



SCARECROWS

Those walking at dusk can never quite resist a backward glance when passing the silent sentinels of the fields, wondering whether the scarecrow is truly ignorant of their passage, or merely pretending, waiting until it is unseen to strike. Mundane or magical, the truth is that the scarecrow knows. It appreciates their fear.

It feeds upon it.

SCARECROW LORE

Arcana DC 15: Scarecrows are animated by the evil will of their creators, often collapsing into harmless piles of straw once their masters are slain.

Arcana DC 20: Very occasionally, scarecrows appear to gain sentience and self-direction through some unknown process, after which they seem to shed the cruel and sadistic nature otherwise common to them.

History DC 10: Unlike most other constructs, scarecrows appear to take a sadistic glee in spreading fear and pain, delaying a kill even at their own detriment.

History DC 15: Traveling at night and remaining motionless when any might see, scarecrows are often used as messengers and assassins by hag covens and druidic orders, able to unerringly find any creature whose clothes they wear.

Religion DC 15: Certain druid circles and pastoral circles of hedge wizards have been known to create enormous ceremonial scarecrows, called "effigies", which act as fearsome guardians of ritual sites.

SCARECROW SHAMBLER TACTICS

Scarecrow shamblers, like all scarecrows, savor the dread of their victims, and rarely attack immediately. Rather, they might simply make small movements when their target isn't looking until they pique its curiosity, then when it looks closer slowly turn their head and use their terrifying glare.

It can be especially effective when they are present in groups, as once a single creature fails its save, each scarecrow can immediately use its reaction to rush towards it.

Scarecrows never attack downed enemies until each of their allies is dealt with, returning to either finish them off or drag them back to their masters only once there are no conscious creatures left to terrorize.

Scarecrow shamblers, when fighting in groups, tend to initially spread out their attacks, using their Terrifying Glare as part of their multiattack until one creature fails its save, then all focusing their attacks on that creature, heedless of attacks of opportunity.

SCARECROW HAUNTER TACTICS

Scarecrow haunters fight much as shamblers do, but tend to each go after their own target when possible, to maximize the number of creatures Frightened at once. If they can close with an enemy Frightened by them, they typically use their reaction for attacks of opportunity, rather than saving it to catch up with Dread Shamble.

SCARECROW SHAMBLER

Medium construct, chaotic evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	13 (+1)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Moved by Ill Intent. If the scarecrow's creator dies, it must succeed on a DC 20 Wisdom saving throw or die as well. On a success, the scarecrow gains self-awareness.

Actions

Multiattack. The scarecrow makes two attacks with its Bramble Claws, one of which it may replace with a use of its Terrifying Glare.

Bramble Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage. If the target is Frightened, it takes an additional 5 (2d4) psychic damage.

Terrifying Glare. One creature the scarecrow can see within 30 feet must succeed on a DC 11 Wisdom saving throw or be Frightened until the end of the scarecrow's next turn.

While Frightened in this way, the creature has its movement speed reduced by half, and must use all of its movement to move directly away from the scarecrow on its turn.

Reactions

Dread Shamble. As a reaction when a creature the scarecrow can see fails a saving throw against being Frightened, the scarecrow moves up to half its speed directly toward the creature.

QUESTING SCARECROW TACTICS

Questing scarecrows are purpose-built assassins, and focus their attacks and Paralyzing Glare only on the creature whose clothes they wear. Often when dispatched by hags as a punishment for failing to sufficiently honor a deal, questing scarecrows will be tasked with carving a finger, eye, or other piece of flesh from a creature rather than killing it, returning later for more if their first visit does not motivate the creature to more strenuous efforts.

SCARECROW EFFIGY TACTICS

Scarecrow effigies, when patrolling sacred wilderness sites alone, are typically tasked with nonlethally apprehending any interlopers and rendering them for judgement, though they are clumsy enough that they often kill by accident. Typically they use their Abductor Claw and Wicker Cage at each opportunity, then once they have two or more creatures trapped in their wicker cage, or once a creature in there threatens to escape, begin replacing an attack with their Knit Together ability each turn.

When fighting alongside allies in defense of a holy site, they instead alternate between their Paralyzing Glare and Wrecking Fist, switching to their Abductor Claw tactic if an ally or enemy lights them on fire.



SCARECROW HAUNTER

Medium construct, chaotic evil

Armor Class 12
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	13 (+1)

Damage Vulnerabilities Fire
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 2 (450 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Moved by Ill Intent. If the scarecrow's creator dies, it must succeed on a DC 20 Wisdom saving throw or die as well. On a success, the scarecrow gains self-awareness.

Volatile Spores. If the scarecrow is killed by fire damage, it explodes. Each creature within 20 feet must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) fire damage, or half as much on a success.

Actions

Multiattack. The scarecrow makes two attacks with its Bramble Claws and uses its Horrid Glare.

Bramble Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is Frightened, it takes an additional 5 (2d4) psychic damage.

Horrid Glare. One creature the scarecrow can see within 30 feet must succeed on a DC 12 Wisdom saving throw or be Frightened for the next minute.

While Frightened in this way, the creature has its movement speed reduced by half, and must use its all of its movement to move directly away from the scarecrow on its turn.

A Frightened creature repeats this save at the end of each of its turns, ending the effect on a success.

Reactions

Dread Shamble. As a reaction when a creature the scarecrow can see fails a saving throw against being Frightened, the scarecrow moves up to half its speed directly toward the creature.

QUESTING SCARECROW

Medium construct, chaotic evil

Armor Class 13
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	10 (+0)	19 (+4)	13 (+1)

Damage Vulnerabilities Fire
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 14
Languages Understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Moved by Ill Intent. If the scarecrow's creator dies, it must succeed on a DC 20 Wisdom saving throw or die as well. On a success, the scarecrow gains self-awareness.

Volatile Spores. If the scarecrow is killed by fire damage, it explodes. Each creature within 20 feet must succeed on a DC 13 Dexterity saving throw or take 28 (8d6) fire damage, or half as much on a success.

Relentless Tracker. The scarecrow knows the distance to and direction of the creature whose clothes it wears as long as it is on the same plane of existence.

Actions

Multiattack. The scarecrow makes two attacks with its Harvest Blade, one of which it may replace with a use of its Paralyzing Glare.

Harvest Blade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. On a critical hit, this attack rolls its damage dice three times, instead of twice.

Paralyzing Glare. One creature the scarecrow can see within 30 feet must succeed on a DC 15 Wisdom saving throw or be Frightened until the end of the scarecrow's next turn. While Frightened in this way, the creature is Paralyzed.

Reactions

Dread Shamble. As a reaction when a creature the scarecrow can see fails a saving throw against being Frightened, the scarecrow moves up to half its speed directly toward the creature.

SCARECROW EFFIGY

Huge construct, unaligned

Armor Class 16

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	10 (+0)	17 (+3)	14 (+2)

Saving Throws STR +10, CON +9

Skills Perception +7, Survival +7

Damage Resistances Attacks made without advantage

Damage Immunities Fire, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 17

Languages Understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Wicker Cage. As a Bonus Action, the scarecrow may shove each Large or smaller creature grappled by it into its chest cavity, which knits shut to seal the creature in.

A trapped creature that deals 10 or more slashing damage to the scarecrow in a turn cuts a hole through which a creature may attempt to escape by spending half its movement (escape DC 18).

Oil-Soaked Body. If the scarecrow is exposed to fire, it is immediately engulfed in flame for the next minute. While the scarecrow is burning, a creature inside of climbing on the scarecrow takes 5 (1d10) fire damage at the start of its turn, and the scarecrow's attacks deal an additional 5 (1d10) fire damage.

Volatile Spores. If the scarecrow is killed while on fire, it explodes. Each creature within 30 feet must succeed on a DC 13 Dexterity saving throw or take 28 (8d6) fire damage, or half as much on a success.

Huge Stature. A creature adjacent to the scarecrow may spend half of its movement to attempt a DC 18 Strength (Athletics) check. On a success, the creature climbs onto the scarecrow. While climbing on the scarecrow, a creature has advantage on melee attacks against the scarecrow, and the scarecrow has disadvantage on melee attacks against it.

Actions

Multiattack. The scarecrow makes two melee attacks, one of which it may replace with a use of its Paralyzing Glare or Knit Together.

Abductor Claw. Melee Weapon Attack: +10 to hit, reach 15 ft., each target in a 5 foot radius. Hit: 13 (3d4 + 6) slashing damage and the target is grappled (escape DC 18).

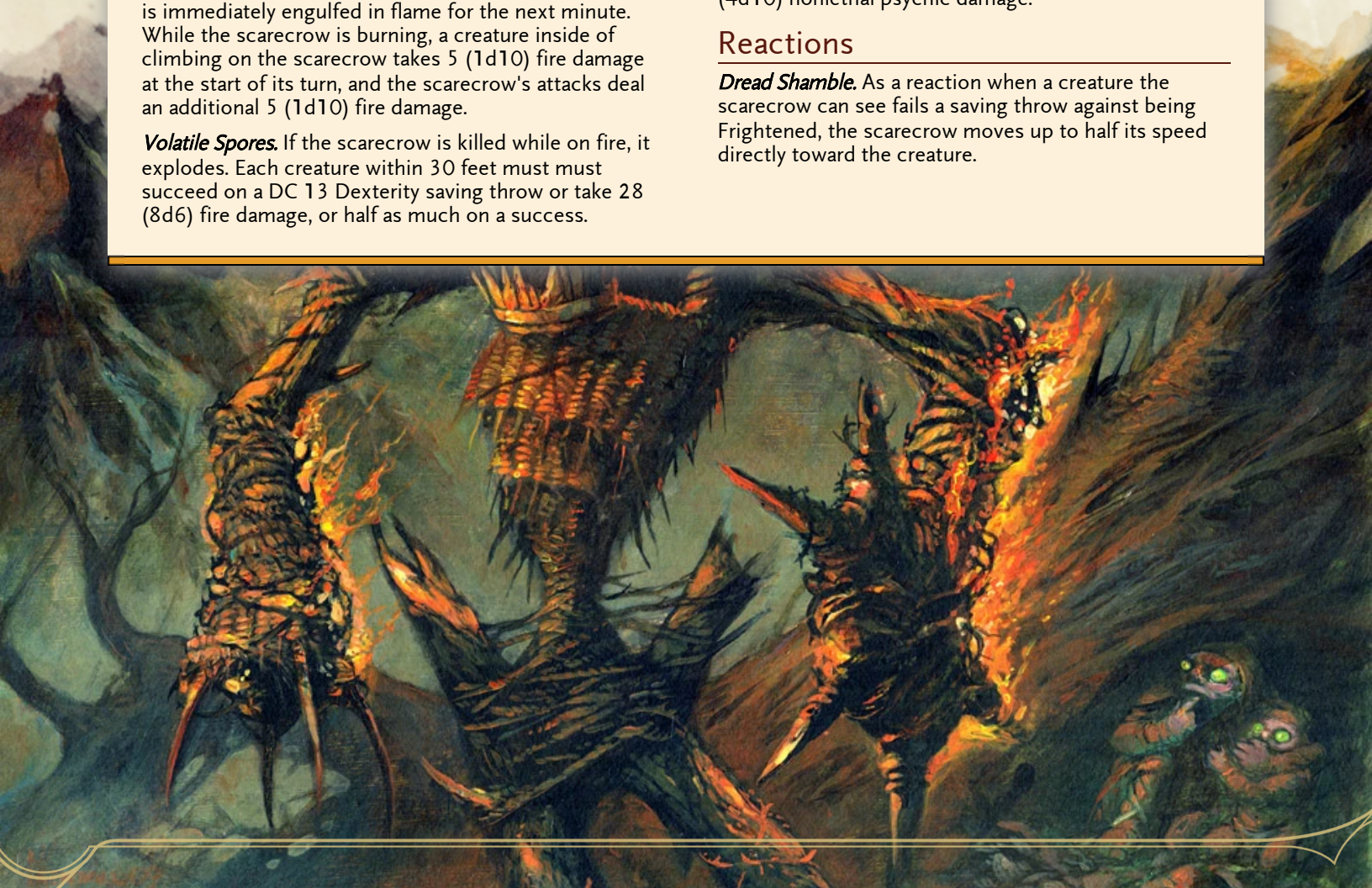
Wrecking Fist. Melee Weapon Attack: +5 to hit, reach 15 ft., each target is a 5 foot radius. Hit: 19 (3d8 + 6) bludgeoning plus 7 (2d6) piercing damage and each target must succeed on a DC 18 Strength saving throw or be knocked prone.

Paralyzing Glare. One creature the scarecrow can see within 30 feet must succeed on a DC 15 Wisdom saving throw or be Frightened until the end of the scarecrow's next turn. While Frightened in this way, the creature is Paralyzed.

Knit Together. The effigy gains 22 (4d10) temporary hit points, and any holes that have been cut in its wicker cage close. Each creature in its Wicker Cage takes 22 (4d10) nonlethal psychic damage.

Reactions

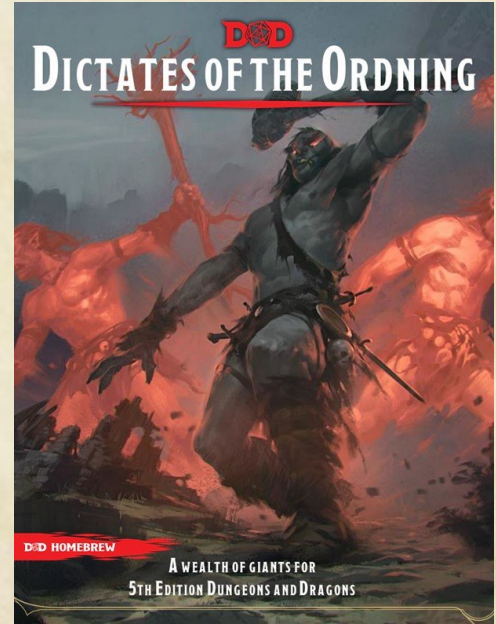
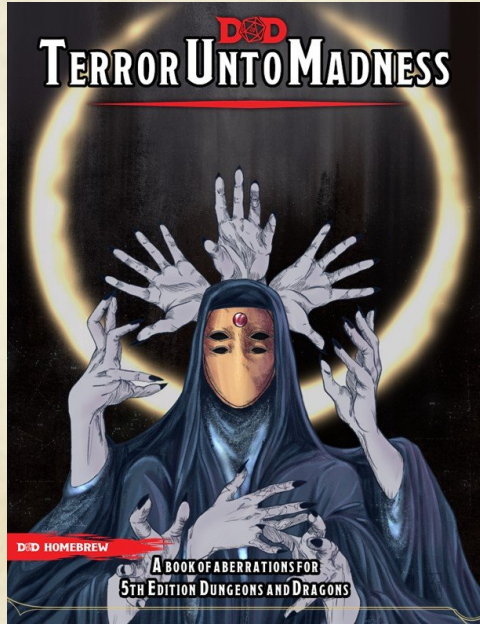
Dread Shamble. As a reaction when a creature the scarecrow can see fails a saving throw against being Frightened, the scarecrow moves up to half its speed directly toward the creature.



ART CREDITS

- One-Eyed Scarecrow by Dave Kendall
- Scarecrow by Dave Dorman
- Blazethorn Scarecrow by Dave Kendall
- Bisk, Goblin King by [Rae Elderidge](#)

YOU FOUND THE FREE BOOKS!



I'VE GOT A SUBREDDIT!

Want more monsters like this? Come check out [r/bettermonsters](#), where I post all my work. Don't see something there? Drop a request and I'll usually get it to you within a day if I've got something on hand, and I'll shoot you a message when it's ready if not.

THE PART WHERE I SHILL MY PATREON

Want to support the creation of content like this? I post new monsters with lore and tactics to my patreon five times a week, joining the more than 1300 already there, indexed in a big PDF along with formats for Foundry and 5eTools.

A large illustration of a green goblin-like creature with a crown, sitting on a pile of gold coins. The creature is holding a glowing orb with a 'Become a patron' button on it. Several other 'Become a patron' buttons are scattered around the scene. There are stacks of gold coins, a pineapple, a banana, and books titled 'CONFLUX CREATURES', 'NASTY BOYS', and 'B.B.E.G. DIARY'. There are also dice and a small blue dragon-like creature. A 'Become a patron' button is also visible in the bottom left corner of the illustration area.

[Become a patron](#)

