

# WARRIOR DOLL

## CREATURE 0

**N****TINY****CONSTRUCT****MINDLESS**

Converted by VaranSL

**Perception** +4; darkvision

**Skills** Athletics +5

**Str** +1, **Dex** +2, **Con** +0, **Int** -5, **Wis** +0, **Cha** -5

**AC** 16 (14 when broken; construct armor); **Fort** +4, **Ref** +6, **Will** +4

**HP** 15 (Hardness 2); **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Weaknesses** fire 3

**Construct Armor** Like normal objects, a warrior doll has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a warrior doll is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 14.

**Speed** 25 feet

**Melee** ♦ slam +8 [+3/-2] (magical, finesse), **Damage** 1d4+1 bludgeoning

A small wooden doll animated with magic. These little soldier dolls are sometimes used for entertainment as they storm toy castles.