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| **Name** | **Type** | **Size** | **XP Rating** |
| Possessed Scarecrow | Demon | Large | 3 (50 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 6 | | **Action Points** | 6 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 48 | | **Hit Dice** | 6d10 + 18 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | | Fire | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 1 (-4) |  | **Condition Immunities** | | Charmed, Deafened, Exhaustion, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Hellspawn.** At night or in the Underworld, the scarecrow has *darkvision* out to 120 ft. and has advantage on all non-Luck d20 rolls. While this trait is active, the scarecrow has an XP rating of 5 (80 XP).  **Slow.** The scarecrow moves 5 feet when it uses the Move action. |  |

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| **Description** |
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