

“**Headless Horseman,**” by W. Adam Rinehart. Dresden Files RPG/FATE 3.0: Feet in the Water level introductory game (6 Refresh, 20 Skill points, Skill cap Great +4); 6 PCs.

The Dutch Reformed Church in Sleepy Hollow NY is a Dutch Colonial-era fieldstone and wooden church and churchyard. The Sleepy Hollow Cemetery is next to the churchyard. The church is no longer regularly used for services, but might be on special occasions. The cemetery has been around for centuries and is still in use.

The Dutch Reformed Church (c. 1685):

Aspects:

Consecrated Ground
Little-used Historic Church
Old Bones
Threshold: 3

Recently a rumor has started that a lost manuscript written by Washington Irving and never published has resurfaced. Even more interestingly, the manuscript is reputed to contain clues leading to some treasure, lost in the New York Colony during the Revolutionary War. Exactly what that treasure consists of is unknown. It could be part of a shipment of silver specie, the pay for the British Army and Hessian mercenaries during the war. It could be some lost British, French, or native artifact. Or it could just be a myth...

The members of the party could be connected with the Dutch Reformed Church, concerned that there might be damage to a structure connected with a story by Washington Irving. An alternate connection could be that members of the party are descendants of the author, who is buried in the

neighboring cemetery, and don't wish their ancestor's remains to be disturbed. Another potential party draw would be for the members to be rare book collectors or fortune hunters, seeking the unpublished manuscript and/or treasure. The last potential idea would be for the party to be composed of members from the different groups listed above, and have different, potentially opposing goals.

What's really going on:

Yes, the manuscript is real and others are interested in it. There is a rather disreputable group of treasure seekers that are convinced there are directions to a fortune in lost British silver. Whether this is the case is up to the GM. More importantly though, Washington Irving recorded the True Name of a fear-causing Wyldfae known to the locals as “The Headless Horseman.” The fetch whose True Name is revealed is also after the manuscript.

Wyldfae: The Headless Horseman

High Concept: Faerie Fetch

Other Aspects: Headless Horseman

Skills:

Deceit: Good (+3)
Intimidation: Good (+3)
Investigation: Fair (+2)
Stealth: Fair (+2)
Weapons: Good (+3)

Powers:

Emotional Vampire (Fear) [-1]
Glamours [-2]
Inhuman Strength [-2]
Inhuman Toughness [-2]
The Catch (cold iron) [+1]

Also the Headless Horseman is armed with a **Weapon: 2** cavalry saber.