

THE VOLGOVIAN NUTCRACKER

VILLAIN ♦ CONSTRUCT ♦ SOULLESS

SPECIAL RULES

CRUSHING BITE - A terrifying construction of delicate craftsmanship and darkest magik, the Volgovian Nutcracker can crush the life out of the most stalwart of Heroes with a single, powerful bite.

For every to hit roll of 6 the Villain gets on its Fight Dice, the Hero must discard an Item or Ally, or take an additional hit.

ADVANCED ABILITIES:

CARAVAN OF THE CHRISTMAS BALL - At the start of the game, place the *Christmas Caravan* on the board at a **Random Location**. Any Hero Encountering the space where the *Christmas Caravan* is currently parked must first roll a D6.

- 1 Draw a Mystery card.
- 2-3 Gain 2 Investigation
- 4-5 Draw an Event
- 6 Gain D6 Investigation and place a *Toy Soldiers* at 2 **Random Locations**.

Heroes in the same space as the *Christmas Caravan* may buy from the **Town Items** stack as an Action.

At the start of each Mystery phase, roll a D6. On the roll of 4+ the *Christmas Caravan* drops 2 Investigation at its current Location and then moves to a new **Random Location**.

CLOCKWORK CREATION - The Volgovian Nutcracker gets +1 Combat against any Hero with less than **Cunning 4**.

EXPLOSIVE GIFTS - Anytime a Hero tries to collect Investigation from the board as an Action and fails the test, remove all Investigation there and instead, the Hero takes D3 Hits from the exploding present.

WINTER SNOWFALL - When rolling for Linger, a Hero must roll 2 dice and take the lowest result. This ability counts as a permanent **Weather** card that may not be canceled. Any other **Weather** cards that would come into play instead just move the Shadow Track 1 step closer to **Darkness**.

TIS THE SEASON...FOR MURDER! - Any time the Mystery card "Murder?" is played, roll a D6. On the roll of 4+, put a **Stuffed Bear** minion at the same **Random Location**. Or, on the roll of 1, the **Town Elder** with the lowest **Cunning** is killed, the victim of a deadly present.

ASSAULT OF DARKNESS - Whenever the Shadow Track crosses into a new stage closer to **Darkness**, rolls once on the Villain's **Minion Chart** (Re-rolling any *Event* result) and place that **Minion** at 2 **Random Locations**.

Combat

5

Wounds

6



CHRISTMAS CARAVAN

As the dark Solstice approaches, a cold chill settles over the sleepy town of Shadowbrook; blanketed in the first snows of the Winter season.

Passing through town, a mysterious traveling caravan of toymakers and performers gives gifts to the locals and hosts a series of parties full of exotic wines, food, acrobatics, and Magik. Spreading holiday cheer across the countryside, the *Christmas Caravan* brings hope to a village long blighted by misfortune. But when gruesome murders begin to occur, it becomes clear that this caravan has brought with it a host of dark secrets and despair.