

Scarecrow

Medium, Construct, Chaotic Evil

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ARMOR CLASS

12

HIT POINTS

36 (8d8)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills N/A

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

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Languages Understands the languages of its creator but cannot speak

STR

11
+0

DEX

13
+1

CON

10
+0

INT

8
-1

WIS

10
+0

CHA

13
+1

Traits

False Harvest. While motionless in a field, barn, roadside shrine, or ruined farm, the scarecrow resembles an ordinary straw figure.

Stuffed Body. The scarecrow does not need to breathe, eat, drink, or sleep.

Actions

Raking Claw. Melee Attack Roll: +3, reach 5 ft. Hit: 6 (2d4 + 1) Slashing damage.

Harvest Glare. Wisdom Saving Throw: one creature the scarecrow can see within 30 feet. Failure: The target has the Frightened condition until the end of its next turn.

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