



MURDER DOLL

Murder dolls are life-sized children's toys possessed by the twisted spirits of murderers attempting to escape death. The evil soul uses its newly constructed form to continue its killing sprees. They hide among other toys and wait for their chance to strike and take over a living body once more. Because of their diminutive size, they enjoy targeting the weak and easily terrified.

Animated Dolls. A murder doll can remain motionless indefinitely and hide its true nature under the guise of an ordinary children's toy.

Masters of Fear. The malevolent spirit inhabiting a murder doll feeds on the fear of its victims, and its very presence is enough to strike terror in their hearts.

Undying Souls. The ritual that creates a murder doll protects the evil soul inhabiting it from passing on to the afterlife. Destroying a murder doll doesn't end its evil; within 24 hours, the soul can inhabit a new doll and kill again.

MURDER DOLL

Small construct, chaotic-evil

Armor Class 16 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Acrobatics +5, Deception +7

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned, unconscious

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus: +2

Ambusher. The doll has advantage on attack rolls against any creature it has surprised.

Constructed Nature. The doll doesn't require air, food, drink, or sleep. The doll also is immune to disease and magic cannot put it to sleep.

False Appearance. While the doll remains motionless, it is indistinguishable from a normal doll.

Rejuvenation. When the doll's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another doll on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

ACTIONS

Multiattack. The doll makes two melee attacks.

Poisoned Knife. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage and 2 (1d4) poison damage.

Frightful Presence. Each creature of the doll's choice that is within 30 feet of the doll and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the doll's Frightful Presence for the next 24 hours.