

TRICKFOOT DOPPELGANGER

Medium • Monstrosity (Shapechanger) • Neutral

Armor Class 13

Initiative +3 (13)

Hit Points 33 (6d8 + 6)

Speed 40 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	15 (+2)	13 (+1)

Skills Acrobatics +7, Deception +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common

CR 1 (XP 200; PB +2)

False Tracks. The doppelganger can magically adjust the shape of the footprints it leaves without requiring it to change its body form or footwear.

Trip. When a hostile creature leaves the doppelganger's reach, regardless of whether it provokes an attack of opportunity or not, *Dexterity Saving Throw*: DC 13. *Failure*: The target is knocked prone. This trait doesn't work against creatures leaving the doppelganger's reach by movement other than normal walking, such as flying or burrowing.

ACTIONS

Multiattack. The doppelganger makes two Kick attacks.

Kick. *Melee Weapon Attack*: +5, reach 5 ft. *Hit*: 6 (1d6 + 3) bludgeoning damage.

Morphing Stomp. The doppelganger morphs one foot to twice its normal size. *Strength Saving Throw*: DC 13, one creature within 10 feet of the doppelganger that it can see. *Failure*: 7 (1d8 + 3) bludgeoning damage and be knocked prone. If the target is already prone, it takes an additional 9 (2d8) bludgeoning damage.

BONUS ACTIONS

Rapid Morph. *Wisdom Saving Throw*: DC 11, one creature within 5 feet of the doppelganger that can see it. *Failure*: The doppelganger has advantage on attack rolls against it until the start of the target's turn. *Success*: The target becomes immune to this effect of all doppelgangers for 1 hour.

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.

TRICKFOOT DOPPELGANGER — WEAKER

Armor Class 12

Initiative +1 (11)

Hit Points 9 (2d8)

Speed 40 ft.



STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	12 (+1)	11 (+0)

Skills Acrobatics +6, Deception +2

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

CR 1/8 (XP 25; PB +2)

False Tracks. The doppelganger can magically adjust the shape of the footprints it leaves without requiring it to change its body form or footwear.

Trip. When a hostile creature leaves the doppelganger's reach, regardless of whether it provokes an attack of opportunity or not, *Dexterity Saving Throw*: DC 11. *Failure*: The target is knocked prone. This trait doesn't work against creatures leaving the doppelganger's reach by movement other than normal walking, such as flying or burrowing.

ACTIONS

Kick. *Melee Weapon Attack*: +3, reach 5 ft. *Hit*: 3 (1d4 + 1) bludgeoning damage.

Morphing Stomp. The doppelganger morphs one foot to twice its normal size. *Strength Saving Throw*: DC 11, one creature within 10 feet of the doppelganger that it can see. *Failure*: 2 (1d4) bludgeoning damage and be knocked prone. If the target is already prone, it takes an additional 2 (1d4) bludgeoning damage.

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.

TRICKFOOT DOPPELGANGER — STRONGER

Armor Class 14

Initiative +4 (14)

Hit Points 84 (13d8 + 26)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	11 (+0)	17 (+3)	15 (+2)

Saving Throws Dex +6, Wis +5, Cha +4

Skills Acrobatics +8, Deception +4

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common

CR 4 (XP 1,100; PB +2)



False Tracks. The doppelganger can magically adjust the shape of the footprints it leaves without requiring it to change its body form or footwear.

Trip. When a hostile creature leaves the doppelganger's reach, regardless of whether it provokes an attack of opportunity or not, *Dexterity Saving Throw*: DC 14. *Failure*: The target is knocked prone. This trait doesn't work against creatures leaving the doppelganger's reach by movement other than normal walking, such as flying or burrowing.

ACTIONS

Multiattack. The doppelganger makes two Kick attacks.

Kick. *Melee Weapon Attack*: +6, reach 5 ft. *Hit*: 15 (2d10 + 4) bludgeoning damage.

Morphing Stomp. The doppelganger morphs one foot to twice its normal size. *Strength Saving Throw*: DC 14, one creature within 10 feet of the doppelganger that it can see. *Failure*: 17 (2d12 + 4) bludgeoning damage and be knocked prone. If the target is already prone, it takes an additional 19 (3d12) bludgeoning damage.

BONUS ACTIONS

Rapid Morph. *Wisdom Saving Throw*: DC 12, one creature within 5 feet of the doppelganger that can see it. *Failure*: The doppelganger has advantage on attack rolls against it until the start of the target's turn. *Success*: The target becomes immune to this effect of all doppelgangers for 1 hour.

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.