

POISONSKIN DOPPELGANGER

Medium • Monstrosity (Shapechanger) • Neutral Evil

Armor Class 15

Initiative +8 (18)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	17 (+3)	13 (+1)	16 (+3)	16 (+3)

Saving Throws Dex +8, Con +6

Skills Deception +9, Insight +6, Sleight of Hand +11, Stealth +8

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Thieves' Cant

CR 6 (XP 2,100; PB +3)



Evasion. If the doppelganger is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the doppelganger instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Mind Reader. Each creature within 30 feet of the doppelganger has disadvantage on attack rolls against it, and the doppelganger has advantage on saving throws forced by such creatures. This trait doesn't work if the attacker is protected by a spell or ability that prohibits the doppelganger from reading its thoughts, such as the *mind blank* spell.

Poisonous Skin. The doppelganger can rub its skin for 1 minute to sprinkle skin flakes. These tiny grayish flakes are tasteless, odorless, and dissoluble in liquids. A creature can notice a discoloration caused by the flakes with a successful DC 18 Wisdom (Perception) check (-1 for each additional minute the doppelganger rubs off skin flakes). Constitution Saving Throw: DC 14 (+1 for each additional minute the doppelganger rubs off skin flakes), any creature that ingests the poisonous skin flakes. Failure: The target can't breathe and immediately starts to suffocate. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The doppelganger makes two Poison-Trigger Blade attacks.

Poison-Trigger Blade. *Melee or Ranged Weapon Attack:* +8 (with advantage on the first round of combat), reach 5 ft. or range 20/60 ft. *Hit:* 7 (1d4 + 5) piercing damage plus 13 (3d8) poison damage. A target that has been affected by the doppelganger's Poisonous Skin trait within the last 24 hours also becomes poisoned until the end of its next turn.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 30 feet of it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

BONUS ACTIONS

Shape-Shift. The doppelganger shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

POISONSKIN DOPPELGANGER — WEAKER

Armor Class 14

Initiative +6 (16)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	11 (+0)	14 (+2)	14 (+2)

Skills Deception +6, Insight +4, Sleight of Hand +8, Stealth +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Thieves' Cant

CR 3 (XP 700; PB +2)



Evasion. If the doppelganger is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the doppelganger instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Mind Reader. Each creature within 30 feet of the doppelganger has disadvantage on attack rolls against it, and the doppelganger has advantage on saving throws forced by such creatures. This trait doesn't work if the attacker is protected by a spell or ability that prohibits the doppelganger from reading its thoughts, such as the *mind blank* spell.

Poisonous Skin. The doppelganger can rub its skin for 1 minute to sprinkle skin flakes. These tiny grayish flakes are tasteless, odorless, and dissoluble in liquids. A creature can notice a discoloration caused by the flakes with a successful DC 16 Wisdom (Perception) check (-1 for each additional minute the doppelganger rubs off skin flakes). Constitution Saving Throw: DC 12 (+1 for each additional minute the doppelganger rubs off skin flakes), any creature that ingests the poisonous skin flakes. Failure: The target can't breathe and immediately starts to suffocate. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

POISONSKIN DOPPELGANGER — STRONGER

Armor Class 16

Hit Points 170 (20d8 + 80)

Speed 30 ft.

Initiative +10 (20)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	19 (+4)	15 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +10, Con +8

Skills Deception +12, Insight +8, Sleight of Hand +14, Stealth +10

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thieves' Cant

CR 9 (XP 5,000; PB +4)

Evasion. If the doppelganger is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the doppelganger instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Mind Reader. Each creature within 30 feet of the doppelganger has disadvantage on attack rolls against it, and the doppelganger has advantage on saving throws forced by such creatures. This trait doesn't work if the attacker is protected by a spell or ability that prohibits the doppelganger from reading its thoughts, such as the *mind blank* spell.

Poisonous Skin. The doppelganger can rub its skin for 1 minute to sprinkle skin flakes. These tiny grayish flakes are tasteless, odorless, and dissoluble in liquids. A creature can notice a discoloration caused by the flakes with a successful DC 20 Wisdom (Perception) check (-1 for each additional minute the doppelganger rubs off skin flakes). Constitution Saving Throw: DC 16 (+1 for each additional minute the doppelganger rubs off skin flakes), any creature that ingests the poisonous skin flakes. Failure: The target can't breathe and immediately starts to suffocate. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The doppelganger makes two Poison-Trigger Blade attacks.

Poison-Trigger Blade. *Melee or Ranged Weapon Attack:* +6 (with advantage on the first round of combat), reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage. A target that has been affected by the doppelganger's Poisonous Skin trait within the last 24 hours also becomes poisoned until the end of its next turn.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 30 feet of it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

BONUS ACTIONS

Shape-Shift. The doppelganger shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.



ACTIONS

Multiattack. The doppelganger makes two Poison-Trigger Blade attacks.

Poison-Trigger Blade. *Melee or Ranged Weapon Attack:* +10 (with advantage on the first round of combat), reach 5 ft. or range 20/60 ft. *Hit:* 8 (1d4 + 6) piercing damage plus 22 (4d10) poison damage. A target that has been affected by the doppelganger's Poisonous Skin trait within the last 24 hours also becomes poisoned until the end of its next turn.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 30 feet of it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

BONUS ACTIONS

Shape-Shift. The doppelganger shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.