

# SCARECROWS

At some point in their lives, every child has left a toy somewhere it didn't belong. It is the natural inclination of creatures to forget things, but few can claim their forgotten toys are as dangerous as those left behind by the fey. Created initially as playthings to sow havoc and mischief in the mortal world, fey-crafted constructs resembling twisted scarecrows are a far-too-common threat to the unwary. Abandoned by their masters once their 'novelty' wore off, these embittered creatures, resentful and cruel, take out their frustrations on the world they've been abandoned in- to its occupants' horror.

**Fey Hatred.** Common between all Scarecrows is an innate hurt that has coalesced into a deep hatred of the fey. The pain of abandonment by their masters runs so deeply within these twisted creatures that it is central to their being, even if they might not understand it fully. For any fey unlucky enough to be caught by these creatures, the inevitable result of this loathing is torture and death, and Scarecrows have been known even to torment and raid fey worlds when they can find an entrance, their hatred knowing, quite literally, no bounds.

**Pillagers for Scrap.** Though they tend to be solitary creatures by nature, gathering in small groups only rarely, the very nature of a Scarecrow's replication requires raw materials that can only be gathered from farms, homesteads and villages. Gathering only to perform the occasional raid on mortal settlements, these creatures take a perverse delight in causing the mischief and mayhem they were first intended to spread. Once they've gotten what they need to produce more of their numbers (as well as tools that, in the hands of creatures that don't understand them, are little more than crude weapons,) the mob disperses as quickly as it formed.

**Malignant Animus.** What makes these Scarecrows dangerous lies in the means through which they've been brought to life. Unlike a common construct, the very life forces of these creatures can be stockpiled, split, and bestowed upon other objects to animate them. It is through these means that these constructs remain a scourge despite having initially been created in fairly small numbers; with the ability to 'reproduce' themselves, one Scarecrow can become many, but it is not a perfect system. With each replication, this magical animus becomes more and more distorted, strange- whatever the original being was, its twentieth, two-hundredth, or two-thousandth rendition is a twisted, twitching mockery of it.

## SCARECROWS IN YOUR GAME

The Unbound Scarecrows have a distinct origin and fill the purpose of a typical low level enemy for novice adventurers. They usually are a local threat in rural areas where the locals mostly have to fend for themselves.

You can change the origins of Scarecrows to suit the needs of your game. Here are some ideas:

- A local Hag created scarecrows to terrorize the hamlet for her own wicked amusement!
- The Mad Toymaker has created unique and sadistic constructs, which he unleashed from his workshop upon the city!
- Every year during the tenth full moon the restless spirits of the dead escape her eternal rest for one night, in a need for hosts they turn to the Scarecrows of the local farming village and spread terror among the living!
- An experimental spell went horribly wrong and causes inanimate objects to spring to life and attack any creature made from flesh and blood!

## TATTERTWIG

Small construct, chaotic evil

**Armor Class** 12  
**Hit Points** 14 (4d6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	7 (-2)	9 (-1)	12 (+1)

**Proficiency** +2  
**Damage Immunities** poison  
**Damage Vulnerabilities** fire  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** understands Common and Sylvan, but can't speak  
**Challenge** 1/4 (50 XP)

**Mob Tactics.** A Tattertwig deals an additional 3 (1d6) damage to a creature that is within 5 ft. of at least one of the Tattertwig's allies and the ally isn't incapacitated.

**Unnerving Mob.** A creature that is hit by two attacks from different Tattertwigs since the end of its last turn must succeed on a DC 11 Wisdom saving throw or has disadvantage on attack rolls and concentration checks until the end of its turn. A creature that is immune to fear succeeds the save automatically. [Charisma based]

### ACTIONS

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d4 + 2) slashing damage.



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## TATTERTWIG MOB

Large swarm (of small constructs), chaotic evil

**Armor Class** 12  
**Hit Points** 44 (8d10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	7 (-2)	9 (-1)	12 (+1)

**Proficiency** +2  
**Damage Resistances** bludgeoning, piercing, and slashing  
**Damage Immunities** poison  
**Damage Vulnerabilities** fire  
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** understands Common and Sylvan, but can't speak  
**Challenge** 3 (700 XP)

**Ankle Stabbers.** The space the swarm occupies counts as difficult terrain for Medium size or smaller creatures.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small construct. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Claws (Swarm Has More Than Half HP).** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space.  
*Hit:* 20 (8d4) slashing damage.

**Claws (Swarm Has Less Than Half HP).** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space.  
*Hit:* 10 (4d4) slashing damage.

**Cackling Craze (Recharge 5-6).** The Tattertwig Mob makes one claws attack against every creature in its space. Each creature hit must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the Tattertwig Mob's next turn. [Charisma based]

## TATTERTWIGS

These small, shoddy constructs are made from the leftover scraps not fit to use in other, more mighty Scarecrows. Given they're made from whatever is on hand, these creatures are often misshapen and crudely made, and even their animus doesn't quite seem to 'fit right'. As a result, these diminutive monstrosities are unstable even by the standards of their kind, and know little more by way of combat than to attack in a feral frenzy of misshapen limbs and misplaced farming tools. Though this may be little threat coming from one Tattertwigs, these creatures tend



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## CAKCLE KITE

A terrifying flying construct unable to keep itself from laughing constantly, the Cackle Kite's namesake vocalization is also the source of its abilities. Created from soft fabrics, sheets, straw and wool, the magic that keeps a Cackle Kite aloft also causes it to laugh maniacally on impulse. Swooping down on unsuspecting foes, howling with mocking laughter as it does, these deformed fliers disorient and terrify their foes, sowing chaos in their ranks and leaving them all the more vulnerable to the attacks of other Scarecrows.

### CAKCLE KITE

Medium construct, chaotic evil

**Armor Class** 12  
**Hit Points** 21 (6d6)  
**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	15 (+2)

**Proficiency** +2

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Common and Sylvan, but can't speak

**Challenge** 1/2 (100 XP)

**Giggling Escape.** The Cackle Kite doesn't provoke opportunity attacks after it casts a spell or cackles until the end of its turn.

**Cackling Winds.** The Cackle Kite is carried by wind created from its laughter. When the Cackle Kite is no longer able to laugh, or no longer audible, its flying speed becomes 0 and can no longer hover until it laughs again.

**Innate Spellcasting.** The Cackle Kite's spellcasting ability is Charisma (spell save DC 12). The Cackle Kite can innately cast the following spells, requiring no material or somatic components:

At will: *Cause Fear*, *Gust*, *Vicious Mockery*

#### ACTIONS

**Multiattack.** The Cackle Kite makes a bite attack, if the attack hits it cackles at the same target.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 5 (1d6 + 2) piercing damage.

**Cackle.** The Cackle Kite lets out haunting laughter. A creature within 40 ft. of the Cackle Kite that can hear it must succeed on a DC 12 Wisdom saving throw or has disadvantage on Wisdom saving throws for one minute or until it succeeds a Wisdom saving throw. If the target's saving throw is successful, or the effect ends on it, the target is immune to the Cackle of all Cackle Kites for 1 hour. [Charisma Based]

**BIRDMAN***Medium construct, chaotic evil***Armor Class** 13**Hit Points** 55 (10d8 + 10)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

**Proficiency** +2**Saving Throws** Dex +5, Con +3**Skills** Perception +5**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison**Damage Vulnerabilities** fire**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious**Senses** darkvision 60 ft., passive Perception 15**Languages** understands Common and Sylvan, but can't speak**Challenge** 4 (1,100 XP)**Speak With Birds.** The Birdman can speak with avian beasts and monstrosities non-verbally.**Focused.** The Birdman has advantage on Constitution that it makes to maintain its concentration on a spell when it takes damage.**Innate Spellcasting.** The Birdman's spellcasting ability is Charisma (spell save DC 13). The Birdman can innately cast the following spells, requiring no material components:1/short rest each: *Conjure Animals (Swarm of Ravens only)***ACTIONS****Multiattack.** The Birdman makes 2 claw attacks.**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. The target must succeed on a DC 13 Wisdom saving throw or is frightened until the end of the Birdman's next turn. [Charisma Based]**Murder Wing Transposition (Recharge 5-6).** The Birdman turns into a murder of crows. Each creature within 5 ft. of the Birdman must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the Birdman's next turn. The frightened target is paralyzed. The Birdman then flies up to 60 ft. without provoking opportunity attacks before it reforms. [Charisma based]

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**BIRDMAN**

It may strike some as ironic, given their names, Scarecrows harbor no ill will towards the common corvid. Born from the fey, and despite their hatred thereof, Scarecrows follow the same logic as their former masters, being creatures created from imagination and ideas. Given their association with birds, then, it is little surprise some Scarecrows harbor an affinity towards avians, particularly crows. Possessing innate fey magic more powerful than their kin that allows them to command and control birds, these Birdmen change their shape to better resemble their avian 'friends', looking somewhat unassuming... until you get too close.



## WICKERMAN

Though innately aware of their weakness to fire, abhorrent in its ability to destroy their flammable forms, Scarecrows are nevertheless fascinated by its destructive potential. Made from flammable material surrounding a solid core, a Wickerman is a Scarecrow that exists only to spread as much destruction as possible through the rather self-destructive tactic of setting itself alight. Rushing headlong into a swath of fiery chaos and destruction with cackling glee, these maniacal suicide soldiers will not stop until they simply burn to cinders- or are put out of their misery.

Artwork by DM Tuz

## WICKERMAN

Large construct, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

**Proficiency** +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Common and Sylvan, but can't speak

**Challenge** 5 (1,800 XP)

**Burning Horror.** A Wickerman that takes fire damage is set on fire and will remain so until the fire is doused. Once the Wickerman burns it takes 5 fire damage at the beginning of its turn and any creature that starts its turn within 5 ft. of the burning Wickerman takes 7 (2d6) fire damage. The burning Wickerman sheds bright light in a 30-foot radius and dim light for an additional 30 feet. and gains access to new actions (see below).

**Fiery Haste.** A Wickerman that burns can dash as a bonus action.

### ACTIONS

**Multiattack.** The Wickerman makes 2 claw attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

**Claw (Burning).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 7 (2d6) fire damage and the target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the Wickerman's next turn. [Charisma Based]

### REACTIONS

**Cackling Flames (1/Short Rest).** When the Wickerman takes fire damage and is set on fire, it unleashes an explosive burst of fire with a maniacal cackle. Each creature within 5 ft. of the Wickerman takes 7 (2d6) fire damage and each creature within 20 ft. of the Wickerman must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the Wickerman's next turn. A creature that fails the saving throw by 5 or more is paralyzed as long as it is frightened. [Charisma Based]



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**BURN THE WICKERMAN**

The Wickerman's core mechanic of getting additional features when set on fire implies that an encounter featuring the Wickerman would need a way the Wickerman can be set on fire.

This can be through environmental features like a open fire, or torches, or through other creatures or the players themselves (who were not aware of this feature). As inspiration, here are a few ideas to set up a Wickerman:

- Magic users or ranged combatants send out a Wickerman to engage the players and then use firebolt or fire arrows to set it on fire when it is in melee.
- The players found an inactive Wickerman stored away in a warehouse. Circumstances lead to the warehouse catching on fire including the Wickerman. This activates it and makes it go on a rampage.
- One or two Wickerman are within close proximity of other lesser Scarecrows to bait the players to use *Fireball* to deal with them.
- A hamlet defends itself from an incoming Scarecrow raid by setting up a wall of fire. It seems to be highly effective against the scarecrow hordes... that is until the Wickersmen arrive.
- The Wickersmen carry torches and use an action to light themselves on fire. (Boring but effective.)

**REAPER**

A Reaper is nothing short of a tool of pure destruction. When a mob of scarecrows is particularly successful in obtaining tools (slashing and cutting instruments like scythes and axes being particular favorites,) they may take part in a ceremony that is part construction project, part ritual. Under the light of a harvest moon, they construct a towering effigy to sadistic intent, equipping it with both their sinister malice and the bulk of their stolen killing implements. Once awake, this creature of pure hatred only knows and desires one thing- wanton destruction. For miles around, no farmstead is safe, no hamlet secure; for as long as it lives, the Reaper knows only to kill.

## Unbound Monsters: Scarecrows

### REAPER

Large construct, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 119 (14d10 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

**Proficiency** +3

**Saving Throws** Dex +6, Con +6, Wis +4

**Skills** Intimidation +6, Perception +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Common and Sylvan, but can't speak

**Challenge** 7 (2,900 XP)

**Harvest Frenzy (1/short Rest).** The Reaper can use a bonus action to make a reap attack. Once the reaper does this, it can't do so again until it has finished a short rest or reduced a creature to 0 hit points.

**Magic Weapons.** The Reapers weapons are magical.

**Reaping Boon.** When the Reaper reduces a creature to 0 hit points it gains 9 (2d8) temporary hit points.

#### ACTIONS

**Multiattack.** The Reaper makes 2 attacks: one reap attack and one attack with its claws.

**Reaper. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 21 (3d10 + 5) slashing damage. The target must succeed on a DC 14 Wisdom saving throw, or is frightened until the end of the Reaper's next turn. [Charisma Based]

**Claws. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 12 (3d4 + 5) slashing damage.

**Terrifying Gaze.** The Reaper targets all creatures it can see in a 30-foot cone. If the target can see the Reaper, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the Reaper's next turn. A creature that failed the saving throw by 5 or more is paralyzed for as long as it is frightened. [Charisma Based]

**The Harvest (Recharge 5-6).** The Reaper moves up to its speed without provoking opportunity attacks and makes a Reap attack against any creature it passes.

### LEGENDARY REAPER

Large construct, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 153 (18d10 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

**Proficiency** +4

**Saving Throws** Dex +7, Con +7, Wis +5

**Skills** Intimidation +11, Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Common and Sylvan, but can't speak

**Challenge** 9 (5,000 XP)

**Harvest Frenzy (1/short Rest).** The Reaper can use a bonus action to make a reap attack. Once the reaper does this, it can't do so again until it has finished a short rest or reduced a creature to 0 hit points.

**Legendary Resistance (2/Day).** If the Reaper fails a saving throw, it can choose to succeed instead.

**Magic Weapons.** The Reapers weapons are magical.

**Reaping Boon.** When the Reaper reduces a creature to 0 hit points it gains 9 (2d8) temporary hit points.

#### ACTIONS

**Multiattack.** The Reaper makes 2 attacks: one reap attack and one attack with its claws.

**Reaper. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 21 (3d10 + 5) slashing damage. The target must succeed on a DC 15 Wisdom saving throw, or is frightened until the end of the Reaper's next turn. [Charisma Based]

**Claws. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 12 (3d4 + 5) slashing damage.

**Terrifying Gaze.** The Reaper targets all creatures it can see in a 30-foot cone. If the target can see the Reaper, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the Reaper's next turn. A creature that failed the saving throw by 5 or more is paralyzed for as long as it is frightened. [Charisma Based]

**The Harvest (Recharge 5-6).** The Reaper moves up to its speed without provoking opportunity attacks and makes a Reap attack against any creature it passes.

#### LEGENDARY ACTIONS

The Reaper can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Reaper regains spent legendary actions at the start of its turn.

**Move.** The Reaper moves up to half of its movement speed without provoking opportunity attacks.

**Reap (2 Actions).** The Reaper makes a reap attack.

**Crazed Cleave (3 Actions).** Each creature within 5 ft. of the reaper must make a DC 17 Dexterity saving throw. On a failed save a creature takes 11 (2d10) slashing damage and half as much on a successful one.

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