

# DOPPELSAILOR

Medium • Monstrosity (Shapechanger) • Chaotic Evil

**Armor Class** 15

**Initiative** +7 (17)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.



STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	13 (+1)	15 (+2)	18 (+4)

**Saving Throws** Dex +7

**Skills** Deception +7, Insight +5, Performance +7, Persuasion +7, Stealth +7

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common plus three other languages

**CR** 5 (1,800 XP; PB +3)

**Curse of the Lost.** While the doppelsailor is aboard a ship with no land or other landmark in sight, that ship becomes lost at sea after 1d4 days; any attempts to navigate it back on a course automatically fail.

**Mimicking Ventriloquist.** The doppelsailor can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check. Further, the doppelsailor can speak without moving its lips. When it does so, it can magically emit that sound from any point within 5 feet of it.

**Nonswimmer.** The doppelsailor is incapable of swimming.

**Sailor.** The doppelsailor has proficiency in navigator's tools and vehicle (water).

**Unusual Nature.** The doppelsailor doesn't require food or drink.

## ACTIONS

**Multiattack.** The doppelsailor makes two Slam attacks.

## DOPPELSAILOR — WEAKER

Medium • Monstrosity (Shapechanger) • Chaotic Evil

**Armor Class** 14

**Initiative** +5 (15)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.



STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	13 (+1)	15 (+2)	18 (+4)

**Skills** Deception +6, Insight +4, Performance +6, Persuasion +6, Stealth +5

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common plus three other languages

**CR** 3 (XP 700; PB +2)

**Slam. Melee Weapon Attack:** +7 (with advantage during the first round of each combat), reach 5 ft. Hit: 22 (4d8 + 4) bludgeoning damage.

**Read Thoughts.** The doppelganger casts *detect thoughts*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14).

**Spellcasting.** The doppelsailor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

*2/day: charm person, modify memory, suggestion*

## BONUS ACTIONS

**Shape-Shift.** The doppelsailor 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.

**Curse of the Lost.** While the doppelsailor is aboard a ship with no land or other landmark in sight, that ship becomes lost at sea after 1d4 days; any attempts to navigate it back on a course automatically fail.

**Mimicking Ventriloquist.** The doppelsailor can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check. Further, the doppelsailor can speak without moving its lips. When it does so, it can magically emit that sound from any point within 5 feet of it.

**Nonswimmer.** The doppelsailor is incapable of swimming.

**Sailor.** The doppelsailor has proficiency in navigator's tools and vehicle (water).

**Unusual Nature.** The doppelsailor doesn't require food or drink.

## ACTIONS

**Multiattack.** The doppelsailor makes two Slam attacks.

## DOPPELSAILOR — STRONGER

Medium • Monstrosity (Shapechanger) • Chaotic Evil

**Armor Class** 16

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

**Initiative** +7 (17)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	13 (+1)	16 (+3)	19 (+4)

**Saving Throws** Dex +7, Wis +6

**Skills** Deception +7, Insight +6, Performance +7, Persuasion +7, Stealth +7

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common plus three other languages

**CR** 7 (XP 2,900; PB +3)

**Curse of the Lost.** While the doppelsailor is aboard a ship with no land or other landmark in sight, that ship becomes lost at sea after 1d4 days; any attempts to navigate it back on a course automatically fail.

**Mimicking Ventriloquist.** The doppelsailor can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check. Further, the doppelsailor can speak without moving its lips. When it does so, it can magically emit that sound from any point within 5 feet of it.

**Nonswimmer.** The doppelsailor is incapable of swimming.

**Sailor.** The doppelsailor has proficiency in navigator's tools and vehicle (water).

**Unusual Nature.** The doppelsailor doesn't require food or drink.

## ACTIONS

**Multiattack.** The doppelsailor makes three Slam attacks. It can replace one attack with a use of Spellcasting to cast *charm person*.

**Slam. Melee Weapon Attack:** +5 (with advantage during the first round of each combat), reach 5 ft. *Hit:* 13 (3d6 + 3) bludgeoning damage.

**Read Thoughts.** The doppelganger casts *detect thoughts*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13).

**Spellcasting.** The doppelsailor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

1/day: *charm person*, *modify memory*, *suggestion*

## BONUS ACTIONS

**Shape-Shift.** The doppelsailor 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.



**Slam. Melee Weapon Attack:** +7 (with advantage during the first round of each combat), reach 5 ft. *Hit:* 18 (4d6 + 4) bludgeoning damage.

**Read Thoughts.** The doppelganger casts *detect thoughts*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14).

**Spellcasting.** The doppelsailor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *charm person*

2/day: *modify memory*, *suggestion*

## BONUS ACTIONS

**Shape-Shift.** The doppelsailor 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.