KRAMPUS
THE HOLIDAY DEVIL

Much of the folklore that the original settlers of Shadowbrook practiced in the old world also made the journey across the ocean. One such tale is that of Krampus, the Holiday Devil. Krampus is said to wander the countryside one night a year, punishing naughty children that fail to do their chores by whipping them with rods of birch. Those that he deems especially naughty, he throws in his old sack to be taken back to his lair... and eaten! Of course, all folklore has its roots somewhere in fact.

Tonight is Krampusnacht; young men have donned fearsome Krampus costumes and are wandering the countryside in search of drink and merriment. They pretend to 'punish the naughty', completely unaware that the real Krampus has decided to join this year's festivities as well. The Heroes must fight their own urges to be naughty, at least long enough to hunt down the real Krampus amongst the revelers and save the town from his holiday wrath!

CLARIFICATIONS AND F.A.Q.

TOWNSFOLK TOKENS - During Game Setup, take all of the Tokens for **Town Elders** and **Allies** and place them in cup. These are collectively known as *Townsfolk* Tokens. Look through the *Corner Location* decks and pull out all of the cards that represent each **Ally** in the cup (the Town Elder cards remain on the table as normal). These **Ally** cards form a face up stack near the cup.

During the game, any Hero in a space with a *Townsfolk* Token may attempt to recruit that Townsfolk's help as an Action (Limit once per turn). The Hero must pay **3 Investigation** and roll a D6. On the roll of 4+ (or 3+ if the Shadow Track is in the Red), the Townsfolk agrees to help the Hero. If the Townsfolk is an **Ally**, remove the Token from play and the Hero may take the matching **Ally** card from the Townsfolk stack. If the Townsfolk is a **Town Elder**, instead the Hero may choose any single *Remains in Play* card to immediately cancel. That **Town Elder** Token is then moved to a new Random Location.

If a Town Elder, whose Token is currently on the board, is killed or becomes Evil, remove their Token from play.

Any time a Townsfolk Token is removed from play (for example recruited as an **Ally** or eaten from the *Krampus' Sack*), draw a new Townsfolk Token from the cup and place it on the board in a **Random Location**.

Q - Can a Town Elder in Krampus' Sack still have cards played on them? Can you look at their Secrets?

A - Yes, cards can be played on them and any *Remains in Play* cards on them still take effect. Heroes may Not look at the Secrets of a Town Elder currently in the Krampus' Sack.

Q - What happens to a Townsfolk's card when they are eaten from the Sack?

A - If it is an Ally, the card is placed in its proper discard pile. If a Town Elder, it is marked as killed.

Q - What happens if a Townsfolk is being played as a Hero (such as *Lucy Hanbrook*)?

A - That Townsfolk Token is removed from play.

Q - What happens if there are two cards for the same Townsfolk Token (such as the *Coachman*)?

A - Both are placed in the Townsfolk stack. If the Ally is recruited by a Hero, they may choose which card to take from the stack, then discard the other copy to its proper discard pile.