

GREATER SCARECROW

When the people new to the land talk of the horror that befel those that came before them, they never name the creature. Regardless dutifully they return it's fallen empty sack of a body to it's post, knowing that it provides a role in the cycle of the land. When they do, they do so hoping the malign spirit that shares its name as left their lands or the lands they now tend and has finished with them, and that who or what ever brought the angry spirit to the land as gone with it.

ESCAPED NOT SUMMONED

The difference between the origin and the Greater Scarecrow is creation. Not summoned, not sacrificed and not bound. Escaped, vengeful and wiley evil. A greater scarecrow is where the spirit of a dieing evil as made a pact on it's final breath that has allowed it to live on. The pact is always with a malevolent creature that accepts unwilling tributes and has knowledge of the domains of Grave and Nature (Trickery, Earth and Destruction in Faerun), creating a twisted Druid Warlock creature of chaotic evil nature.

STORIES TOLD

It is always told that scarecrows come to the land, stalking quietly onto cursed lands. Slowly killing first the land, then the inhabitants the livestock first the settlers last, slowly over days if not weeks. Once the land and the inhabitants are dried up it simply leaves as if no malice was intended, just the land returned to it's own care.

HOME BREW SCARECROW

Based on the normal D&D beyond [scarecrow](#), upgraded CR for addition damage resistance and resistance to detection, as well additional HP.



SCARECROW

Medium Construct, Chaotic Evil, DR Homebrew

- **Armor Class** 14
- **Hit Points** 36 (8d8) +Lunar cycle*
- **Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (-0)	12 (+0)	11 (+0)	13 (+2)	10 (+0)	11 (+0)

Damage Vulnerabilities Fire

Damage resistance Bludgeoning, Piercing, and Slashing from Nonmagical Attacks. Stillness**.

Damage Immunities Poison

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

Senses Darkvision 60 ft., Passive Perception 12

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

Challenge 3 (600 XP)

Proficiency Bonus +2

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

Avoid detection While the scarecrow remains motionless, it can not be detected by any form of detect alignment, magic or other means.

Stillness If a scarecrow chooses to stop all actions and remain motionless and while the scarecrow remains motionless under these conditions. All damage of any nature is reduced to 1.

Lunar cycle The scarecrow is linked to the ritual it is created by. As such it gains HP+1 as the new moon appears and *HP-1* as the full moon ascends, this is a pool in addition to hit dice HP*

Actions

Multi-attack. The scarecrow makes two claw attacks.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.