

# Legends of Sleepy Hollow

## Preview Rules

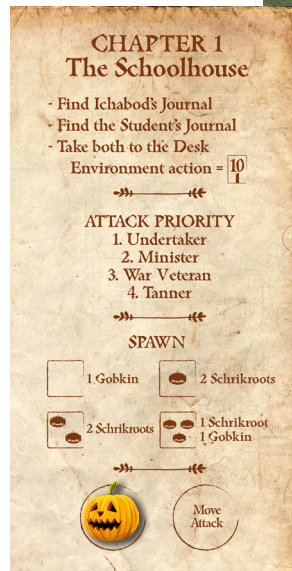
### Set-up

Place the Discovery chits on the Schoolhouse map randomly, papers side facing up, in the spots designated by the papers icon.

Place the pumpkin on the first spot (Move/Spawn/Attack) of the Chapter mat.



Place the Legend Deck, facedown, as well as the Schrikroot and Gobkin cards, near the board.



Place the initial Schrikroots and Gobkins on the map in the spots designated at right.

Give each player their player mat, 2 starting skills, and listed amount of Action tokens and Health tokens. Place the 4 player standees on the start space of the map. If playing with less than 4 players, have players control more than 1 character so that all 4 characters are used.

Players may decide starting turn order for the characters. This turn order may change each round. If there is ever a disagreement among players as to the turn order, the player controlling Emily Van Winkle decides.

**NOTE:** Dice rolls mentioned in this game are with the special attack dice. The exception to this is when rolling to place spawned foes in one of the five spawn locations during the Game Turn.



### Winning & Losing

Players **win** by finding the Student's Journal and Ichabod's Journal, taking them to the Desk, interacting with the Environment, which then causes them to draw Legend Deck card 10. If the players can complete the End of Chapter objective on that card, they win!

Players **lose** if any character is incapacitated, runs away from Fear, or if the supply of Schrikroots or Gobkins is depleted so there cannot be a Spawn. Watch out for your fellow Legends and don't let those foes overwhelm you!







If a skill states an area (like Matthias's Barrage and Elijah's Cleansing Rite), a player may choose one spot on the board that their character could reach with range to target.

**Environment Action:** Players use Environment to interact with the board, flip a chit, activate the desk, and give items to characters. Players can never execute an Environment Action if a foe is in that space.

**Rest Action:** Players may use this Action to gain Health or remove Fear from their Action pool. Each point of Heal adds one Health Token to their Health pool (up to their maximum Health). Each point of Calm removes a Fear token from their player mat.

**Minister Actions:** Elijah Kappel has Actions that can be used to Heal or Calm the other players (most notably Blessing). Follow them as listed. Heal and Calm follows the same range and line of site rules as attacking. These Actions may only be used to Heal or Calm other characters. Elijah must take a Rest Action to Heal or Calm himself.



**Item cards and Actions:** Item cards with available Actions can be used like activating the large Action slots. Any Item card with two or three token slots takes two or three Action/Fear tokens to activate (using more tokens is a good thing!). These tokens must be used all at once to activate the Item.

Characters may have only 1 Item equipped at a time, but unlimited Items in Inventory. Players may freely move Items to and from the Item spot and Inventory at the *beginning* of their turn.

A character may *give* items to another character in the same space if the player uses an Environment action.

**Player mat refresh:** If at any time a player goes to take an Action and no Action or Fear tokens are in the Move/Actions box, then all Action and Fear tokens are cleared from their spots and returned to the Move/Actions box.

## Game Turn

During the game turn, complete the Actions in order listed on the revealed Action spot - either Move, Attack or Move, Spawn, Attack. At the end of the turn, slide the pumpkin to the other spot.



**Move:** All foes will move 1 spot toward the closest character. If there are multiple characters that are closest, the foe will move based on the listed Attack Priority. Foes will not leave a spot they share with a character to walk toward a different character. Foes will be smart enough to try and walk around walls to reach characters.

There may only be **four foes in a space** at any time.

**Spawn:** Roll 1 attack die. Use the chart on the Chapter 1 mat to determine how many foes spawn. For **each** foe roll a regular six-sided die to determine the spawn location. If 6 is rolled, re-roll.

**Attack:** Every foe in range of a character attacks one time. (Range 0 means the foe must be in same space, range 1 means 1 space away). Foes will attack the character closest to them; ties are broken in Attack Priority. If more than one character is in range of two or more foes, then the foes will attack the first character in Attack priority, then the second character in Attack priority, and so on until all foes have completed their attacks.

**The mean rule:** On rare occasions, situations may arise where it is not clear exactly how a foe would act. Players should make the decision based on what would be the worst case for the heroes. The foes should be mean!

## Jeremiah Pincke - Undertaker

Jeremiah was born in Boston - his father a black merchant sailor that served on a trade schooner chartered from England, his mother an indentured servant to a wealthy port controller. After his mother's death, Jeremiah's father chose to move his son out of the volatile political atmosphere of Boston and further south into the quiet solitude of undeveloped New York, near Tarry Town. Jeremiah took on work with odd jobs, ultimately finding his place with the local undertaker, digging graves in and around Tarry Town and Sleepy Hollow, while his father returned to service as a merchant sailor out of New York. At the time of our story, Jeremiah is recognized by the denizens of Sleepy Hollow in passing, but because of his soft-spoken nature, no one knows much about the young gravedigger. When he speaks, he does so in an even and unwavering tone, which either puts people at ease or makes them wary of his chiseled bulk. Jeremiah has seen many strange things in and around Sleepy Hollow over the years working his graveyard shift, guarding the main cemetery at the Old Dutch Church. Not much can shake him, but his mettle will be tested with the disappearance of Ichabod Crane, and the sudden surge of animated plant life that most townsfolk talk about in hushed whispers...



## Emily Van Winkle - Tanner

Emily has always known Tarry Town and the spacious woods surrounding it; her family built several cabins just outside the settlement when it was just a tiny Dutch retreat. Her father and mother never trusted the confines of the settlement when it grew into a village, and then a town, having fled from Rotterdam for the New World years earlier in the hopes of escaping the oppression of rampant taxes and unemployment. Because of her family's views, Emily grew up learning how to fully live off the land, and became an ace hunter with a bow by the time she was eight. Emily's father supported the family by practicing as a tanner to the surrounding towns and those heading out of the wilds with animals to be sold in the larger towns and cities surrounding New York. Despite her father's mistrust of large communities, Emily has had a gregarious and curious nature since she could talk; it's that nature that has made her care about the people of Sleepy Hollow, and now embroils her in the adventure ahead since she heard of the disappearance of the eccentric Mr. Crane...



## **Elijah Kappel - Dutch Reformed Minister**

Elijah Kappel and his family left the Old World for the New in 1763 during a turbulent time for the Netherlands, ultimately settling just outside Tarry Town. Elijah served as the head minister for a church in Leiden before they fled; when settling in the New World Elijah sought to reestablish a church for new Dutch settlers, but most came and left soon after, leaving Elijah a shepherd without a flock. During the Revolutionary War, Elijah lost his wife and three children to an unknown fever, leaving him the lone survivor. For the next several years, Elijah's faith wavered as he mourned the loss of his family and congregation, but he eventually came to love and guide the leaders of the growing congregation at the Old Dutch Church in Sleepy Hollow. Throughout his years in the outskirts of the village, Elijah studied the folklore and mythology of his ancestors in The Netherlands, seeking to understand their fears and how he might bolster their courage through faith.



## **Matthias Geroux - War Veteran**

To the denizens of Tarry Town and Sleepy Hollow, very little is known about the enigmatic Matthias Geroux. For most, they only know that he settled in a small cabin on the outskirts of Sleepy Hollow in 1785, and that he fought in the Revolutionary War. Some have heard rumors that Matthias fought with General Lafayette during the war, others have speculated that Matthias was one of many hired mercenaries for the colonial armies, and may have even fought against the vicious Hessians that soon spawned legends of the Headless Horseman that haunts the woods around Sleepy Hollow. Regardless of the truth, the quiet figure led a peaceful and solitary life... until a few townsfolk came to his door, seeking the battle-hardened services of a legendary war hero.