

RAKE – DK:OS EP. 1

DESCRIPTION: The Rake is a six-foot-tall, pale, humanoid creature. It has long fingers with sharp claws on the tips. He has a very small, sharp-toothed mouth.

MONSTER TYPE AND MOTIVATION: Torturer (motivation: to hurt and terrify)

SUPERNATURAL POWERS:

- **Psychic attack:** The rake grabs the hunter and stares deep into their eyes. The player must roll sharp.
 - On a miss, the hunter is immediately overtaken by madness. Their world warps completely into terrifying and chilling images, and a cold unshakable fear grips them. -2 to all rolls. 2 harm.
 - On a mixed success, the hunter starts hallucinating, horrible images overlaying the real world. -1 to all rolls, except weird. 1 harm.
 - On a full success, nothing happens

ATTACKS:

- **Ram:** The creature uses its unnatural speed to ram the hunter. 2 harm.
- **Rake:** The creature drags its claws across the victim's body. 3 harm.
- **Hulk smash:** The creature grabs the hunter by the leg and slams them back and forth against the ground or any other hard object. 3-4 harm.

ARMOR: None.

HOW MUCH HARM WILL KILL IT: 10

WEAKNESSES: It's not fond of light and will attack all light sources. Can be beaten by anything else.

COUNTDOWN:

- **Day:** A man wakes up screaming, claiming something was lingering at the foot of his sleeping bag.
- **Shadows:** A woman runs through the park naked, scared, and covered in deep scratches. She'll attack anyone who tries to help her.
- **Sunset:** A man is found hanged in the middle of a campground.
- **Dusk:** A man drives into the lake with his wife screaming in the car.

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- Nightfall: The camp director loses his mind and starts a forest fire to rid his campground of the threat.
- Midnight: The campground burns to the ground