

# Dread Doppelganger

Medium, Monstrosity (Shapechanger), Neutral Evil

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**ARMOR CLASS**

17

**HIT POINTS**

144 (17d8 + 68)

**CHALLENGE**

8 | 3,900 XP

**PROFICIENCY**

+3

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+5
<b>Saving Throws</b>	Cha +7, Dex +8, Wis +5
<b>Skills</b>	Insight +5, Stealth +8, Deception +10
<b>Damage Resistances</b>	Psychic
<b>Damage Immunities</b>	Charmed
<b>Condition Immunities</b>	Charmed
<b>Senses</b>	Darkvision 60 ft.; Passive Perception 12
<b>Passive Perception</b>	12
<b>Languages</b>	Common plus any two languages

**STR**14  
+2**DEX**20  
+5**CON**18  
+4**INT**16  
+3**WIS**14  
+2**CHA**18  
+4

## Traits

**Shapechanger.** The doppelganger can assume the appearance of a Small or Medium Humanoid it has studied, or return to its true form.

**Read Surface Fear.** The doppelganger has Advantage on Charisma checks against a creature it has damaged with Psychic damage this combat.

## Actions

**Multiattack.** The doppelganger makes two Mirror Knife attacks.

**Mirror Knife.** Melee Attack Roll: +8, reach 5 ft. Hit: 13 (2d8 + 5) Piercing damage plus 10 (3d6) Psychic damage.

**Identity Collapse (Recharge 5-6).** Wisdom Saving Throw: one creature within 60 feet. Failure: 45 (10d8) Psychic damage and the target has the Frightened condition until the end of its next turn. Success: Half damage.

## Bonus Actions

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**Borrowed Face.** The doppelganger teleports up to 30 feet to an unoccupied space adjacent to a creature that can see it.

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## Reactions

**Perfect Flinch.** When hit by an attack, the doppelganger halves the damage if the attacker can see its current disguise.

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