



Skeleton, Harvester

A haunting figure, resembling a scarecrow, its bony frame draped in tattered robes, stands before you. A horse skull rests atop its slender neck. Its gaunt fingers wield a wickedly curved axe.

In the depths of ancient woods, malevolent witches conjure the harvester skeleton into existence. Fashioned to resemble a chilling scarecrow, the skeletal figure wears tattered robes and cradles a wickedly curved axe in its bony grasp. Witches infuse this creation with dark magic, binding it to their will.

Often mistaken for undead, these creatures are actually simple automatons designed to serve as solitary guardians for the witches. The harvester skeleton tirelessly protects the witches' lands from intruders, striking fear into the hearts of their foes and deterring any who dare to challenge their malevolent masters.

Skeleton, Harvester

Medium construct, neutral evil

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Special Traits

Undead Nature. The skeleton does not require air, food, drink or water.

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Blight (1/Day). Necromantic energy washes over a target of the skeleton's choice that it can it within 30 feet of it, draining moisture and vitality from it. If the target is a creature, the target must make a DC 12 Constitution saving throw. The target takes 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If the target is a plant creature or a magical plant, it makes the saving throw with disadvantage, and the blight deals maximum damage to it. If the target is a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.