

# The Headless Horseman

One warm day in July, in a small mining town of Tarryton, Sarah Wexford, was tending to her family's small herd of cows when she saw the form of a headless rider atop a black steed. There was little time for her to react when it charged her. She ran, through the Western Woods, across the Clabber Creek, to her family's farm and safety. Every step of the way she could feel the creature bearing down, but she weaved in and out of the trees and into and out of small places a horse would have trouble going. Yet, when she reached home there was no sign of the creature. Terrified, Sarah told her parents, who called the Sheriff. Nothing could be found of the creature she saw, but in the morning they found Sarah's body torn apart, three miles from her home. How she left without anyone knowing, and why is a mystery.

Suddenly killings started every week through August and September, at first only individuals, but soon the fearsome creature began attacking groups of men. The terrified townsfolk were certain that a devil was loose in the land, awakened by the increase in mining activity or perhaps the ghoul was looking for revenge, for it was said that it was the spirit of a headless Union soldier was looking for his head and those that unjustly murdered his mother and sister. The news gained credibility when others reported seeing the creature as far as Jackson Hole.

On October 8th, in the Western Woods, long known for its foul nature, two hunters claimed to have shot an animal of unusual size with several rifles from a distance of 10 paces. They claimed the creature limped away and when word of the incident spread it was widely believed that this was the creature that had been seen earlier and that perhaps it had gone off to die. But within days the killings began again.

On January 12, Frank Himmers and six friends, all veterans of the Union Army, were attacked by the creature; they drove it away by staying grouped together, ferociously fighting it off. Now confirmed to be a headless rider and that the spirit of the Western Woods was indeed riding the country side, the town council of Tarryton hired a couple of professional gun fighters, Joshua Stone and his son Jean, to hunt down and kill the Creature.

By August 20 that year, Joshua Stone killed several creatures of the Void that had made their way out of the nearby mine shafts, each one capable of being the creature that had been terrifying the area, but the killings continued.



However, a week later the Creature attacked. In one night the Creature entered the homes and slaughtered two prominent families. No one heard a thing. Dozens more deaths are reported to have followed. Tarryton was desperate. The town preacher, an elderly man, Stewart Reynolds, then sent word to the Church who replied with its most trusted agent.

Father Levi Stanton arrived without fanfare. He dressed plainly, and carried a dragoon cavalry pistol. Around his neck dangled a large sterling silver cross that seemed to glow with its own light. A veteran of fighting and incursions into other worlds, Levi Stanton was a famous fighter, he was known as the Outlaw Preacher. He rode the hard trails, and drove back the darkness with the mere sound of his voice. It was said that the great cross he carried drove back the darkness and the foul beasts that tried to go near him. Stories were told that his voice alone could close rifts that were created where too much darkstone gathered. He met with the town council, and by night fall rode out into the wilderness. It was six days before the town heard from him. On the seventh day his body was found. Bereft of clothing, and mauled as if a great feast was had. The mark of his office, the cross he carried, was not with him. He hung in the Western Woods in a clearing, where nothing grew. Around his neck was sign scrawled in the priest's blood. It was one simple word: 'Soon'.

In fear the Town Council called out for help far and wide. It was not long before a Posse arrived that might be able to help.



# #1 Into The Western Woods

The Horseman was a cavalry soldier, he lived in Sleepy Hollow area and left to fight in the Civil War. But unlike his compatriots, who fought for honor duty of country,... the Horseman came for love of war. He lost his life in the forests to the west of the Atlanta. It is said his soul returned to his home. Even to this day, the Western Woods is a haunted place... where brave men will not venture. For what was planted in the ground that day... was a seed of evil.

Folks say the Preacher, Levi Stanton, was found deep in the Western Woods. There a couple miles in is the mouth of a cave. Around this cave nothing grows. Perhaps this is where you should start.

## Set Up

This mission uses the standard setup. All heroes start on the Mine Entrance Tile.

## Mission Goals

The Heroes are searching for the boy of Levi Stanton. From this they should be able to find where the Horseman lair is and how to defeat it. The Heroes must find enough clues to lead them to the next step.

They must find four clue tokens.

## Special Rules

### A Dreadful Place

The Western Woods is a place of evil where the fabric of reality is a thin veil. At the start immediately draw and reveal one Growing Dread cards. This cannot be prevented in any way.

### At Night The Veil Is Thin

The Posse has a choice as to when they would like to explore the caves in the Western Wood. If they search by daylight then they must find one more clue than normal in order to win.

If they Search at Night all enemies are +1 Elite ability.

## Objectives

When the final 4th clue is found the Heroes have found enough information to lead them to the next step in locating the Horseman. Ignore any Attacks or Encounters on this Exploration Token. Also ignore doors/exits.

Reveal all Growing Dread cards in the stack as normal and the Heroes fight an Epic Threat. Once the enemies have been defeated the Heroes have successfully completed the mission.



## Reward

Each Hero gains 75 XP.

## Failure

If the Posse fails to find 4 clues.

If the Darkness escapes, the scenario is not lost, but other things happen later in the campaign. The escaping Darkness represents other sinister plots and the fact that the posse is taking too long to find the Horseman.

BUT if the darkness escapes, destroy D3 random buildings in town.



## #2 Indian Trail

You seek the Horseman bathed in blood. Follow the Indian Trail to where the sun dies. Beware the night and it's haunted cries. The Shadows live and stalk the living. Continue on to the Tree of the Dead, the Horseman's resting place.

A path is cut through the Western Woods called Indian Trail. It supposedly leads to the Tree of the Dead where the body of the Horsmen is laid to rest. Legend tells that if found whomever controls the body will control the Horseman and can stop his midnight rides. The trail cuts through the forest when it unexpectedly comes to a wide mouth of a cave going through the mountain range.

### Set Up

This mission uses the standard setup. All heroes start on the Mine Entrance Tile.

### Mission Goals

The Heroes must find thier way through the trail to the Tree of the Dead.

### Special Rules

#### Unknown Threat

If the previous scenario was a failure all Enemies gain +1 Elite Ability.

#### The Horseman Draws Near

If the Darkness escaped the mine in the previous scenario draw One Growing Dread card and reveal immediately.

#### Undead Horde

The dead walk where the horseman rides. Every Threat are Hungry Dead. When ever a Threat Card would be drawn instead use this table.

Low Threat - One Peril Die +5 Hungry Dead

Med Threat - Two Peril Die +5 Hungry Dead

High Threat - 17 Hungry Dead

#### Voices In The Woods

The Trail is a frightening place in the Western Woods. Townsfolk warn about leaving the trail.

Any Hero that leaves the same tile as the Old Latern will take D6 Horro Hits. If are further then an adjacent tiles they will take 2D6 Horror Hits.

### We Are Legion

Every room tile is a tomb for the Horseman's legions. In addition to any Encounter or threat a room tile will also contain a number of Corpose Piles:

D6	Result
1-2	1 Pile
3-4	2 Piles
5	3 Piles
6	4 Piles



### Objectives

#### This Way!

Place the number tokens in a pile face down, hiding the numbers. After each Encounter, BEFORE drawing a map card, draw one of these tokens. If the Number 1 token is drawn the posse has found the way to the Tree of Dead and successfully mapped the way. IF the map tile was a dead end do not draw a numbered tile. Find another way.

This can only happen on mine tiles. If the posse has gone through a gate to another world they must first find thier way back to the mines.

### Reward

Each Hero gains 75 XP.

### Failure

Failure is the entire party KO'd or dead.

If the Darkness escapes, the scenario is not lost, but other things happen later in the campaign. The escaping Darkness represents other sinister plots and the fact that the posse is taking too long to find the Horseman.

BUT if the darkness escapes, destroy D3 random buildins in town.



## #3 Tree of the Dead

The body of Levi Stanton revealed the resting place of the Horseman. From his notes it is called the Tree of the Dead and is a foul place. Stanton had gone on to write that the bones of the Horseman would make him pause at thier site. It is clear the Preacher was on his way here when he was overcome. But it appears the Posse is too late. A grave is dug up and it's coffin torn asunder. The Horseman rests here no more. As the Heroes look for any information that will lead them to the Horseman they are attacked by creatures of the Void. It was a trap all along! There is no doubt now that the Horseman is following thier every move.

### Set Up

This scenario uses the Last Stand scenario found in City Of the Ancients Adventure Book page 30, with the following additions.

### Mission Goals

*Per the Goals in The Last Stand Scenario*

### Special Rules

*Per the Rules in The Last Stand Scenario As Well...*

#### *The Horeseman Draws Near*

If the Darkness escaped the mine in. If there were multiple failures use the highest level. They do not stack.

Scenario 1 Draw one Growing Dread Card

Scenario 2: Two Growing Dread Cards  
Reveal these cards immediately

#### *The Horseman Comes For You!*

If the previous scenario was a failure (regardless of what it was) each Hero 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 the Hero. Take 2D6 Sanity hits with a willpower save. In addition the Hero suffers from one Madness result for the duration of the adventure.

### Voices In The Dark

The Heroes hear voices throughout the area. Nothing can seem to stop it. At the start of their activation each Hero takes D6 Horror Hits. If there is a Preacher Hero in the Posse before the Heroes take thier Horror Hits the Preacher can first take a Lore 5+ Check. For every 5+ he makes one Hero is spared the Horror Hits.



### Objectives

*Per the Objectives in The Last Stand Scenario*

### Reward

*Per the Rewards in The Last Stand Scenario As Well...*

In addition one random hero will only get 4 cards and in exchange has found the the Bones of the Horseman. These bones are rumored to hold power over the Horseman.

When carried the Bones provide 5+ Spirit Armor to the one who is carrying them. They also confer an unnatural ability to attack the bearer's enemies channeling the hate inside themselves. This attack is not optional. The bearer is driven with the hate for all around him.

They confer:

1 Free Attack  
Range 5  
Dice 3  
Use Peril Die for Damage.

Each missed hit adds 1 Corruption token.

### Failure

*Per the Objectives in The Last Stand Scenario*



## #4 Archer House Ruins

It is said the Horseman lived in a cottage not far from here. When he left for the war his father died, and the landlord who had received many years of loyal service from the family, evicted the wife and their daughter. No one in this God-fearing town would take the destitute family in, because the woman was suspected of witchcraft. But she schooled her daughter well, while they lived as outcasts in the Western Woods. It is said that there lies a diary of the Horseman's mother and within the secret to stopping him.

### Set Up

This mission starts with the mine entrance.

### Mission Goals

The Posse must find the pages of the diary and put it back together. Every time the Posse finds a clue it is D3 pages of the diary. In total the posse must find 5 pieces.

### Special Rules

#### *The Horeseman Draws Near*

If the Darkness escaped the mine in. If there were multiple failures use the highest values. They do not stack.

Scenario 1 Draw one Growing Dread Card

Scenario 2: Two Growing Dread Cards

Scenario 3: Three Cards

Reveal these cards immediately

#### *He Commands Death Itself*

When the Diary is found complete at the end of every round the Heroes must make a Lore 5+ check. For each Hero that fails 4 Hungry Dead rise up and attack. Count this as an Ambush. These are the bones of those that guard the Horseman's secret.

### Objectives

When the Posse finds the final pages immediately draw an Epic Threat card. Ignore any attacks or Encounters on the Exploration token and Reveal all Growing Dread Cards.



### Reward

Each Hero Gains 75 XP

### Failure

Failure is the entire party KO'd or dead.

If the Darkness escapes, the scenario is not lost, but other things happen later in the campaign. The escaping Darkness represents other sinister plots and the fact that the posse is taking too long to find the Horseman.

BUT if the darkness escapes, destroy D3 random buildings in town.



## #5 The Horseman Comes

And tonight he comes for you! Your investigations has finally roused the Horseman. You set out to continue the quest, and find one more item that will add you greatly in defeating the Horseman. The Cross of Father Stanton. Rumored to be an artifact of great power, you believe the Horseman had Father Stanton killed and his cross hidden in order to prevent anyone from stopping his murderous ride. Yet just as you are ready to enter the last known cave complex Father Stanton explored, the Horseman when he gives chase.

Time is of the essence. Can you find the cross before the Horseman finds you?

### Set Up

This mission starts with the mine entrance. Draw one Threat card that represents the Horseman's minions attacking the Posse as they enter the cave system.

### Mission Goals

The Posse must find 4 clues. Each clue leads leads the Posse to the hidden location of the Cross of Father Stanton. Afterwards they then must defeat the Horseman.

### Special Rules

#### The Horseman Draws Near

The Horseman is nearby! Draw 3 Growing Dread Cards and reveal them.

#### The Murderous Ride

The Horseman is a creature of evil and malice and attracts only the most foul beasts to his cause. For every scenario previous where the Darkness has escaped the mine add +1 Elite Ability to all enemies.

#### Time Has Run Out

The Depth Track keeps track of how much time the Posse has until the Horseman finds them. Once the Darkness Marker has left the mine entrance then immediately play the Epic Fight...where ever the Posse is in the mine and whatever enemies are on the board at the time. The Horseman has come!

#### Invoke the Horseman

The Horseman appears one of two ways.

1. If the Darkness marker leaves the mine on the depth tracker
2. If the Posse finds the Cross

#### Call His Name

By this time the Posse collected three Artifacts that weaken the Horseman.

If Scenario #3 was successful reduce his Initiative -2

If Scenario #4 was successful Heros may make an Agility 5+ check before the Horseman runs them down (His Name Was Death rule)

If the Supplement Scenario The Church Bridge was successful - Reduce Horman's Defense by 1

If the Supplement Scenario The Witch's Cave was successful - Horseman's Melee is now 4+

#### Cross of Father Stanton

The cross is an Artifact of great power. Any one can use it but Heroes with Holy keyword can use it to greater effect.

Gear o Clothing

Grants +1 Combat; Spirit Armor 5+

While in the hands of a character with keyword Holy it grants an Protective Aura. Any Hero adjacent to the Hero wearing it grants Armor 6+ against Undead



### Objectives

This only ends one way. Death of the Posse or the Horseman.

### Reward

100 XP

### Failure

Failure is the entire party KO'd or dead.



# S1 The Witch's Cave

It has been said that deep in the Western Woods there is an old crone whose sorcerous ways can control the Horseman. It has been said that she was not always a witch, but that she was born into a different station in life. Her caves, like many others in the area, are a rich source of darkstone.

Perhaps something lies here that can help defeat the Horseman.

## Set Up

This mission starts with the mine entrance, while the tile leading to the Great End Cap.

## Mission Goals

The Posse is looking for anything that will lead them to the Witch or a secret that will help them defeat the Horseman.

## Special Rules

### All Gates Lead to Targa

All gates are back to Targa, even gates within Targa.

### The Horseman Draws Near

If the Darkness escaped the mine in the previous scenario draw Two Growing Dread cards

## Objectives

### The First Clue

The first clue is a chest. What is locked inside is unknown. But one Hero must carry it which prevents the use of dual weapons and double handed weapons. It also -2 movement.

### The Second Clue

This clue is a key. One that miraculously fits the lock! Whatever Hero opens it must make a Cunning 5+ Check. Based on the number of successes apply the results.

0-1 Hero is splashed with poison. Immediately lose D6 wounds. No defense. Whatever was inside has melted in a slag of metal.

2 The Hero hears an audible 'click'. Make a Luck 6+ check. Success and the hero misses the poison. Inside is a pistol, an old design based on a black powder pistol.

3 There is a click but nothing else. A pistol is inside wrapped in an oil rag

4 The top opens revealing a pistol wrapped in an oil rag and a small wooden box of ammunition.

### The Witch!

The Third Clue is the Witch! She has been found at last, but before the Posse can do anything she transforms into a creature of doom!!

### Roll a D6

- 1-2 Harbinger
- 3-4 Goliath
- 5- Brutal Harbinger
- 6 -Brutal Goliath



Also draw an appropriate Threat Card. Once defeated the Heros have completed the Mission

## Reward

100 XP

## Failure

Failure is the entire party KO'd or dead.

If the Darkness escapes, the scenario is not lost, but other things happen later in the campaign. The escaping Darkness represents other sinister plots and the fact that the posse is taking too long to find the Horseman.

BUT if the darkness escapes, destroy D3 random buildings in town.

### The Pistol

Once found the pistol has an unnatural look to it. It is light and seems to glow.

This pistol has the following stats

Light o Pistol

Range: 4

Shots 1



Use D8 for damage. Against the Horseman it will ignore his armor. Being a black powder pistol it only has 6 shots before it needs to reload. Reloading takes 2 turns.



# S2 The Church Bridge

One of the Council members told a story told of a meeting he had had with the Horseman, racing his horse against that of the Horseman until, at the church bridge, the Horseman turned, vanishing in a flash of fire. It is at the very witching time of night that your Posse, heading towards camp, approaching that very bridge. The Horseman appears and gives chase! You ride hard diving through trees, brush, and all manners of vegetation until...suddenly you find yourself elsewhere.

## Set Up

This mission starts at a gate entrance into Jargono

## Mission Goals

The Posse has been chased into a errant portal to another world. Now you must find your way out!

## Special Rules

### All Gates Lead to The Mines

All gates will lead back to the mines.

### The Horseman Draws Near

If the Darkness escaped the mine in the previous scenario draw Two Growing Dread cards

### An Item of Power

When scavaging add a 4th die. Make sure it is another color. A result of '6' on this die will reveal a Union Greatcoat (see over for rules).

## Objectives

### Which Way is Out?

The Posse must find two clues once they are back in the mines. The second clue will be the exit out.

Once found draw and Epic Threat card.

## Reward

100 XP



## Failure

Failure is the entire party KO'd or dead.

If the Darkness escapes, the scenario is not lost, but other things happen later in the campaign. The escaping Darkness represents other sinister plots and the fact that the posse is taking too long to find the Horseman.

BUT if the darkness escapes, destroy D3 random buildings in town.

### Union Greatcoat

The Greatcoat is a item that grants power to it's wearer. It has the following attributes.

#### Clothing

- Wearer is immune to weather.
- +1 Max Grit
- Adds +1 Defense (eg if your defense is a 5+ it is now 4+)
- -1 to Movement roll due its length (it was made of horse riding)



### Rider of Shadows

Shadows seem to gather around the wearer. As long as the wearer does nothing this turn (other then move) all monsters stop attacking him as he disappears into the shadow. Once the wearer attacks then the monsters can see and attack accordingly. For one Turn afterwards the wearer is -2 defense.

Can only be used every other turn. It seems to have to be recharged after use.