

Giant Toy Soldier

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

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

Senses darkvision 60 ft., passive perception 10

Languages understands all languages, but can't speak

Challenge 8 (3,900 XP)

Magic Weapons. The toy soldier's weapon attacks count as magical.

Overwind. At the start of each of the toy soldier's turns roll a d20. On a 20, the soldier gets two actions this turn. On a 1, the soldier is incapacitated until the start of its next turn.

Quick Reload. The toy soldier ignores the reload property of any weapon with which it is proficient.

Actions

Multiattack. The toy soldier makes three attacks.

Musket. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target.

Hit: 11 (1d12 + 5) piercing damage.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.