Rippers at the Lodge

Threat 1-10

Threat 10-15

Threat 16-20

Skeleton Horde

Kill Roll: 4+
Counterstrike: d4
Specials: -

Threat Increase: 0

"Clack, clack, clack...."

Wendigo

Kill Roll: 4+
Counterstrike: d4
Specials: Infection(+1)

Threat Increase: 1

"Wendigo HUNGRY!"

Vampire Concubine

Kill Roll: 5+
Counterstrike: d8
Specials: Infection(+2)

Threat Increase: 2

"Why don't you come to my room, sweetheart?"

Animal Construct

Kill Roll: 3+
Counterstrike: d8
Specials: First Strike

Threat Increase: 1

"These constructs are made of animal parts and often surprise their victims."

Hanged Ghost

Kill Roll: 3+
Counterstrike: d6
Specials: Stun (1)

Threat Increase: 1

"While not a major threat by himself, the mad hunchback is the eyes and ears of his evil master."

Psychotic Ripper

Kill Roll: 5+
Counterstrike: d6
Specials: -

Threat Increase: 1

"Klahtu,.... Verrata, <cough> <cough>.... I said it!"

Knowledge Gained

Draw another card. The creature guards the knowledge that can be won by a defeat:
1-14:   Monster Weakness
15-19: Rippertech Notes
20:      Spellbook (Random Background)

Attack on Lodge

Draw another card. The rippers remaining in the lodge will have to fend off this creature. If they cannot defeat it, lose one point in one category. If all rippers are killed, lose d6 points.

Innocent

Draw another card. The creature threatens an innocent. If the creature is defeated, roll on the table:
1-10:   Reward (10)
11-16: Useful ally
17-19: Novice ripper
20:      +1 resource

Zombie

Kill Roll: 3+
Counterstrike: d4-2
Specials: -

Threat Increase: 0

"Braaaaiiins...."

Wolfman

Kill Roll: 4+
Counterstrike: d4
Specials: Infection(+1)

Threat Increase: 1

"Run, little human..."

Nosferatu

Kill Roll: 5+
Counterstrike: d6
Specials: Stun(1),
Infection(+1)

Threat Increase: 1

"I vant to taste ze script girlz! Now!"

Creeping Hands

Kill Roll: 2+
Counterstrike: d8
Specials: First Strike

Threat Increase: 1

"These constructs look like chopped off hands and run on their fingers like evil insects."

Mad Hunchback

Kill Roll: 3+
Counterstrike: d6
Specials: -

Threat Increase: 1

"While not a major threat by himself, the mad hunchback is the eyes and ears of his evil master."

Vile Alienist

Kill Roll: 5+
Counterstrike: d8
Specials: Stun (2)

Threat Increase: 2

"I can kill you with my mind!"

Treasure

Draw another card. The creature guards a treasure that can be won by a defeat:
1-14:   Valuables (50)
15-19: Valuables (75)
20:      Relic

Attack on Lodge

Draw another card. The rippers remaining in the lodge will have to fend off this creature. If they cannot defeat it, lose one point in one category. If all rippers are killed, lose d6 points.

Innocent

Draw another card. The creature threatens an innocent. If the creature is defeated, roll on the table:
1-10:   Reward (10)
11-16: Useful ally
17-19: Novice ripper
20:      +1 resource

Ripper Strategic Missions

1.) Draw the number of cards indicated by the threat level. Yellow cards often mean that a monster has to be drawn that is affected by it.
2.) Roll for the Rippers (d4 for novice, d6 for seasoned, d8 for veteran etc.), one die for each ripper, acing normally. If the highest result meets the Kill Value, the creature is slain.
3.) If it is not slain, roll the die indicated for the monster. A success kills the weakest ripper, each raise kills another one.
4.) If the monster was not slain, increase the threat by the value indicated and have it vanish into the night.

Special Monster Powers:
First Strike: Reverse the order of point 2 and 3
Stun (X): The x weakest rippers in the party may not roll
Infection (+X): For each ripper killed, increase the threat level by the value indicated