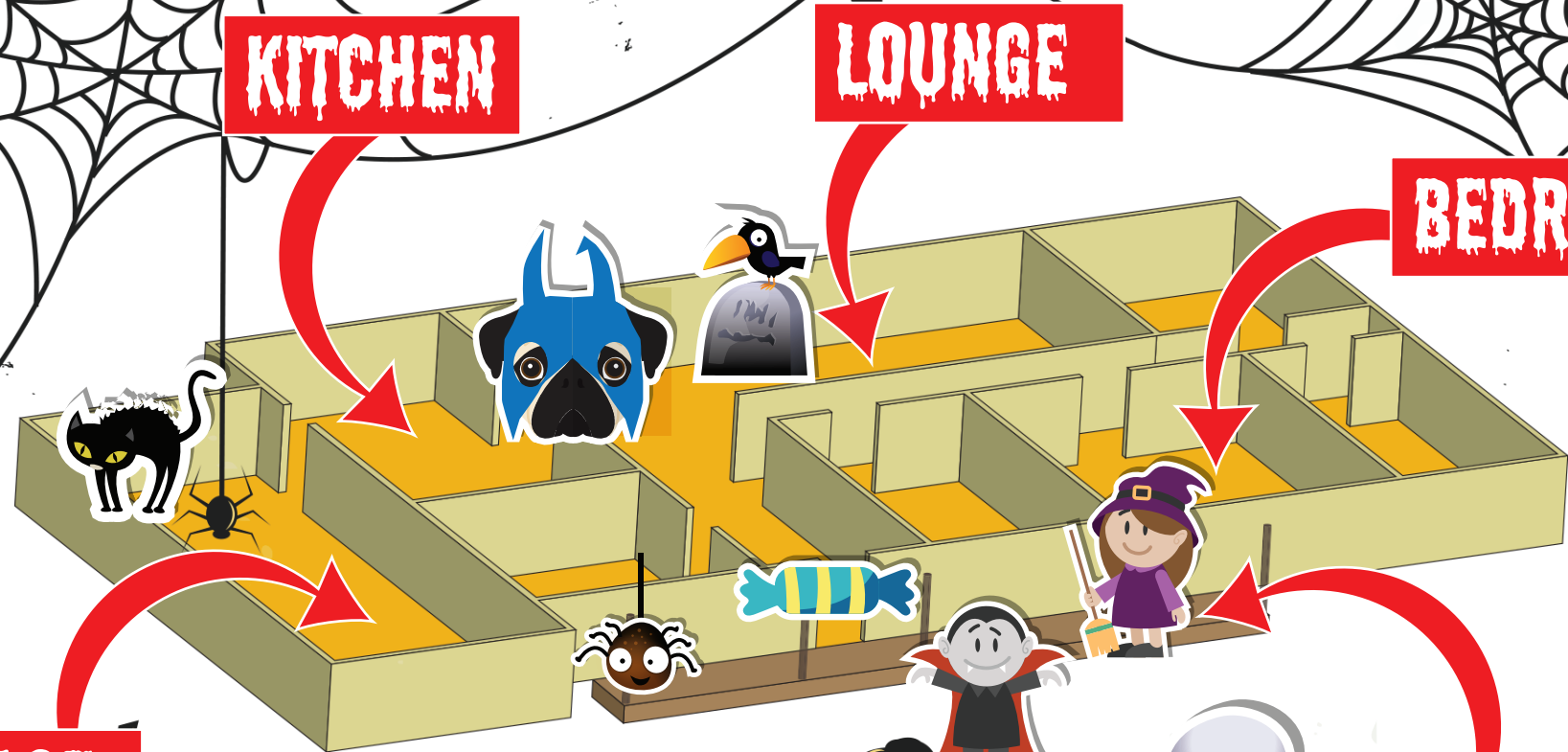
KITCHEN

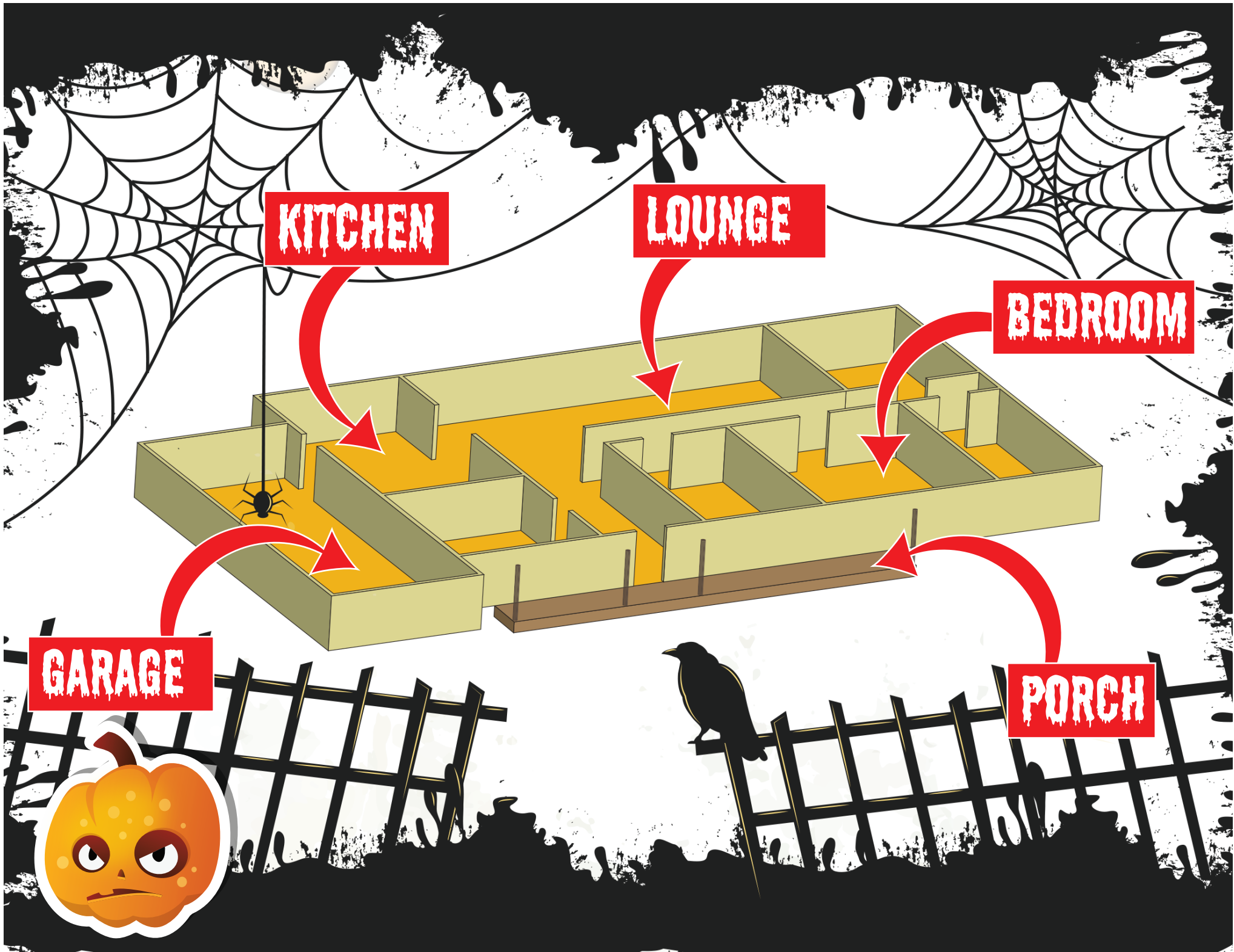
LOUNGE

BEDROOM

GARAGE

PORCH





KITCHEN

LOUNGE

BEDROOM

GARAGE

PORCH



STICKERS TO CUT OUT AND USE ON THE BLANK MAP



CAT OR SANDBOX



GRAVEYARD DIORAMA



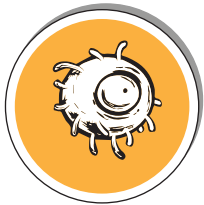
HANGING SKELETON



BAT-PUG



CANDY



RUBBER SPIDERS



VAMPIRE



SHEET GHOST

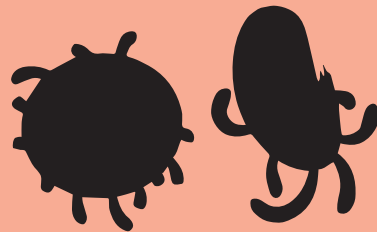


WITCH

SIZE COMPARISONS



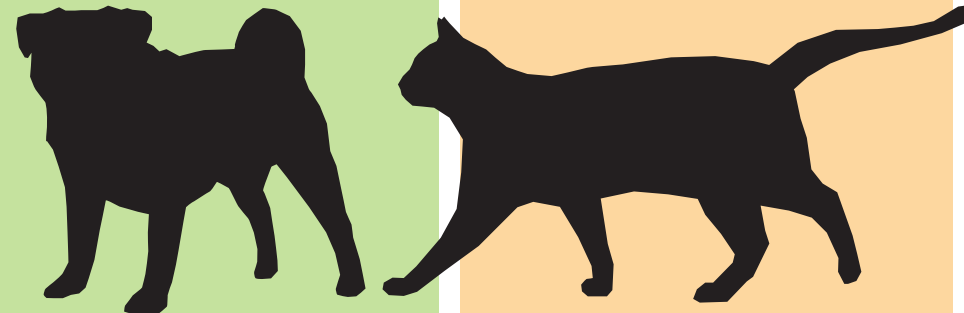
HUMAN



DOLLS



WITCH DECORATIONS



PUG

CAT

Thanks for the help:
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