

# KRAMPUS MINION CHART

◆ *Advanced Game* ◆

D6 Roll

Result

1-2

Faun (Minion – Beast)



Fight Dice 3  
Wounds 3

Victory - 4 Investigation

Notes:

Horns - Fauns gain +1 Fight Dice for each Ally the Hero has.

3-4

Perchta (Event)

*One of the Krampus' followers, this vicious spirit travels the countryside unseen at night, collecting information on who has been honest and helpful throughout the year, keeping up with their duties, and who has been naughty, choosing the easy path at every turn. She rewards those that are pure of heart, while any that fail her judgement have their bellies slit open and their intestines replaced with straw.*

Each **Nice** Hero immediately gains D6 Investigation.

Each **Naughty** Hero immediately takes D3 Hits.

If there are currently more **Naughty** Heroes than **Nice**, move the Shadow Track 1 step closer to Darkness.

5

Birkenrute (Event)

*Krampus lashes out with his wicked rod made of gnarled Birch branches!*

Each **Naughty** Hero must immediately roll a D6 and lose any combination of Investigation, Items, Allies, or Wounds equal to the roll.

Shuffle the Lair cards discard pile back into the deck.

Move the Shadow Track one step closer to Darkness if there is at least one **Naughty** Hero.

6

Krampus Attacks! - (Event)

The Villain attacks! The Hero must immediately resolve a single Fight Round with the Villain. Instead of causing Wounds, each Hit done to the Villain gains 1 Investigation for the Hero. This does NOT count as a Showdown.

If there are no Heroes in the space, instead place 2 Investigation at the Location and the Shadow Track moves 1 step closer to Darkness.