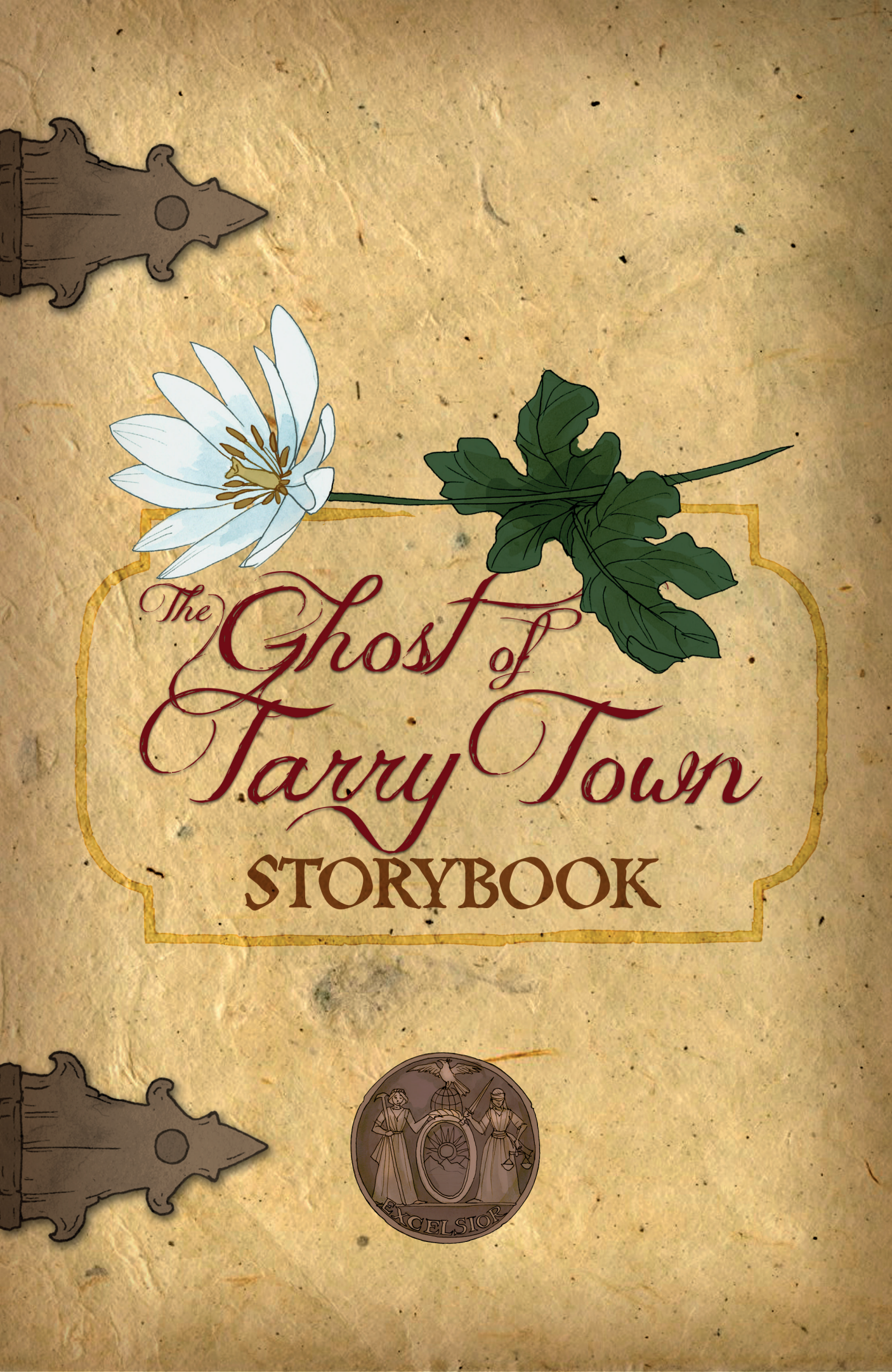

The Ghost of Tarry Town
STORYBOOK
EXCELSIOR

Introduction

Three weeks have passed since the events surrounding the Headless Horseman and Ichabod Crane's disappearance. Tarry Town is rife with rumors and hushed conversations, but it's still unclear what exactly happened to Ichabod Crane; none of the townsfolk have seen him since he left a party at the Van Tassel estate.

The few who know what really happened - those who were there through the entire ordeal and did see Ichabod again after that night - know better than to share their tales after such an unbelievable experience. It is better to let such things fall into myth and legend. Yet, there is one more page to this story: a post script of sorts.

Welcome to ***The Ghost of Tarry Town***, the expansion to ***Legends of Sleepy Hollow*** in which the Legends embark on two final chapters, using all of the skills and experience they've gained throughout the course of the campaign.

To play this expansion, simply take your characters after finishing Chapter 10 of the original game, and continue on to the Prologue of Chapter 11 in this book. If you no longer have your characters built, you can quickly remake your characters by going through the Chapter Reward sections after the Epilogues of each chapter in the base game.

Chapter 11

The Haunting

Prologue

The three weeks since you faced the Horseman at the Sleepy Hollow bridge have felt like an eternity. You each have tried to settle back into your normal lives around Tarry Town, but so much has changed. You have the sense of being a boat without a rudder, adrift and without the purpose you had during those dark days. Those around you know that something changed for the four of you, though they know not what, other than the revelation of Matti as a woman rather than the man Matthias. That said, you have closer friends now in one another and you know you can count on each other. While life has carried on as usual for most of those around you, that has not been true for everyone.

The Van Tassel family has recused themselves from the rest of town, pulling back from the social spotlight to focus on their family and estate, and to rebuild the damages to their house with some privacy.

If Jeremiah gave Katrina the Talisman in Chapter 9, draw and read card 11-Katrina

The Sleepy Hollow boys, the gang that Brom Bones had led for the past five years, known for their frequenting of any number of places along the Tappen Zee, have kept themselves close to home in Sleepy Hollow, more likely to get together in an abandoned barn than the Tarry Town tavern.

If Elijah spared Brom Bones in Chapter 8, draw and read card 11-Brom

And so it is that the four of you, Emily, Elijah, Matti, and Jeremiah find yourselves in the Tarry Town tavern one afternoon.

"You know, you could go back to sailing," Matti elbows Jeremiah in the ribs, "I hear the President's put out a call for more sailors for the navy to discourage the pirating of trade ships along the coast."

"I couldn't do it." Jeremiah shakes his head, taking a swig of his drink. "I was passable, but I was never a good sailor. Not really. No, God saw fit to gift me with hands meant to hold a shovel. It'd be a shame not to use that gift. Besides, Tarry Town is my home."

Elijah shakes his head, "You have more than one gift, Jeremiah. You have done much over the past few weeks. Not that I disagree with your choice. I shall need someone to bury me in due time, and I would rather it was done by someone so proficient with a shovel. Unlike some people we know, I look forward to remaining in the ground."

You all chuckle somewhat halfheartedly at his morbidity before Emily interrupts, "Um.... can any of you see that? Tell me that you can. Or, perhaps, that you can't. On second thought, that might actually be better."

Where Emily points, the translucent image of none other than Ichabod Crane slowly strolls through the tavern, stopping at one table then another, humming what you can somehow hear over the din of the tavern as an old Dutch hymn. As you stare, he meanders over to your table, then meets each of your eyes in turn with a wicked grin. With a single sudden motion, he grabs your table and flips it, sending your drinks flying!

The entire tavern bursts into an uproar as you all jump to your feet. Before you can act, the ghost vanishes. The other residents start to circle around you before the bartender pushes through. "You all better get out of here. And I don't want to see you for at least a few days. I don't know if you've had too much drink, but I don't take kindly to that kind of stunt with my furniture."

A few minutes later, you find yourself on the Main Street of Tarry Town, looking at one another, still a little shell shocked. "Maybe we should go home? Some sleep might help?" Emily suggests, though you can hear how little she believes it herself.

Before you can discuss further, a man in a tattered suit hurries out of the tavern and steps up to you. "Excuse me. My name is Diedrich Knickerbocker. I... ah... saw the incident in the tavern and I think I can help. You see, I've been studying the... ah... presence of otherworldly occurrences along the Hudson and I know the influence of a poltergeist when I see one. Here, come with me."

You give one another bemused looks and eventually Matti shrugs and you all follow Mr. Knickerbocker back to his lodgings where he pulls a journal out of his trunk and starts to flip through pages, "You see, there's this story I've heard about a Ghastly Hessian who has been haunting this area. Ah... yes, I see you all are familiar. Anyway, based on local superstitions and myths... I have reason to believe the town elders created a number of Hex Keys to allow them to drive off this Hessian."

Jeremiah interrupts, impatiently. "We already found those. In the graveyard. They were with the coffin."

"Oh, oh yes, the Hex locks." Diedrich nods excitedly, looking from one of you to another. "No doubt you all were involved with everything I heard about, then. But I don't mean those keys. You see, those would be the ones to lock the spirit away, but there should be more. Probably somewhere in this town, used to make it so they could trap the Hessian in the first place. If I were you all, I would find those and use them to make this spirit haunting you something you can actually face."

A few minutes later you all find yourselves back on the street outside of the tavern. "Well, he was a bit... wrong in the head?" Elijah frowns, rubbing his chin. "But maybe he had something. Perhaps we should ask around? Meet back up at the Mayor's Office in an hour?" You all nod and start to split up when you see a tree creature, similar to the ones you'd seen before moving along Main Street, right past old Mrs. Van Hoer, only she seemed to not even see it. Things might be even worse than you feared.

Setup

Legends Start Location

- The Legends start on Main Street, next to location 20.

Monster Level and Placement

Monsters are Level 4.

Spawn the following:

- 1 Schrickroot on Main Street next to location 14
- 3 Pumplings at 3 Spawn Point 1
- 3 Pumplings at 6 Spawn Point 2
- 2 Schrickroots at Spawn Point 3
- 1 Gobkin at Spawn Point 4

Spawn Points

All 4 spawn points are open for the entirety of the scenario.

Special Setup

- Reveal card 11:1, placing it next to the board. This is the Tarry Town Residents card.
- Place Tarry Town Residents on locations 3, 9, 20, 27, 28, and 35.
- Shuffle cards 11:2 through 11:9 and placing them next to the board, face-down. This is the Suspicion Deck.
- The rest of the Chapter 11 Deck is separated by Legend (marked with the letters "M," "J," "EL," and "EM"). Each player gets Card 1 of their character specific chapter cards and reads it out loud. Only the Legend associated with a given card can perform the actions described on that card.



Chapter Information Panel

MISSION GOAL

Find all 4 Hex Keys and bring them to location 19 to win the chapter.

SPAWN RULES

Roll the standard D6 for each Monster group in the set to determine spawn location:

- 1 Spawn at Spawn Point 1
- 2 Spawn at Spawn Point 2
- 3-4 Spawn at Spawn Point 3
- 5-6 Spawn at Spawn Point 4

SPAWN LIST



ENVIRONMENT ACTIONS

Each Legend has a personal story. Use environment actions as indicated on those story cards to progress that story.

ADDITIONAL RULES

Due to the ghostly nature of the monsters, all monsters gain +1 Damage and +1 Defense.

ATTACK PRIORITY



ADVERSARY PHASE

ROUND A

IF THERE ARE ANY LOCATIONS WITH AT LEAST 1 MONSTER AND AT LEAST 1 LEGEND, DRAW AND RESOLVE 1 CARD FROM THE SUSPICION DECK.
MOVE
ATTACK
SPAWN

ROUND B

MOVE
ATTACK
SPAWN
DRAW AND RESOLVE A CARD FROM THE SUSPICION DECK.

Epilogue

As the last of you arrives at the Mayor's Office, you compare your hex keys. They bear a striking similarity to the ones you found in the graveyard.

"Well, now what?" Matti asks, tapping her foot impatiently. "Are we to believe Ichabod might appear now?"

"I do hate to disappoint." You spin around to see the ghostly apparition of Ichabod Crane just inside the front door, smirking at you. "I had so carefully and cleverly prepared everything, but the four of you had to come along and ruin it. I still have no idea what Katrina was thinking when she got you all involved. No matter! I can still make this work. But first, I must make an example of the fools who thought to stand in my way..."

As Ichabod begins pacing forward, Emily knocks and looses an arrow in a blink of an eye. It lodges in Ichabod's form, drawing him up short. "You're not going to use us again, you monster."

Ichabod straightens and brushes his translucent hand through the arrow. The shaft burns away until only the head remains, which clatters to the floor. "You would find a way to make this more difficult. Very well. We shall just make it all the more painful for you." Crane's form slips through the door before any of you can attack him again.

"This seems really bad." Jeremiah frowns, starting to pace, "But how do we deal with this ghost of a man?"

"Ichabod is still Ichabod," Elijah declares. "If he's not at a schoolhouse, he'll have gone to the church. Wherever he is, we must find him before he causes more harm. Let us make haste."

You rush out the door to hunt the ghastly spectre before it can wreak more havoc on your town.

> **Note:** Each Legend keeps their Hex Keys for the next chapter, as well as any items they have at the end of this chapter. This is not normally the case for items, but these items are unique to this expansion.

Chapter 12

The Enraged Spirit

Prologue

You hurry onto the street and towards the church. You're only halfway there when you see the flames lick along the roof. Reverend Van Francke rushes from the building, shouting, "Fire! The church is on fire!" You're too late. You pull up short, seeing the plumes of smoke already rising from the building.

The Reverend grabs Elijah's arm. "We have to warn everyone. It's not just the church. The entire town could go up if we don't stop it!"

Elijah shakes him off. "We must stop the perpetrator before he causes more harm. You warn the town, Reverend." Not waiting to argue, Reverend Van Francke rushes towards the main part of town where others are starting to gather.

You run to the church, but just as you reach the building, the apparition of Ichabod flies out through the burning front door and soars towards the graveyard with a cackle. Turning on your heels to pursue him, you see a glowing pumpling skitter towards the tavern, apparently invisible to the townsfolk starting to make up the bucket line outside. Some residents walk right through the monster, who spins to strike at them. Its attacks phase right through the people, but as they do, the affected people turn to look at you and glare with unmasked hate.

"We have to protect them." Jeremiah insists, changing course for the tavern.

Not wanting to argue, the rest of you hurry to the tavern to fight the twisted creature before it can harm anyone. As you rush by, several townsfolk give you a dirty look as you ignore the bucket line.

Regardless of what they might think of you, you need to fix this problem and fast, before the fire spreads out of control or Ichabod does something you cannot undo.

Setup

Legends Start Location

- Legends start at location 20: the main floor of the tavern.

Monster Level and Placement

Monsters are Level 4.

Spawn the following:

- 1 Pumpling at location 20
- 2 Schrickroots at Spawn Point 1
- 1 Gobkin at Spawn Point 2
- 3 Pumplings at Spawn Point 3
- 1 Gobkin and Schrickroots at Spawn Point 4

Spawn Points

All 4 spawn points are open for the entirety of this chapter.



Special Setup

- Reveal card 12:1, placing it next to the board. This is the Tarry Town Residents card.
- Place Tarry Town Residents on locations 3, 9, 10, and all 4 Main St. locations.
- Reveal card 12:2, placing it next to the board. This card explains how fire works.
- Place 1 fire token each on locations 1 and 2.
- Reveal card 12:3, placing it next to the board. This is Ichabod Crane's Ghost card.
- Shuffle cards 12:4 through 12:10 and place them next to the board, face-down. This is Ichabod's Ghost Action Deck.
- Shuffle cards 11:2 through 11:9 and place them next to the board, face-down. This is the Suspicion Deck.



Chapter Information Panel

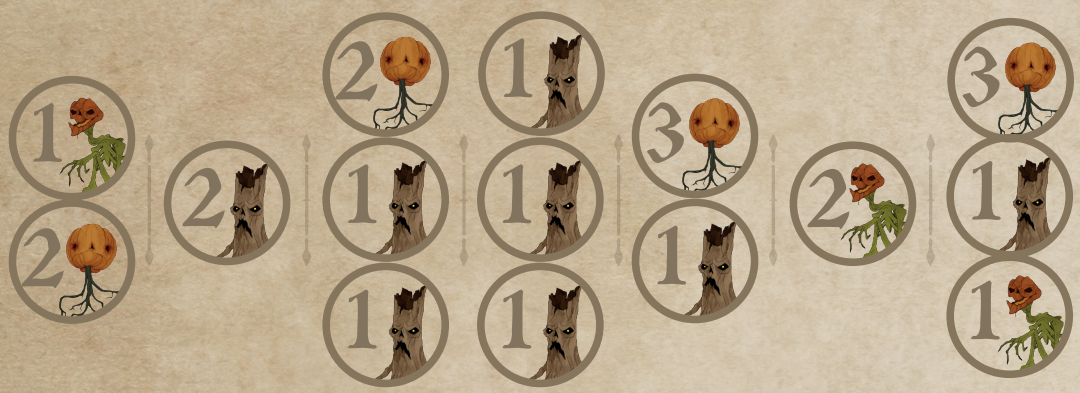
MISSION GOAL

Defeat Ichabod's Ghost before Tarry Town burns to the ground to win the chapter.

SPAWN RULES

1. Roll the standard D6 for each Monster group in the set to determine spawn location:
   a. 1 Spawn at Spawn Point 1
   b. 2 Spawn at Spawn Point 2
   c. 3-4 Spawn at Spawn Point 3
   d. 5-6 Spawn at Spawn Point 4

SPAWN LIST



ADDITIONAL RULES

- Due to the ghostly nature of the monsters, all monsters gain +1 Damage and +1 Defense.
- Residents are not foes, heroes, or allies, though they can be attacked by foes.

ENVIRONMENT ACTIONS

- When you are in the same location or in an adjacent location to fire, you can take an environment action to remove it.
- When you are in the same location or in an adjacent location to a Tarry Town Resident, you can take an environment action to make that resident take their movement action.

ATTACK PRIORITY



ADVERSARY PHASE

ROUND A

ADD 1 FIRE TO THE LOWEST NUMBERED LOCATION ADJACENT TO A LOCATION WITH FIRE.
ICHABOD MOVES
DRAW AND RESOLVE A CARD FROM THE ICHABOD'S GHOST ACTION DECK.
MONSTERS MOVE
MONSTERS ATTACK
REMOVE 1 FIRE FROM THE HIGHEST NUMBERED LOCATION WITH FIRE ADJACENT TO A TARRY TOWN RESIDENT.
DRAW AND RESOLVE A CARD FROM THE SUSPICION DECK.

ROUND B

ADD 1 FIRE TO THE HIGHEST NUMBERED LOCATION ADJACENT TO A LOCATION WITH FIRE.
ICHABOD MOVES
DRAW AND RESOLVE A CARD FROM THE ICHABOD'S GHOST ACTION DECK.
MONSTERS MOVE
MONSTERS ATTACK
SPAWN
TARRY TOWN RESIDENTS MOVE
REMOVE 1 FIRE FROM THE LOWEST NUMBERED LOCATION WITH FIRE ADJACENT TO A TARRY TOWN RESIDENT.

ROUND C

ADD 1 FIRE TO THE LOWEST NUMBERED LOCATION ADJACENT TO A LOCATION WITH FIRE.
ADD 1 FIRE TO THE HIGHEST NUMBERED LOCATION ADJACENT TO A LOCATION WITH FIRE.
ICHABOD MOVES
DRAW AND RESOLVE A CARD FROM THE ICHABOD'S GHOST ACTION DECK.
MONSTERS MOVE
MONSTERS ATTACK
SPAWN
REMOVE 1 FIRE FROM THE LOWEST NUMBERED LOCATION WITH FIRE ADJACENT TO A TARRY TOWN RESIDENT.

Epilogue

With a final blow, you pin Ichabod to the ground, his form a mix of oddly solid and ephemeral, parts seeming to slip away like mist on the wind.

"The Hex Keys! Bring them to him. We must force his spirit to move on," Elijah shouts, pulling out his own key. You hurry around Ichabod, pressing the Hex keys you had recovered to his form.

Ichabod snarls at you, his voice fluctuating between a whine and a growl, "You know what it is to be forgotten. Looked down upon. I would have... shown this town... made them respect me!"

His form begins to fade, shimmering in and out of reality as Emily meets his eyes, "They never would have respected you. Feared you, perhaps. But respect? You must earn respect. I did by failing, trying again, and giving my friends a chance to forgive me. You can't get respect through shortcuts and trickery."

For a moment, the anger fades from the apparition's eyes, replaced with a deep sorrowful look, and then Ichabod is gone. You glance to one another, and Jeremiah lets out a deep sigh of relief. Just as you start to relax, a loud crack splits the air of the entire town. You look up Sinclair Street in time to see the steeple of the church ponderously tip and cave down into the building as its supports fail due to the fire. As the steeple connects with the church's roof, the building collapses in on itself with a thunderous crash.

"It is time we were good Samaritans," Elijah murmurs, and hurries to join the bucket line. The rest of you follow suit, helping the townsfolk to put out the rest of the fire before much more of the town is lost.

In the following weeks, the town makes efforts to rebuild with each of you pitching in. Other than the church, no buildings were damaged beyond repair, and there was no loss of life. For the time being, the congregation of Tarry Town has moved to worship with that of Sleepy Hollow and the shared worship service brings the communities closer together.

One late autumn afternoon, the four of you meet on the Sleepy Hollow bridge to share a few minutes together in the crisp sunlight.

"So, I guess everything is back to normal. The town has been rebuilt. No one really talks about the incidents anymore. Even the Sleepy Hollow boys have started to come out of their shell again." Jeremiah leans against the railing, tossing a stick into the water far upstream where he watches it make its way back towards the bridge. "I'm back to tending the graveyards... in the way that they're meant to be kept."

Matti nods, "I have plans to pack up my pistols tonight. I hope to not need them again." She pulls one of her flintlocks partly from its holster, a finger running contemplatively along the barrel.

Elijah smiles, glancing from one of you to another, "All for the best. I am so proud of all of you. I could not have asked for better companions in this endeavor."

"So, um..." Emily hesitates, but continues, encouraged by the group's patience. "I'm thinking about going back... home. It's been a while since I left, and I got a letter. Apparently someone saw something strange up in the Catskills and my mom thought I might be interested. And well, you know, I'm a Van Winkle. When am I not overly inquisitive? But I've also learned the value of companionship. Perhaps..." She looks tentatively at each of you. "Perhaps you would travel with me?"