

Nutcracker

Monster

2 2 3

Spawn – Drawing Room.
Hunter.

Forced – After Nutcracker engages you: You must either take 1 horror, or Nutcracker gets +2 fight until the end of the investigation phase.

Victory 1

ENEMY



*** Teddy Klaws**

Monster, Elite

3 4 3

Spawn – Kids Bedroom.
Hunter.

Prey – Fewest cards in hand.

Forced – When Teddy Klaws attacks you: Discard 1 card at random from your hand. If you cannot, Teddy Klaws deals +1 damage and +1 horror for this attack.

Victory 1

ENEMY



*** Der Klowh**

Monster, Elite

3 5 3

Forced – After Jack in The Box deals you damage from its attack: Reveal a random token from the chaos bag. If an  symbol is revealed, discard an *Ally* asset from your hand or play area. (Limit to once per investigator).

Victory 1

ENEMY



*** Perçta**

Cherub

3 3 2

Monster, Elite

Spawn – Living Room.
Hunter.

Prey – Lowest remaining sanity.
Hunter. Retaliate.

While engaged with an investigator with remaining sanity 4 or fewer, Cherub gets +1 fight and +1 evade.

Victory 1

ENEMY


