

Disney
The Adventures Of
Ichabod and Mr. Toad



The Adventures of Ichabod and Mr. Toad

The Wind in the Willows & The Legend of Sleepy Hollow

1949 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

In 1949, Disney released The Adventures of Ichabod and Mr. Toad, an anthology film comprised of two segments, one being a take on The Wind in the Willows and the other a take on The Legend of Sleepy Hollow. Now, you'll have the opportunity to experience one or both of these tales first-hand. What role will you play, Jumper?

You have 1000 choice points (cp) to spend.

-Setting-

Before anything else, you must choose which of these settings you will be visiting. You are free to determine the specifics of where you are arriving in a setting, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

The Wind in the Willows

The tale concerns one Mr. J. Thaddeus Toad, who is in fact a toad. Mr. Toad's incurable sense of adventure and tendency to get wrapped up in fads will lead to him being framed for a serious crime. He will rely on his true friends to exonerate him, though perhaps he won't learn the lesson he ought to. You will appear in this world shortly before Mole arrives at Rat's house for tea. You will be staying here for the next ten years.

The Legend of Sleepy Hollow

This tale concerns one Ichabod Crane. Ichabod arrives in the town of Sleepy Hollow, and before long is caught up in a love triangle. Of course, such drama comes to an abrupt end on Halloween when Ichabod runs afoul of the Headless Horseman, and is possibly killed. You arrive in this world shortly before Ichabod moves to Sleepy Hollow. You will be staying here for the next ten years.

The Complete Adventures

With this option, you will experience both settings, starting in The Wind in the Willows and then moving on to The Legend of Sleepy Hollow. When choosing this option, you must decide whether you will be spending five years in each setting, or ten years in each setting.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose one of the following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

An ordinary human. Nothing more needs to be said.

[Free/+100cp] Animal

Choosing this species may give you an additional 100cp to spend, as explained below.

You are an anthropomorphic toad, mole, water rat, badger, or weasel. You are capable of speech, and can stand upright on your hind legs and use tools just as effectively as humans. Your smaller size affords less strength than a human would have.

If you'd like to gain an additional 100cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

[200cp] Horse

You are an intelligent horse, capable of human speech. You are able to walk about on your hind legs, and utilise tools relatively effectively, though you are more comfortable on all fours.

Naturally, your form makes you a good deal faster and stronger than a typical human.

[600cp] Headless Ghost

You are a ghost, similar in nature to the Headless Horseman.

Your form is basically humanoid, though you are lacking a head. Despite this, you are able both to see and speak, most likely from the hole where your neck ought to be.

As an undead creature, you are ageless and do not need to eat or breathe to survive. Destruction of your body will count as death for the purposes of chain failure.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. If you are visiting both settings, you can decide for each setting whether you Drop In or take a background.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase

[100cp] Narrator

Ever wanted your adventures to be accompanied by some narration? Then, consider this perk.

An unseen narrator now provides running commentary as you go about your business. On purchase, you are free to choose what they sound like, and may change your mind on this point once per jump (post-chain, once every ten years).

As you like, you can toggle the narration on and off, change whether the narration is only heard by you or also those around you, and if so you can also change whether others find it strange that they are hearing this narration.

This narration never provides you with information you don't already have access to, nor will it reveal information to others that you are trying to keep secret.

[100cp] Ease and Grace

You are an excellent dancer, skilled in the formal dance found in 1790s America, but quick to pick up other forms of dance as well.

You are light on your feet, minimising your likelihood of being tripped up, and you know how to "cut in" during group dances in a graceful manner.

[100cp] *Just gather 'round and I'll elucidate*

When it comes to telling ghost stories, you are a natural talent. The words come easy to you, even allowing you to tell your tales in the form of song. If you are in a group setting, and you are only trying to scare some of the audience, other members of the crowd are more likely to chime in in ways that add to the scariness of the tale, or the overall quality of the performance. Finally, your tales are just plain scarier than they would ordinarily be.

Baltus Van Tassel is a fan of such stories, perhaps there's something to be gained by sharing a few with him?

[100cp] Horseman

When it comes to horseback riding, you are more than proficient.

Such a skill is likely to be generally useful during your time here, but will be especially useful should you wish to run down others on your horse, or flee from those trying to do so to you.

[200cp] The Merrily Song

Regardless of how old you become, you'll always be able to find that childish excitement and joy for your hobbies and interests, whether new or old. Time will not instil a sense of complacency or boredom, ensuring you'll have it in you to leap at each exciting new fad that you encounter. Truly a remarkable trait, provided you temper it with common sense and long-term thinking, unlike a certain toad.

This perk will not force you to enjoy things you have come to dislike for other reasons.

[200cp] The Great Escape

When escaping imprisonment, things tend to go a great deal better for you than they otherwise would. Disguises work longer or more effectively, shots fired at you miss more often, the timing of events line up conveniently, and so on.

By no means is this perk foolproof. It also does nothing to prevent you being recaptured after you have gotten away, so you might want to work on clearing your name as soon as possible.

[200cp] Prosecutor

You have a thorough understanding of the law as it exists in early 1900s England, and find it a fair bit easier to learn and remember the law of other legal systems.

Additionally, when examining or cross-examining witnesses in a legal setting, you'll find that you have a great deal more leeway to badger, lead, and speak for witnesses than would normally exist for you.

[200cp] Little Coquette

You are an exceedingly attractive, and also "plump as a partridge" in the right places – that is to say you are especially well endowed.

You are good at taking advantage of your appearance to flirt too, and in places where they are few of your calibre it would not be surprising to see others make a fool of themselves when they first meet you, doing silly things like eating their hat and wearing their food on their head.

[400cp] Toadal Exoneration

So you've been framed for a serious crime? What are you to do – running from police or escaping jail are crimes in their own right, after all.

Fortunately, you'll now find that should you ever manage to get yourself cleared, pardoned, or exonerated in the eyes of whatever legal system you are acting under, you'll also be forgiven and excused for crimes that were undertaken in order to avoid capture, escape imprisonment, or clear your name.

There are of course conditions to this. First, such crimes must be completely necessary for these purposes; attempts to game what is necessary will invariably fail. Second, you are only excused of these crimes if all 'parent' crimes these acts are derived from are accounted for. For example, if you were arrested for stealing two things, and exonerated for just one of those things, then you would still be in trouble for escaping prison because of the other theft. Crimes you have committed that did not factor into your arrest or imprisonment, such as crimes the police don't know about, or are choosing not to enforce, do not count for the purposes of this condition.

[400cp] Wily Winky

You are a talented liar and manipulator, with a knack for criminal enterprise. Running a gang comes naturally to you, and police pry into your affairs less than they should, requiring additional evidence to put in their normal level of thoroughness.

Equally as importantly, you find it easy to maintain the façade of a reputable and upstanding member of society. Unless they saw it in person, or had strong evidence, others would find it difficult to imagine you engage in criminal enterprises, or that you could frame others for your crimes. Even the friends of your frame job victims are much more likely to believe your side of the story than they normally would be.

[400cp] *Who's the town's ladies' man?*

Planning on playing the field, as Ichabod Crane did? Then, you'll appreciate this perk.

Thanks to this perk, there's something inherently appealing about you to members of your preferred sex. While being attractive can still improve your appeal, being unattractive or looking strange no longer works against you. Likewise, strange but inoffensive behaviour or mannerisms can still be taken as charm points, but never work against your success with members of your preferred sex.

Perhaps just as importantly, a reputation for playing the field never works against you when it comes to such matters either. So long as you haven't broken commitments you have made to a person, they won't be bothered when you spend time with others – why, you could have dinner at a different woman's house every night, and not suffer for it, so long as you have not told any of them that you would not be doing so.

[400cp] *You can't reason with a headless man!*

Your very presence is frightening to those nearby, and your deliberate attempts to scare them are a great deal more effective than they otherwise would be. When you chase after those you have frightened, they are more likely to make mistakes as a result of their fear, giving you an easier time.

Additionally, word of your wicked ways tend to spread much faster than normal, even when you leave no witness alive to tell the tale. Often, this results in ghost stories or songs cropping up about you, which may be sung on Halloween night or similar occasions.

You can toggle any of these effects on and off individually, but toggling the reputation effect of will not undo existing spread of reputation the perk has already caused.

As a small bonus, you've also learned how to perform a maniacal laugh, perfect for a wicked ghost.

[600cp] Animated Character

You're arriving in a world derive from an animated film, and this perk will allow you to take advantage of that.

From now on, you are able to apply a cartoon aesthetic to each and every form you take on. This is considered a transformation that you can toggle on and off as you please. While the transformation is active, you have access to a number of benefits and effects.

- First, you can choose to apply various minor cartoony effects, such as having your eyes flash different colours when you go a bit crazy, or having your head turn red and let out steam when you eat something too spicy for you. So long as these effects provide little in the way of practical advantage, you can pull off just about anything that you might expect an animated character from the 1940s to be capable of.
- Second, when you are involved in chases and scuffles, you can choose for them to be somewhat sillier than usual; however, this perk will never change the ultimate result of these events on its own. The specifics of this are beyond your control but generally involve the addition of gag moments into the action.
- Third, you have access to a special kind of durability that protects you greatly from any kind of accidental physical damage you might take. This durability is not absolute, and won't prevent you experiencing pain or being knocked out, but allows you to avoid permanent harm at a level significantly higher level than you could normally shrug off. It does nothing when the harm is intentional, for example if someone is attempting to lop your head off with a sword.

During this jump, the various effects and benefits of this perk are never considered unusual. In other settings, you can decide for them to be considerably similarly normal. You can toggle this change in perception on and off as you like; doing so will not change how people think about things they have already experienced, unless you go out of your way to get them to do so.

[600cp] Rumours Persisted

It is not clear what happened to Ichabod. Was he killed? Did he flee? Thanks to this perk, at least you know you'll be able to.

Once per jump, when you would be killed (or an equivalent thereof), you will inexplicably escape or be transported to a neighbouring settlement, or the closest safe location if no such settlement exists. When this occurs, you can choose to have those residing at your prior location to come to believe you had died, possibly at the hands of a local urban legend. All but the strongest possible evidence of

your survival will only make its way to this location in the form of rumours that will be largely disregarded. Openly revealing yourself to these people will undo this part of the effect.

Post-chain, this perk requires a ten-year 'cooldown' period between uses.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[50cp] Film

A copy of The Adventures of Ichabod and Mr. Toad, on your preferred form of physical media. These two animated depictions of classic literature are yours to view whenever you like.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Classic Literature

This is a small collection of both classic English and American literature, including but not limited to The Wind in the Willows and The Legend of Sleepy Hollow.

Should any of these books be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

This is a collection of merchandise related to The Adventures of Ichabod and Mr. Toad. Although nothing in this collection is too useful, a superfan might appreciate it regardless. Or, perhaps it will serve as a memento of your time here?

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Horseman's "Head"

A flaming jack-o-lantern. The fire does no damage to the pumpkin, nor to anything you would not want it to, allowing it to be carried around or put down safely. It will burn indefinitely unless put out, but can be relit easily. It is otherwise an ordinary pumpkin.

Should the jack-o-lantern be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Gypsy Cart

A gypsy cart, in a colour of your choice. Might I suggest canary? A horse is not included with this item, so you'll have to acquire one if you want to ride about on the cart.

Should your gypsy cart be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Local Attire

This item provides you with two sets of attire, one appropriate to early 1900s England, and one appropriate to 1790s America.

These clothes are perfectly tailored to you, and are self-cleaning and self-repairing, but offer no protection beyond ordinary clothes or other special qualities.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Your Horse

Your own horse. It is well-trained and loyal to you. Choose one of the following options:

- Your horse has human-level intelligence, is capable of speech, and can move about on its hind-legs should it wish to.
- Your horse is particularly menacing, and efforts you make to intimidate or scare others while riding it are more effective than they would otherwise be. It is also a good deal faster than normal, helping you chase down your victims.

Should anything unfortunate happen to your horse, it will be back the next day, good as new! This is a Disney movie, after all.

[200cp] Disguise

This item provides you with a set of attire which can pass you off of as a member of the opposite gender, defaulting to female. The attire will automatically change in order to fit the current setting and circumstances, so long as it is not currently being worn.

The attire is strangely effective, somehow preventing others from recognising you based on your appearance only, and will require other context clues to identify you. However, once a hostile or neutral party who has identified you announces your identity to others, it loses this effect until the following day.

The disguise is self-cleaning and self-repairing but offers no protection beyond ordinary clothes. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Motorcar

A newfangled motorcar, at least by the standards of early 1900s England, in your colour of choice. It never seems to run out of fuel, and general upkeep is not necessary; if you want to indulge your motormania, this is the item for you!

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] Weasel Gang

This gang of andromorphic weasels, equivalent in size to the one working for Mr. Winky, have sworn themselves to your cause, whatever that might be.

The weasels are equipped with a variety of weapons, from guns, to knives, to clubs. They are considered followers and are intensely loyal to you. Should one perish, a replacement will show up at the start of the following jump (post-chain, after ten years).

[600cp] Jumper Hall

Congratulations, you are now the owner of this old mansion, and all without framing a toad for car theft!

The mansion is in the Tudor style. Though it is sized for humans, it has been designed in such a way that smaller anthropomorphic creatures could comfortably live within it as well. It is well-furnished, and includes a secret tunnel entrance, allowing you to sneak in and out of the property should you need to do so.

The property retains upgrades, and all bills associated with it will automatically be taken care of. Optionally, it may come with either a human or anthropomorphic toad, mole, water rat, badger, or weasel. This individual counts as a follower, is loyal to you, and is well-positioned to manage the property on your behalf. Should something happen to them, a replacement will appear at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should it be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Father's Farm

Want to attract suitors, or just live comfortably?

This item represents access to a source of great wealth, comparable to the fortune of Baltus Van Tassel, adjusted in nature and relative value to be appropriate to the current setting. If you have a background there, it is likely currently owned by a relative, but is more or less yours (or your future

spouse's) unless you go out of your way to ruin things. If you are Dropping In, you will simply happen across it by circumstance.

This wealth will not be replaced if spent, lost, or destroyed, but you will happen upon a new source in each future jump (post-chain, once every ten years). In this jump only, if visiting both settings, you will gain access to such a source in each.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in The Adventures of Ichabod and Mr. Toad along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

Normally, your decision would be finalised at the end of the jump. However, if you are visiting both settings, you can commit to a slot early in order to take characters from the first setting across to the second setting as companions.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with either segment of The Adventures of Ichabod and Mr. Toad, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[+100cp] Ignored

Friends and allies just don't seem to take your advice seriously. This isn't pure contrarianism, so tactics like reverse psychology won't be of use to you.

[+100cp] Kind of Odd

Like Ichabod Crane, your appearance is quite unusual, the specifics of which may vary based on your species choice. Any appearance-enhancing perks or effects fail to work on you for the duration of the jump.

While this might lead to a poor first impression, your unusual appearance is far from a complete impediment to forming real friendships, and perhaps more, it just makes such endeavours a bit more challenging.

[+100cp] Glutton

Like Ichabod, you have a particularly strong fondness for food. The amount you eat at social gatherings might be harmful to your image if you aren't graceful about it, in addition to the usual detriments overeating can cause.

[+200cp] *I'll show you the world. Travel, change, excitement..*

Like Mr. Toad, you are prone to bouts of mania when discovering a new fad. You'll become dangerously interested in that thing, to the extent that if you aren't careful you'll make terrible decisions to get in on it, such as theft or highly unfavourable bargains. While engaging in your new hobby, you often act recklessly, causing unnecessary damage and bringing problems upon yourself.

[+200cp] Money Troubles

Via a combination of bad decision making and poor fortune, you will find that for the duration of the jump, you will struggle to avoid bankruptcy.

Should you be coming into this jump with a great deal of wealth already, you can be assured that you won't lose it forever, but via one circumstance or another you won't be able to draw upon it during your time here.

[+200cp] Superstitious

You are a firm believer in goblins and spooks, Jumper. Perhaps a bit too firm, as you quickly and uncritically buy in to local superstitions and ghost stories. You are also easily frightened, and when you get in such a state you will start misinterpreting normal everyday noises as signs of doom and danger. It will be very easy for someone to mess with you if they learn of your condition, and overcoming it will be fraught with risk – you might end up ignoring actual warning signs mixed in with the tricks your mind is playing on you until it is far too late.

[+300cp] Hood-Winky-ed

Sometime during your stay, you will be tricked into signing over your ownership of your chain to an innocuous-looking man who exactly runs a local gang. This may or not be Mr. Winky, depending on the setting you visit, and the actions you take.

If you do not recover the piece of paper signifying ownership of your chain by the time the jump comes to an end, you will fail your chain. If you are visiting both settings, and you give the paper over during *The Wind in the Willows*, you will fail your chain if you do not recover it before moving to *The Legend of Sleepy Hollow*.

Destruction of the paper before you can safely recover it will result in immediate chain failure; fortunately the man who now holds it in their possession will not be inclined to destroy it, believing they need to keep the paper to claim your chain.

[+300cp] Headless Hunt

Uh oh, it seems the Headless Horseman has it out for you, and seeks to hunt you down himself. Even if you are a Headless Ghost yourself, as a result of taking this drawback he will be capable of killing you by cutting you up with his sword.

Don't think this is only an annual affair, as unlike his usual pattern he will appear every week or so at night. Don't think you can avoid him by staying away from Sleepy Hollow either, as he will somehow show up in your immediate vicinity each time he appears. Fortunately, each time you will still be able to escape him by moving far enough away.

[+300cp] Headless Haunt

Like the Headless Horseman, you are unable to leave the location you arrive at, with a similar total area to the woods the Horseman is limited to.

If you are visiting both settings, you are still able to move between those settings at the appropriate time, with a new limited area determine when you arrive in *The Legend of Sleepy Hollow* setting.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Rest Your Head: You choose to remain in this world. Your chain ends here.

Spirited Away: You choose to continue your chain. Proceed to the next jump.

Head Home: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On The Headless Horseman:

Though there are interpretations of the story where the Headless Horseman is not real, for the purposes of the jump, it is assumed that the events that occurred on screen did in fact happen, and that the Headless Horseman is a real ghost.

So, what exactly happens here, anyway?

The Wind in the Willows:

J. Thaddeus Toad, Esq. is the happy-go-lucky owner of Toad Hall, his ancestral home. He recklessly chases after fads without regard to cost or consequence, and as a result is on the verge of bankruptcy. His friend Angus MacBadger has stepped in to right the ship. One day, two of Mr. Toad's other friends, Water Rat and Mole, are having tea when they are called to Toad Hall. MacBadger informs them that Mr. Toad has gone off with his new obsession, a gypsy cart and horse, and MacBadger asks them to talk some sense into him before he damages more property and racks up more debt.

Water Rat and Mole catch up with Mr. Toad, who introduces them to his horse, Cyril Proudbottom. They fail to talk Mr. Toad out of his behaviour, but he is soon distracted by the appearance of a motorcar, which becomes his new mania.

In an effort to save Toad Hall, Rat and Mole lock Toad in his room; unfortunately, he escapes. Toad is caught in a stolen car and prosecuted. In his defence he presents Cyril, who informs the court that when Toad snuck out he met up with him. The pair saw the stolen motorcar pull up near a tavern, driven by weasels. Not knowing it was stolen, Toad headed in to make a deal for the car. With no money on hand, Toad drew up a document, offering up Toad Hall in exchange for the car, and had Mr. Winky (the barman) act as a witness to the deal. Toad calls Mr. Winky to the stand, however Winky claims that Toad was there to try to sell the stolen car to him, and Toad is found guilty and taken to jail.

On Christmas night, Cyril busts Toad out of jail. Although Toad is seen by police, he is ultimately able to escape. He goes to Rat's house, where Rat and Mole are having Christmas dinner. There's a knock on the door, and Toad hides, thinking it is the police. It is Angus MacBadger, who says he has discovered that the weasel gang are now in Toad Hall, and that their leader is none other than Mr. Winky, who has the deed. Toad's friends apologize for not believing in his innocence, and they decide that they must take back the deed in order to serve as proof of Toad's innocence. Using a secret tunnel, they enter Toad Hall, where Winky and the weasels are sleeping off excessive drinking. They attempt to steal the deed, but are busted; fortunately they ultimately escape with it. Toad is exonerated by New Year's, but keeps to his fad-chasing ways, and ends up buying a plane.

The Legend of Sleepy Hollow:

Ichabod Crane moves to Sleepy Hollow in order to serve as the new schoolmaster. His odd appearance and mannerisms cause him to be ridiculed by Brom Bones, leader of the Sleepy Hollow

boys. However, despite his unusual appearance, he turns out to be quite the ladies' man. Ichabod encounters and falls for the most beautiful woman in town, Katrina Van Tassel, enticed by both her appearance and family wealth. While Katrina is sought after by many, they refuse to act boldly due to Brom Bones also having an interest in her, much to her annoyance. Katrina is receptive to Ichabod's advances, and Ichabod and Brom compete for her affection. Ichabod maintains the upper hand, even being personally invited by Katrina to her father's Halloween celebration. Brom realises that Ichabod is a superstitious person, and takes the opportunity to tell the story of the Headless Horseman. Brom says that the Headless Horseman is a ghost active on Halloween night, who carries around a flaming jack-o'-lantern but wants to swap it for a human head. He says that the Headless Horseman will not pursue you beyond the bridge, and reminds the townspeople to make their way quickly home when they leave.

Ichabod is terrified of every little thing as he heads home. Eventually he realises he is being silly, and starts laughing, but is interrupted by the laughter of the Headless Horseman, who chases after him. It is unclear what happens to Ichabod; all that was found was his hat next to a shattered pumpkin. Katrina ends up marrying Brom. There are some claims that Ichabod is alive and married to a wealthy widow in a nearby town, but most believe he was spirited away by the Headless Horseman.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.