

KRAMPUS

THE HOLIDAY DEVIL

VILLAIN ♦ BEAST ♦ DEMON

SPECIAL RULES

PUNISHING THE NAUGHTY - Once a year, when the days grow cold, Krampus, the Holiday Devil, comes down from the mountains to punish all those he deems... naughty.

The Villain rolls 1 extra Fight Die directly against each **Ally** and **Town Elder** the Hero has with them during a Fight. Every **Ally** and **Town Elder** is assumed to only have a single Health unless noted otherwise.

ADVANCED ABILITIES:

KRAMPUSNACHT - As a celebration of the Olde World folklore, the local townspeople parade through the streets on Krampusnacht, drunk with Egg Grog and many even in costume as the 'mythic' Krampus himself. This drunken revelry, however, provides the perfect cover for the real Krampus to stalk the night, moving through the crowds unnoticed, in search of his next victim to punish!

At the start of the game, place a **Reveler** Token in every **Dangerous Location** on the board (Covered Bridge, Marsh, etc). Also place a **Random Townfolk** Token in every **Corner Location** on the board (Windmill, The Manor, etc).

KRAMPUS' SACK - When a **Reveler** enters a space with a **Townfolk** Token, that **Townfolk** is moved to **Krampus' Sack**. Any time **Shadow Track** crosses into a new stage, roll a D6 for each Token in **Krampus' Sack**. On the roll of 4+, that **Townfolk** is eaten by Krampus (remove the **Townfolk** Token from the game)! For each **Townfolk** eaten in this way, the Villain gains a +1 **Wound** marker.

Any time a Hero fights the Villain, the Hero may elect to assign any number of their **Fight Dice** to target **Krampus' Sack** (similar to targeting an **Evil Elder**). For every **Hit** done to the **Sack**, one random **Townfolk** Token from inside the **Sack** is freed and is immediately recruited by the Hero (as above). If during a **Showdown**, any **Town Elder** freed immediately joins the **Hunting Party** (immediately reveal their **Secrets** as normal).

NAUGHTY OR NICE - At the start of each turn, every Hero must secretly choose a **Naughty** marker or a **Nice** marker. This determines whether the Hero is considered **Naughty** or **Nice** until the end of the turn. Once all the Heroes have chosen, these markers are revealed.

Heroes that chose **Nice** gain no immediate benefit, but tend to be safer from Krampus during the turn.

Heroes that chose **Naughty** add the **Naughty** marker to their Hero record sheet and immediately gain **Investigation** equal to the number of **Naughty** markers they currently have. The Hero then rolls a D6.

If the roll is equal to or less than the total number of **Naughty** Heroes this turn, the Hero is caught by Krampus and punished! The Hero takes 1 **Wound** for each **Naughty** marker he currently has, then all of his **Naughty** markers are discarded.

If the roll is 5, the Hero also gets to draw an **Event** card.

If the roll is 6, the Hero may also take a **Random Town Item** card for free.

KRAMPUSLAUFEN - Any time the **Mystery** card **Murder** is played, every **Reveler** Token on the board is immediately moved 2 spaces along the shortest path to the **Random Location** drawn.

Combat

Wounds

5

6

Egg Grog Tokens

Egg Grog Tokens represent the holiday drink of the Revelers and can bring much needed comfort and joy to any that partake in it!



A Hero may discard an **Egg Grog** Token at any time to prevent up to 2 **Wounds** to himself or any **Ally** or **Town Elder** currently with him.

Revelers

Any Hero in a space with a **Reveler** Token may search the crowd for clues as an **Action** (Limit once per turn). Roll a D6. On the roll of 1-4, the Hero may either collect **Investigation** equal to the number rolled or 1 **Egg Grog** Token (Hero's Choice). If a 5 or 6 is roll, the Hero has stumbled upon the real Krampus and is attacked! Treat this as a **Krampus Attacks!** result from the Villain's **Minion Chart**.

After a **Reveler** Token is searched like this, it is immediately moved to a new **Random Location**.

Any time a **Reveler** marker is in the same space as a **Townfolk** Token (even if simply moving through the space), that **Townfolk** Token is moved to **Krampus' Sack!**

If a **Reveler** Token ever tries to enter a space with a **Militia** marker, the **Reveler** is immediately moved to a new **Random Location** instead.