

# Giant Doll

*Medium construct, unaligned*

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**Armor Class** 14 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft.

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| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 10 (+0) | 18 (+4) | 7 (-2) | 8 (-1) | 3 (-4) |

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**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive perception 9

**Languages** understands all languages, but can't speak

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

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**Critical Hit Immunity.** Critical hits become normal hits against the doll.

**Magic Weapons.** The doll's weapon attacks count as magical.

## Actions

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**Multiattack.** The doll makes two attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

**Wanting Wail.** The doll screams. Each hostile creature within 30 who can hear the doll must make a DC 15 Wisdom saving throw. Creatures who fail take 18 (4d8) psychic damage and move their speed toward the doll, incurring opportunity attacks as normal. Creatures who fail take half damage.