

SCARECROW

Medium Construct	
Hit Dice:	5d10+20 (47 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d6+3 plus fascination)
Full Attack:	Slam +6 melee (1d6+3 plus fascination)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fascinating gaze, fascination
Special Qualities:	Construct traits, darkvision 60 ft., immunity to cold, vulnerability to fire
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 16, Dex 10, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-9 HD (Medium); 10-15 HD (Large)
Level Adjustment:	—

This automaton is constructed of wood and ropes and stuffed with straw and grass. Its head appears to be a straw-stuffed bag with holes cut in it to serve as eyes.

The animated scarecrow is nearly indistinguishable from a normal scarecrow. Close examination, however, reveals a tiny spark of red light in its eyes (DC 15 Spot check to notice). Each scarecrow is unique in construction and design, but most are about 6 feet tall, constructed of wood and ropes, and stuffed with straw or grass. Scarecrows are most often used as guardians to keep out would-be treasure hunters or trespassers.

Combat

A scarecrow attempts to charm the most powerful opponent it faces using its gaze attack. If it succeeds, it pummels that foe with its fists until the opponent is dead. It does not completely ignore other combatants as it uses its gaze attack to charm them so it can deal with them once its primary foe is dead.

Fascinating Gaze (Su): Any living creature within 30 feet meeting the gaze of a scarecrow must succeed on a DC 12 Will save or be fascinated (can take no actions but can defend themselves) for as long as the scarecrow is “alive” or remains within 300 feet of a fascinated opponent. A fascinated creature can attempt a new Will save (same DC) any time it is attacked. The save DC is Constitution-based.

Fascination (Su): The touch of a scarecrow fascinates a foe in the same way its gaze does. Any successful melee attack by a scarecrow fascinates a foe if it fails a DC 12 Will save. The save DC is Constitution-based.

Construction

Each scarecrow varies in appearance: one may have a stuffed straw head, for example, while another may have a pumpkin for its head. Whatever the differences, scarecrows do have some elements in common: their bodies and all limbs are constructed of wood and bound by ropes; their clothes are almost always dirty and ragged; and most scarecrows are stuffed with straw or grass. Regardless of the materials used, unguents and special powders totaling 500 gp are also required.

Assembling the body requires a DC 12 Craft (woodworking) or DC 12 Craft (sculpting) check.

CL 6th; Craft Construct (see the MM), *animate objects, command, geas/quest, hold person*, caster must be at least 6th level; Price 15,500 gp; Cost 8,000 gp + 600 XP.

Credit

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