

# Giant Toy Soldier

*Medium construct, unaligned*

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**Armor Class** 18 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

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

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**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)

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**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 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

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**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.