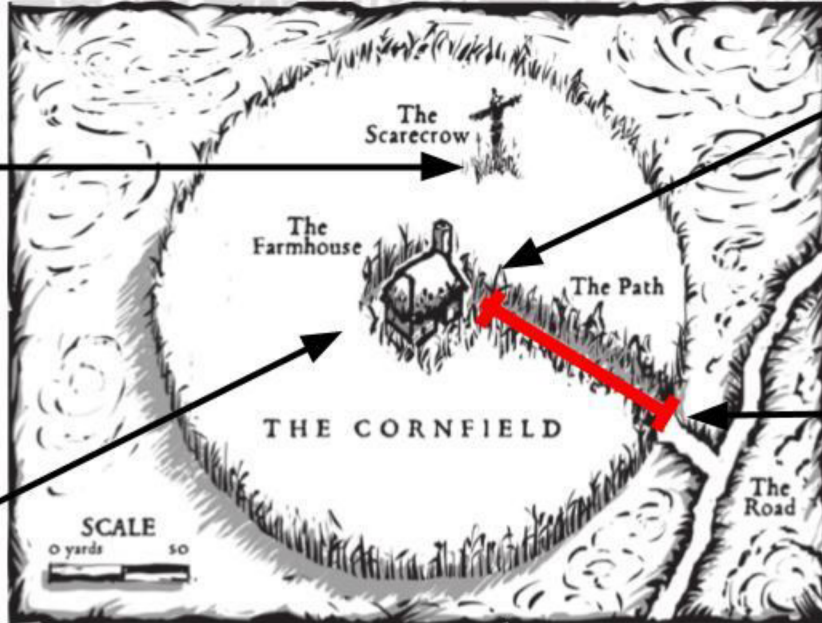


TALES OF THE SCARECROW AT A GLANCE

20' radius of safety.

Non-magical, but exudes evil. Close examination **drains 1 HP/second of real time**, counted aloud by Ref until PC stops. **P. 3**

4 dead, rotting horses. Saddled & bridled, bags empty aside from a **bill of sale**. Examination reveals **large puncture wounds** on the undersides. **P. 4**



Water pump. Water is thick & foul. Quenches thirst but infects with parasites. **P. 4**

225'. Beast cannot detect movement **towards** the house, but moving **away** or standing **still** are detected and trigger attacks. Path closes behind them. **P. 2-3**

Corn **reduces movement by ¾**. If cut or burned, **grows back within minutes**. Poisonous. If eaten, Save versus Poison for the next 4 turns, taking **1d8 damage** on a failed save. **P. 3**

Creature 1000 HD, immobile. Attacks sources of movement with a single tentacle. Will not attack if harpsichord (**p. 4**) in farmhouse is played skillfully. If played unskillfully, angrily makes 1d4 attacks per round while played. **P. 2-3**

Tentacle Armor 14, 5HD, 8HP, whip 1d8.

Attacks once per round unless enraged by harpsichord, then 1d4 attacks per round. Withdraws after attacking unless attacked on same initiative. If killed, withdraws. Can attack creatures up to 100', including in the air. If it disables a target it ignores others while it feeds on the blood. **P. 2-3**

Notes:

TALES OF THE SCARECROW AT A GLANCE

Location	Contents
Exterior: Small brick farmhouse, 20'x30'. Visible from the road through the path in the corn.	Water Pump: by entrance, visible from the road. <i>P. 4</i> Scarecrow: to the rear on the right side, visible from the road. <i>P. 3</i> Dead Horses: around the back, not visible from the road. <i>P. 4</i>
A. Door from exterior leads here. 20'x20'. Smells of death and human waste. Scattered with items, a harpsichord, a table and Richard Fox, the only living person.	Richard Fox: Weak from hunger and thirst. Begs PCs for food before cooperating. Will tell about what happened, but will avoid admitting he cannibalized Corley (C). Offers 5,000 sp for his safe return and 1,000 sp for each of his dead companions. He is a level 3 Fighter with 2HP. <i>P. 5-6</i> Harpsichord: In perfect condition. Worth 10,000sp. If played skillfully, pacifies the creature. If played unskillfully, enrages it, increasing its attacks to 1d4 per round. <i>P. 4</i> Malleus Deus: A large book recognizable to any spellcaster as blasphemous and dangerous to possess. Contains a mix of Magic-User and Cleric spells. <i>P. 7</i> Tales of the Scarecrow: A storybook anthology of scarecrow-themed horror. If read, provides an opportunity for an activity which grants XP in exchange for danger. <i>P. 8</i>
B. To the left rear of the main room. 10'x10'. Smells of death and human waste. Addams' body in the bed.	Kingsly Addams: Died from eating the corn. Pouch has 2gp with tooth marks and 47sp. He chipped his tooth testing them, and swallowed 4gp, a 1,750sp ruby, and a 550sp platinum charm. <i>P. 5</i>
C. To the left by the entrance. 10'x10'. Smells of death and human waste. Corley's body in the bed, covered to conceal cannibalism.	Edward Corley: Starved to death and shows signs of cannibalism by Fox on his left thigh. 500sp ring on his left hand, 1,300sp music box in his chest pocket. <i>P. 5</i> Sword Which Is Uncertain: Magical rapier worth 5,000sp for craftsmanship alone, more if magical properties are known. <i>P. 6</i>
Treasure Checklist	
Room A	
Fox's Coin	On his person <i>12gp, 231sp</i>
Harpsichord	Middle of room <i>10,000sp</i>
Malleus Deus	On table <i>Ref discretion*</i>
Tales of the Scarecrow	On table <i>Ref discretion*</i>
Room B	
Addams' Coin	On his person <i>2gp, 47sp</i>
Swallowed loot	In his person <i>4gp, 550sp platinum charm, 1,750sp ruby</i>
Room C	
Corley's possessions	On his person <i>500sp gold ring, 1,300sp music box</i>
Sword Which Is Uncertain	On the bed <i>>5,000sp/Ref discretion*</i>

*Fox paid 50,000sp for the two books and the sword, implying that their value is \approx 17,000sp each

Total Value: 20,278sp +Ref discretion