



# Caverns of the Krampus

*Beneath the North Pole lies the Caverns of the Krampus. In contrast to good old St. Nicholas he punishes children who have misbehaved throughout the year. The Krampus takes the children's gifts for himself and stashes them deep in his caverns. You and your fellow elves have had enough of the Krampus and have decided to venture into his caverns and stop him from ruining Christmas for so many children around the world.*

## SETUP

You will roll 3d6 to start and will assign room numbers as normal. Treasures are replaced by Gift Stash's and Monsters are replaced by Nutcracker Soldiers. Your third die will give you a head start exploring and will be assigned to Exploration.

## DICE

- **Assigning:** Any time you assign a dice to a collected Stash or a happy Nutcracker you will make a mark in the the **humbug** box in the scoring section.
- **Rolling:** You may re-roll any die for the cost of one **humbug**.

HUMBUG



## EXPLORATION

Each turn the exploration die will be the number of hexes you will shade in. You may shade adjacent to already shaded hexes, the start room, and rooms that you have cleared of any Nutcrackers.

- **Locked Doors:** block your ability to enter rooms and you may not shade hexes beyond them until they have been removed. You may use Jingle's Key Ring power to unlock a locked door.

## COMBAT

CONFRONT (COMBAT): In this adventure when you confront a Nutcracker Soldier you will roll a d6, add +1 for each Candy Cane you have, and any additional joy from using your elf's magical powers. Additionally you may eat a Gingerbread Cookie to add another d6 to the result. Your joy must meet or exceed the grumpiness of the Nutcracker. The Nutcracker deals an amount of grumpiness to your elves equal to its Chomp which may be reduced by powers and mittens.

- If you succeed, the Nutcracker is happy and will let you pass. You may now shade in hexes beyond the room that the nutcracker is in.
- If you fail, the Nutcracker gains 1 grumpiness and you will need to confront it again on another turn before you may pass.
- If a nutcracker is happy but an effect adds one grumpiness they return to blocking access to the stash room as well as count for zero victory points. When made happy again their power does not trigger but they will again be worth victory points.

**Example:** You confront Nutcracker Griswold. You roll a [3] and have 2 Candy Canes for a total of 5. Griswold has a grumpiness of 6. You decide to eat a Gingerbread Cookie and roll a [3] bringing your new total joy to 8. Griswold is now happy but still chomps your elves for 6 but you have 2 magic mittens so you must shade in a total of 4 happiness squares on your elves.

## GIFT STASH (TREASURE)



Gift Stashes take the place of treasures and work just as treasure do. Except for the final gift in the stash which when collected will grant the additional benefits listed with that stash.

Note: any gifts you encounter on the cavern map will let you shade a square of a stash of your choice.



## SILVER BELLS

These magical bells are unique. When you gain one you will roll a d6 to identify which one you found. If you roll a bell that you already have, roll until you find one you haven't already rolled. Place a check in the box when you gain the bell and shade it when used.



- **Free Turns:** You may be granted three free turns from a bell. These are tracked separately to the right under the 35 standard turns of the game and may be used at any time before the 35th turn.

## GINGERBREAD COOKIES

You may gain gingerbread cookies from treasures or defeating Nutcrackers. These may be eaten (used) to add a d6 to your joy value when you confront a Nutcracker or The Krampus. Or you may eat one to reduce your **humbug** by the value rolled. All elves start with 1 cookie. Your elves may eat only one cookie each turn.



## ORNAMENTS

There is no gold for this adventure however you will be collecting ornaments to decorate Tannenbaum, a fir tree, and gain access to the Krampus. You will find them throughout the caverns, hidden in stashes, and carried by Nutcrackers.



## RUDOLPH

Rudolph has been caught snooping around the caverns and locked in a room deep within the caverns. Reach the room with Rudolph and unlock the door to save him. This will grant 2 levels and 5 victory points.





## ELFS (HEROES)

Each elf has a happiness value that is the same as health from past adventures. When affected by grumpiness you will lose happiness and when an elf has no more happiness they are grumpy and will not be able to continue adventuring. If an elf gains a level they will have one fresh new happiness and may return to help the others. Each elf also has a magical power track that starts with 3 uses. These are the same as powers from past adventures. Each elf starts with one Gingerbread Cookie but may carry up to two more that have been found throughout the adventure. Finally each elf may have Magical Mittens and a Candy Cane that work like the shield and sword from past adventures.

- **Levels:** Your elves will gain levels from stash effects, a silver bell, for saving Rudolph, and for each Nutcracker you defeat. The silver bell that grants levels may be saved and used at the start of any turn before you roll the dice provided it has not been destroyed. All other ways you gain levels will happen immediately and cannot be saved for later use.

## KRAMPUS

The Krampus is in his lair in the center of the caverns. The door to this room is blocked by **Tannenbaum**. The Krampus has 20 grumpiness you will need to turn happy with joy. You may make a single confrontation per turn so you may choose to confront the Krampus or a Nutcracker but not more than one per turn. Each time you confront the Krampus roll on his random effect chart before the confrontation begins.



You will not roll a d6 for joy against the Krampus as you would for a Nutcracker. The Krampus always has 4 grumpiness that you must overcome before you bring him any joy. You may only bring him joy by using gingerbread cookies, candy canes, and elf powers. You may only give him one gingerbread cookie per turn and each elf may use only one power per turn as usual.

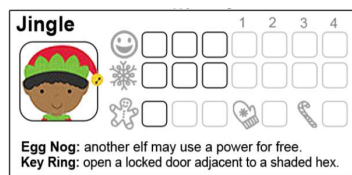
- **Tannenbaum**, is a magical fir tree that you can not make happy with joy. You will need to decorate Tannenbaum with 8 ornaments that you have collected on this adventure to make him happy. Until you have collected at least 8 ornaments you will not be allowed to confront the Krampus.

## HUMBUG

You will gain humbug when you assign a die to a previously collected stash or nutcracker or you may gain a humbug to re-roll a die. Each point of humbug is worth -1 victory point at the end of the game.

## WINNING

You will need to confront the Krampus and make him happy to win the game. You will receive 30 victory points for doing so. Remember that he has 20 grumpiness and will probably take several turns to make happy.



## CHALLENGE

**12 Days of Christmas:** you may take this challenge where each time you play the game you will add one or more of these rules at the start of the game and they will persist throughout the game. The first playthrough you will start with the rule 1 and each time you play you will add the next rule until the 12th play through where all 12 rules will be in effect. **Or just start with all 12 if you feel really adventurous.**

1. Each time you use a silver bell, add 1 grumpiness to a random Nutcracker.
2. Double Humbug: each mark in the humbug box is worth -2 victory points.
3. At setup consult the Krampus effect chart and trigger each effect that matches each of the 3 setup dice (hint: only a 6 does nothing bad at this point).
4. Cross off the 4th level for each elf. They may now only gain up to 3 levels each.
5. You only have 30 turns to play the game. Cross off the last 5 turns (31 -35).
6. You must make all Nutcrackers happy starting with room 1 and progressing through the numbers till you reach 6 (1,2,3,4,5,6).
7. Shade in 7 Nutcracker Soldier squares (your choice of Chomp or Grumpiness).
8. Frostbite: Every 8 turns your elfs lose one happiness (turns 8,16, 24, 32) each elf with mittens us unaffected (so get some mittens fast).
9. The first time you confront the Krampus he immediately does 9 grumpiness to the elfs.
10. Destroy a random silver bell every 10 turns (10,20,30)
11. The total number of ornaments needed to make Tannenbaum happy is increased to 11.
12. At the start of the game, cross off your choice of 12 gifts from the map. The Krampus has stolen them and they are no longer available.

**Note:** This will make the game very difficult and requires you to remember quite a bit of extra rules. But beating the Krampus on the 12th day with all 12 effects will be quite the accomplishment. I look forward to hearing from anyone that takes the challenge and to seeing if I can beat their score.

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