

Design Notes: *This an adaptation of a Warhammer Fantasy Campaign I run (which is also an adaption of a Mordhiem Campaign I've done). The Mordhiem campaign is based loosely on the Legend of Sleepy Hollow, while the the Warhammer is based on the Beast of Gevaudan. This one kind of combines them...I just went with it. Admittedly it is more on the horror side, then the other word.*

There are two components that make this unique with flavor. The first is the travel mishaps. Use the table I have here. It's not better, but it is flavored to events in this campaign...it also makes it tougher as a campaign. In fact all the rules here were meant to make the campaign tough. Do as you wish but I designed it like this to present a challenge. In the other incarnations the campaign is played like the board game Clue were players play games with the winner being able to make a guess as to the Plot, Place, and Person, guess wrong and bad things happen. But the goal there is to find out where, how, and who summoned the beast, just like in Clue. Well...we can't do that with this, so I added an element of time. Players have so much time in order to find the Headless Horseman before it finds them.

I also made the choice to stick to what was in the core sets. This would make it more accessible to people with the game. There is only one model needed, the one for the Headless Horseman itself. I may update this as other sets come out to include the models there. If you do look for your own miniature for the Horseman I recommend finding one that sits on a horse and can fill at least two spaces. I also had a different vision for tiles that represented different areas. This is easy to do in a table top miniatures game since I can design a table with terrain to represent different areas. It would be nice to have some new tiles to work with, I am not that skilled, and I had to make some changes to accommodate with the tiles we have at the moment. We will see what creativity we have out there...and wild west town as map tiles would be really great.

Lastly I wasn't concerned with balance nor with fairness, as much as I was with a cool story theme. If balance is your thing... sorry, maybe you can make changes, but I wasn't concerned with it.

How It Works

There are 5 Core Scenarios that create the tree campaign...meaning you simply play one scenario after the other, visiting the town of Tarryton as time allows. This also means adventurous groups can complete the campaign quickly by taking no Supplement missions, but it may be tough since the Supplementary missions lead to artifacts and such that will help them along the way. It should be noted that these Supplementary missions will eat up precious time. The Posse must choose how to progress and what is worth doing and what is not.

A Matter of Time

Players will have 10 days to find the Horseman's lair and defeat him. Each Scenario they play is a 1 day (there are 5 core scenarios and 4 side adventures). The scenarios are arranged in a specific order. Follow the scenario tree. Each day stayed in town counts against the 10 days. This is accumulative between each scenario. Do what you need to do and get moving.

No Rest For the Weary

There is no time to properly rest, time is of the essence. Wounds, Sanity, Grit do not heal between scenarios and therefore carry over. After the first scenario your wounds, sanity, grit carry over from scenario, town, and into the next scenario. In other words you do not start each scenario fully healed. You begin as is.

When in town you may use one of your saddle bag items to heal up, or a characters ability. BUT only once per day you are there. There is no time! You must hurry and find the beast!

What You Need To Play

Both Core Box Sets. I intended this to be mix of both core sets, and yes if you have the Kickstarter stuff you will have an advantage and if you don't...well you will have a very fun time. The only thing NOT mixed are the Artifact and Gear cards, since as many have noted, it throws off the balance with numerous rare items.

Fear of the Horseman

The fear of the Horseman is palatable. The towns folks of Tarryton are scared and rarely leave their homes. Each day that the posse spends in town one shop is closed. Roll randomly.

SCHEDULE OF PLAY

Main Scenarios

Scenario #1: In the Western Wood

Scenario #2: Indian Trail

Scenario #3: The Tree of The Dead

Scenario #4: The Archer House Ruins

Scenario #5: The Horseman Comes

Supplementary Scenarios

S1: The Witch's Cave

S2: The Church Bridge

Travel Mishap

3 - Dark Dreams

Each Hero has terror filled dreams at night. Each must make a Spirit 5+ Check, if passed gain 10 XP and recover one Grit. If failed take a D6 Sanity hits ignoring Willpower.

4 - The Horseman Claims Another

You come across a scene of carnage. Bodies and blood litter the area. The Horseman has claimed more victims.

Each Posse member loose 1 Sanity immediately due to the horror of the site. If there is a Preacher in the Posse he/she can feel the presence of the Horseman and looses the ability to cast one random Sermon in the next Adventure.

5 - In the distance you see a shack begin to appear out of the fog. It is rumored, that somewhere near the Western Woods lives an old crone whose evil ways call to the Horseman. It is also rumored that she was not always a hermit. Some say she was born to quite a different station in life. Her caves, and many others like them, are fine places to hide.

Posse may play The Witch's Cave Scenario.

6 - Words Long Written Down

Words in flame are burned across the sky in ancient text.

All Heroes suffer D6 Horror Hits and 1 Corruption (corruption does not allow a Willpower Check). If a Preacher is present he receives 2D6 Horror Hits (with Willpower save), 2 Corruption Hits (no willpower save) but receives +1 Lore.

7 - Something Wicked This Way Comes

A shadowy figure stands before you. It has no face, nor can you discern any clear detail other then it's broad brimmed hat and a cloak of shadow billowing out even though there is an absence of wind. Slowly it's hands drop to it's sides. Though no sound comes from the figure you here the word, "Draw".

The Horseman's Dark Rider has come and challenged you to a draw. Make an Agility Check of 5+. The Dark Rider has an Agility of 5. Both Hero and Rider need to make opposed rolls. The one with the most successes wins. If the Hero wins the Dark Rider disappears and the Hero gains 50 XP and recovers one Grit. If the Hero looses then he takes a Peril Die of damage no Defense Save and looses one Grit.

8 - A Master of Time

The Horseman is said to ride between time itself. Appearing and disappearing at will. Those that follow after him are caught in his wake and suffer from his presence.

The Posse loses one day from their remaining total time. If there are multiple results on the same journey only use one. Additional rolls on other trips still count.

9 - Ghost Riders

You stop on top of a ridge on your ride back. Suddenly, all at once, a mighty herd of red-eyed cows break through a tear in the night sky. Quickly behind them a posse of Ghost Riders trail behind them. Each carried falling brands burning brighter than the stars. The hooves of the horses were on fire flames streaking behind them. A voice boom inside your head. "If you want to save your soul from hell a' ridin' on our range. Leave now or you will ride with his posse trying to catch the Devil's herd."

Each Hero takes D6 Sanity Hits.

10 - The Forest Has Eyes

As the posse rides through a small copse of trees the branches reach out and attack.

Each Hero loses one Grit. If no more Grit lose D3 wounds no Defense.

11 - Even The Hills Do His Bidding

The longer the Horseman stays in this world the more it bends to his will. Even the trees and earth are set to impede the Posse's way. Once familiar trails no longer appear and landmarks are erased from the landscape. You find yourself some where else.

The Horseman has confused you. You cannot find Tarryton and find yourself at your next destination. If this encounter is rolled it supersedes all others don't them. Immediately start the next scenario in the Main Campaign Tree.

12 - The Posse remembers a tale told by Ira Crane, the oldest man on the council, who told of a meeting he had had with the Horseman. He raced his horse against that of the Creature until, at the church bridge, the Horseman turned, vanishing in a flash of fire. It is at the very witching time of night that the Posse is approaching that very bridge.

The Posse may Play The Church Bridge.

13 - Religious Fanatics

The Posse comes across a group of religious fanatics desperately trying to rid the area of the Horseman. They walk the roads of Sleepy Hollow whipping themselves in penance and punishing those they feel have brought on the Horseman's wraith. Today...they believe it is you.

Each hero has 6 Fanatics attack them. Roll a D6 and see how many they defeat. For each Fanatic not defeated take 1 wound. In addition lose one Gear or Artifact Card of your choice. The Saloon Girl/Piano Player is a favorite target of the fanatics believing their gaudy flashy ways to be tempting evil. Both of these Heroes automatically receives one wound no matter how many they defeat, such is the ferocity of the attack.

14 - Even The Creatures of The Dark Flee

As the Posse rides the road to town the road before them appears to be moving, squirming in the dying fading sunlight.

The Road is covered with a swarm of Ancient Spiders. The Posse is attacked by D6 Ancient Spiders.

15 - Snake Oil Salesman

You meet a traveling salesman on the road who excitedly open up the sides of his cart and shows his wares. He spins a good yarn about the medicinal quality of his tonics!

Each Hero must make a Cunning 5+ test. If passed you recognize what the scam. If you fail you actually buy his drinks. Lose D6x\$25 but on a D6 roll of a '6' you actually found something that works. Gain a Tonic token.

16 - Bridge Destroyed

In their haste to stop the Horseman the folks of Tarryton have destroyed a main bridge into town.

The Posse loses one day off their total days.

17 - Too Late!

The Horseman has been to town while the Posse was hunting for him. The townsfolk are afraid.
D3 Shops in town are closed.

18 - The Horseman Comes For You!

In the distance you can see a rider on top of a black steed. Something is not right, it is as if the entire world has gone into hiding. Before the Hero can react the rider points a pistol and fires.

This cannot be re-rolled nor cancelled. The Hero that rolled this event sees the Horseman and feels the hate it has for life. Dread overcomes the hero. Make a Spirit 6+ test. If passed gain 50 XP if failed the power the Horseman overcomes you. Take 2D6 Sanity hits with a will power save. In addition the Hero is not Open to the Void. For the next Adventure this Hero no longer gets a Willpower save against Corruption Hits.