

SILVERTONGUE DOPPELGANGER

Medium • Monstrosity (Shapechanger) • Neutral

Armor Class 17

Initiative +6 (16)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	17 (+3)	18 (+4)	19 (+4)

Saving Throws Int +7, Wis +8, Cha +8

Skills Deception +8, Insight +8, Investigation +7, Persuasion +12, Performance +8

Damage Resistances thunder

Condition Immunities charmed

Senses passive Perception 14

Languages Common plus any language it hears for more than 1 hour

CR 10 (XP 5,900 or 7,200 in lair; PB +4)



Comprehend Language. The doppelganger understands all the languages it hears.

Mimicking Ventriloquist. The doppelganger can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check. Further, the doppelganger can speak without moving its lips. When it does so, it can magically emit that sound from any point within 10 feet of it.

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.

Muted Resistance (1/Day, or 2/Day in Lair). If the doppelganger fails a saving throw, it can choose to succeed instead. When it does so, its Muting Palm attack doesn't inflict the additional effect on its next turn.

ACTIONS

Multiattack. The doppelganger makes two Muting Palm attacks. It can replace one of these attacks for a use of Spellcasting.

Muting Palm. *Melee Spell Attack:* +8, reach 5 ft. *Hit:* 17 (3d8 + 4) thunder damage, and the target can't speak or form verbal components 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.

Spellcasting. The doppelganger casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *sending, shatter, silence*

1/day: *compulsion, divine word, power word stun, word of recall*

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.

Hide in Crowds. The doppelganger takes the Hide action, provided there is an ample amount of other non-hostile Humanoids around it to obscure.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the doppelganger can expend a use to take one of the following actions. The doppelganger regains all expended uses at the start of each of its turns.

Commanding Voice. The doppelganger casts *command*, using the same spellcasting ability as Spellcasting.

Sonic Word. *Constitution Saving Throw:* DC 17, one creature within 60 feet of the doppelganger that isn't deafened. *Failure:* 10 (3d6) thunder damage. *Success:* Half damage.

Confusing Speech. *Wisdom Saving Throw:* DC 17, each creature in a 30-foot emanation originating from the doppelganger that isn't deafened. *Failure:* The target is affected by the *confusion* until the end of its next turn. *Failure or Success:* The doppelganger can't take this action again until the start of its next turn.

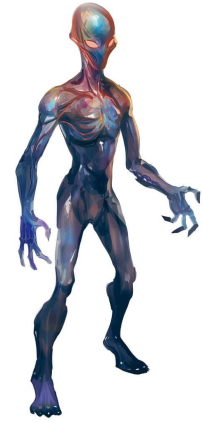
SILVERTONGUE DOPPELGANGER — WEAKER

Armor Class 16

Initiative +4 (14)

Hit Points 123 (19d8 + 38)

Speed 30 ft.



STR

10 (+0)

DEX

13 (+1)

CON

14 (+2)

INT

15 (+2)

WIS

16 (+3)

CHA

17 (+3)

Saving Throws Int +5, Wis +6, Cha +6

Skills Deception +6, Insight +6, Investigation +5, Persuasion +9, Performance +6

Damage Resistances thunder

Condition Immunities charmed

Senses passive Perception 13

Languages Common plus any language it hears for more than 1 hour

CR 7 (XP 2,900 or 3,900 in lair; PB +3)

Comprehend Language. The doppelganger understands all the languages it hears.

Mimicking Ventriloquist. The doppelganger can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check. Further, the doppelganger can speak without moving its lips. When it does so, it can magically emit that sound from any point within 10 feet of it.

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.

Muted Resistance (1/Day, or 2/Day in Lair). If the doppelganger fails a saving throw, it can choose to succeed instead. When it does so, its Muting Palm attack doesn't inflict the additional effect on its next turn.

ACTIONS

Multiattack. The doppelganger makes two Muting Palm attacks. It can replace one of these attacks for a use of Spellcasting.

Muting Palm. *Melee Spell Attack:* +6, reach 5 ft. *Hit:* 12 (2d8 + 3) thunder damage, and the target can't speak or form verbal components 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.

Spellcasting. The doppelganger casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *sending*, *shatter*, *silence*

1/day: *compulsion*, *word of recall*

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.

Hide in Crowds. The doppelganger takes the Hide action, provided there is an ample amount of other non-hostile Humanoids around it to obscure.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the doppelganger can expend a use to take one of the following actions. The doppelganger regains all expended uses at the start of each of its turns.

Commanding Voice. The doppelganger casts *command*, using the same spellcasting ability as Spellcasting.

Sonic Word. *Constitution Saving Throw:* DC 15, one creature within 60 feet of the doppelganger that isn't deafened. *Failure:* 7 (2d6) thunder damage. *Success:* Half damage.

Confusing Speech. *Wisdom Saving Throw:* DC 15, each creature in a 30-foot emanation originating from the doppelganger that isn't deafened. *Failure:* The target is affected by the *confusion* until the end of its next turn. *Failure or Success:* The doppelganger can't take this action again until the start of its next turn.

SILVERTONGUE DOPPELGANGER — STRONGER

Armor Class 18

Initiative +8 (18)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	19 (+4)	20 (+5)	21 (+5)

Saving Throws Int +9, Wis +10, Cha +10

Skills Deception +10, Insight +10, Investigation +9, Persuasion +15, Performance +10

Damage Resistances thunder

Condition Immunities charmed

Senses passive Perception 15

Languages Common plus any language it hears for more than 1 hour

CR 13 (XP 10,000 or 11,500 in lair; PB +5)



Comprehend Language. The doppelganger understands all the languages it hears.

Mimicking Ventriloquist. The doppelganger can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 19 Wisdom (Insight) check. Further, the doppelganger can speak without moving its lips. When it does so, it can magically emit that sound from any point within 10 feet of it.

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.

Muted Resistance (1/Day, or 2/Day in Lair). If the doppelganger fails a saving throw, it can choose to succeed instead. When it does so, its Muting Palm attack doesn't inflict the additional effect on its next turn.

ACTIONS

Multiattack. The doppelganger makes two Muting Palm attacks. It can replace one of these attacks for a use of Spellcasting.

Muting Palm. *Melee Spell Attack:* +10, reach 5 ft. *Hit:* 23 (4d8 + 5) thunder damage, and the target can't speak or form verbal components 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.

Spellcasting. The doppelganger casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *sending, shatter, silence*

2/day: *compulsion, divine word, power word stun, word of recall*

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.

Hide in Crowds. The doppelganger takes the Hide action, provided there is an ample amount of other non-hostile Humanoids around it to obscure.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the doppelganger can expend a use to take one of the following actions. The doppelganger regains all expended uses at the start of each of its turns.

Commanding Voice. The doppelganger casts *command*, using the same spellcasting ability as Spellcasting.

Sonic Word. *Constitution Saving Throw:* DC 19, one creature within 60 feet of the doppelganger that isn't deafened. *Failure:* 13 (3d8) thunder damage. *Success:* Half damage.

Confusing Speech. *Wisdom Saving Throw:* DC 19, each creature in a 30-foot emanation originating from the doppelganger that isn't deafened. *Failure:* The target is affected by the *confusion* until the end of its next turn. *Failure or Success:* The doppelganger can't take this action again until the start of its next turn.