

# FUN FOR THE PEOPLE

THREE ADVENTURE MODULES FROM THE GM'S SECRET STASH

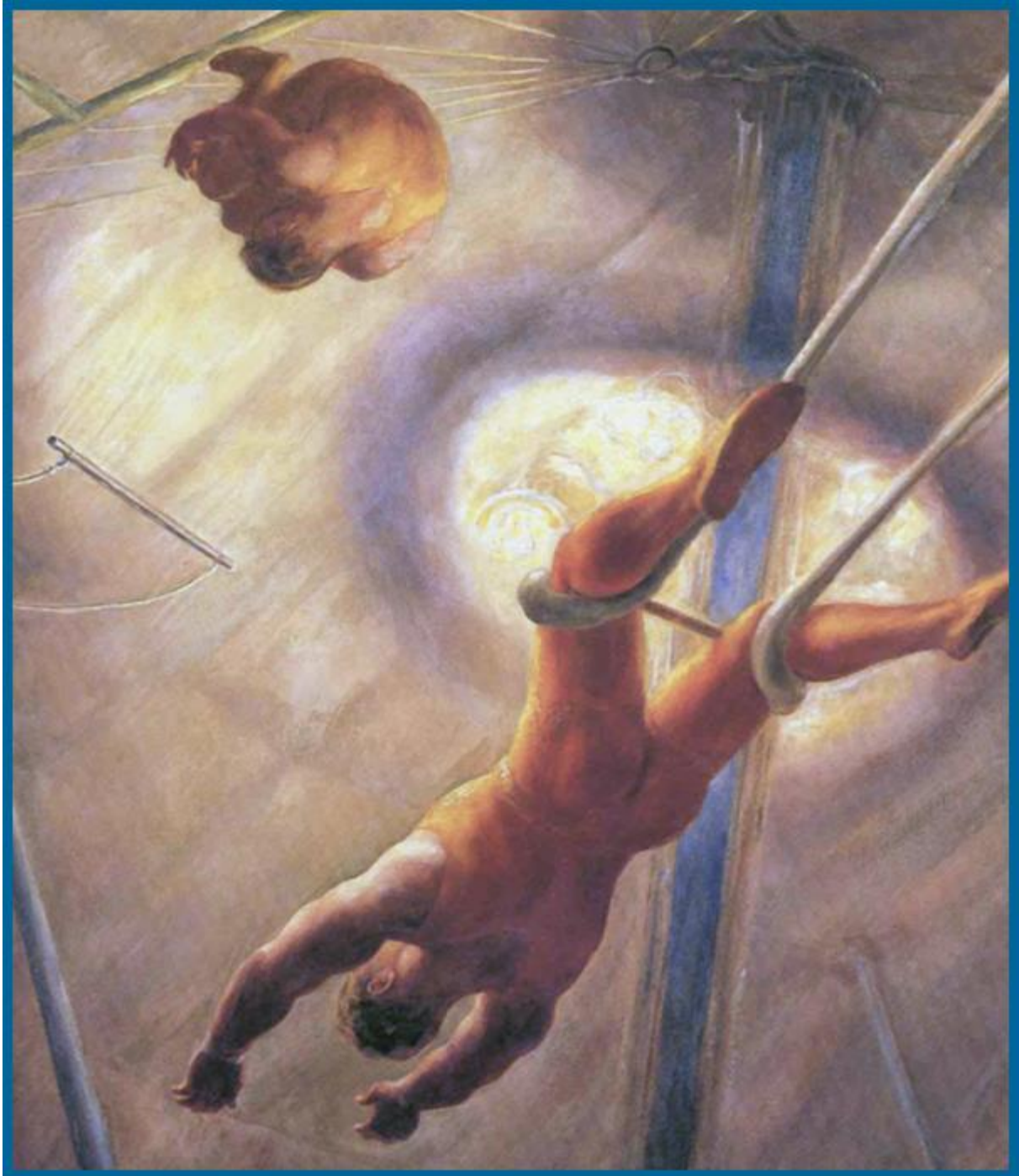
Quickphix Presents

Three one-shot adventures for  
the world's greatest roleplaying game



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Three Adventure Modules from the GM's Secret Stash



Presented by Quickphix

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Three Adventure Modules for Characters of any Level

## CREDITS:

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*“Come one, come all! Come with your missing pieces and your extra screws. Come with your hard edges and your soft spots. Come with your bowed heads and upright spines. Come all you flamboyant and drab verbose and quiet fidgeting and lethargic. All you with large vision and tender hearts. All you with small courage and tender fears. Bring your stutter and your song. Bring your anger and your joy and your righteous indignation. Misfits and conformists and everyone in between. Come into this space and be welcome! Bring who you are, bring where you’ve travelled, bring what you long for and let us enjoy us together” – Hymn of Lintoll*

## Summary

The “Lintoll” is a traveling fair that can trace its origin back hundreds of years. Its people have persisted through famine, war and natural disasters – always moving around the continent and avoiding the most dangerous areas. People love the “Lintoll” for its exotic goods, superb performances and large number of games and tournaments held. Most kingdoms and nations agree, that the “Lintoll” has a positive influence on their population. It also doesn’t hurt that they pay entry taxes to every region they stop at. The visitors are usually relieved to see, that the “Lintoll” carnies aren’t strangers, but kin, speaking their language (although with a hard to place accent). For this reason, most countries allow the “Lintoll” caravan crossing through their borders and setting up their huge fairground within. Still, how is it possible that a fair traveling all around the continent is seen as kin by every country they visit?

This adventure module contains three one-shot adventures, during which a party of any size or level can explore the famous “Lintoll” traveling fair. There are exotic goods to buy, lots of strong beverages to sample and several exciting games to play. However, how can a place with this many (drunken) people be this peaceful? Why does everybody know the fair, but nobody seems to know any of the carnies? Who are these people, who claim to just live to provide “Fun for the People”?

## Rules of the Fair

In most RPGs, doing any task is achieved through the skill roll. However, this system tends to get frustrating when a campaign involves a lot of game-like challenges. This is because the outcome is mostly binary. E.g. all it takes for a muscle-bound barbarian to lose against a halfling rogue in arm-wrestling is a single bad throw. Therefore, we’d recommend using the following system to make the fair’s games a bit more interesting.

### Skill Dice Rules

The skill dice are A separate set of rules to find out how well someone is performing an action in comparison to another PC or NPC. This is necessary, because even with normal skill checks, it is still quite likely, that an NPC with far worse stats than a player could win the challenge. The skill dice rules are meant to lessen the impact of chance on such challenges, by having each competitor throw the dice until a target value is reached. However, these rules should not be used in combat. There are two variants of the skill dice rules – the challenge rule (for events such as races) and the duel rules (for direct confrontations, e.g. arm wrestling).

### Challenge rule

Set a target value (like a DC) – a higher value just means the challenge takes longer. It can be easily adjusted for the participants level. Let’s say we have 5

### In your Campaign:

This document is meant as a guide for setting an adventure at a wandering fair. While the rules outlined for games at a fair or drinking can be used in any RPG, they are built upon the rules of D&D 5e. Additionally, all the quests taking place heavily rely on the Doppelganger enemy and race from D&D 5e.

participants in a race, the target value is set at 100. Each participant rolls for dexterity and applies all applicable bonuses and proficiencies. E.g. if it's a race through the wood, the GM could allow adding the survival proficiency bonus to the dice throw. The first person to reach the target value of 100 has won. A round could look like this: The rogue rolls a 10, adds his dexterity modifier of 2 and adds his acrobatics proficiency of 4 to a total of 16. The barbarian rolls a 16 and adds his dexterity modifier of 2 to a total of 18. The barbarian may take the lead, but the challenge isn't over until the target value of 100 is reached.

### **Duel rule**

If two or more characters are in a direct competition with each other (e.g. during a tug-of-war), the GM can use the duel rules. The GM again sets a target value and has the players add the relevant proficiencies and bonuses to get a score. However, you then subtract the results from the opposing teams from each other. E.g. let's assume a tug of war between two PCs and two NPCs. The target value is 20. The players throw their dice and add their strength bonus and their athletics proficiency bonus for a score of 31. The NPCs throw a collective 28. This means, the PCs are now in 3 points in lead. Maybe next round the NPCs will throw 2 points higher than the PCs, reducing their lead to only 1 point. This goes on until the target value is reached. Since this could theoretically take forever, you could introduce additional checks, e.g. a constitution saving throw against exhaustion to speed the duel up a bit.

### **Getting Drunk**

Drinking is an important part of any festivity. However, a lot of RPGs don't have detailed rules on what should happen to drunk players. To quantify how much drinking is making the player happy and how much is too much, GMs can use the following system.

### **Alcoholic Strength of a Beverage**

The following table breaks down the alcohol content of some common drinks. It is meant as a sliding scale that GMs can adjust on the fly:

Beverage	Alcoholic Strength
Water	0
Light Beer	1
Dark Beer	2
White Wine	4
Red Wine	6
Spirits	10
Strong Spirits	12
Dwarfen Spirits	14
Abyssal Spirits	18
Pure Alcohol	20

### **Drink Size**

The strength of a drink is measured by multiplying the alcoholic strength with the drink's size. You can use this chart as a guideline:

Amount	Multiplier
Sip	1
Shot	2
Cup or small glass	3
Mug or Pint	4
Wineskin	5
Large Flagon (quart)	8
Jug (two quarts)	16
Pitcher (gallon)	32
Keg (3 gallons)	96
Small Barrel (10 gallons)	320
Large Barrel (40 gallons)	1280

So, the total strength of a mug (4) of dark beer (2) would be 8.

## How to get drunk

So now GMs know how to quantify what their players are drinking – all that's left is to figure out how much they can drink before falling over. If one treats alcohol like poison, it would stand to reason that resistance to alcohol is determined by a player's size, constitution and race. GMs may use this chart as a guide:

Size	Alcohol Threshold
Tiny	¼ Con score
Small	½ Con score
Medium	Con score
Large	2 x Con score
Huge	4 x Con score
Gargantuan	8 x Con score
Colossal	16 x Con score

Each time a target reaches its alcoholic threshold, it gains one level of drunkenness. For example, a normal human (medium size) can drink three mugs (4) of dark beers (2) before getting tipsy. You can apply other buffs, such as doubling the alcoholic threshold of creatures, that are resistant to poison (e.g. dwarfs).

## Being drunk

Congratulations! GMs can now get their players to drink. The table below will tell GMs the consequences:

- **Tipsy:** disadvantage on concentration checks and dexterity saving throws.
- **Happy:** disadvantage on perception checks, concentration checks and all saving throws. +5 temporary hit points.
- **Drunk:** Disadvantage on all non-strength ability checks and all saving throws. +5 temporary hit points per level.
- **Pissed:** Disadvantage on all ability checks, attack rolls and saving throws. Must pass a concentration check to cast any spell.
- **Shit-faced:** Can't talk coherently anymore. Disadvantage on ability checks, attack rolls and saving throws. Can't cast magic anymore.

- **Unconscious:** Can't be woken up with healing magic.

How fast a player recovers is up to the GM. As a rule of thumb, we'd suggest using 6 hours minus the constitution modifier of the player in question to drop down one level of drunkenness.

## Game Ideas

Should you run any campaign on a fair ground, let the players lose for a while, taking in the sights and playing some games. Here are just a few ideas for games and which rule to use for them:

Game	Skill Dice Rule	Skills
Arm wrestling	Duel rule	Strength
Punch the Goblin	Duel rule	Strength
Hammer throw	Duel rule	Strength
Weight lifting	Challenge rule	Strength
Race	Challenge rule	Dexterity
Wall Climb	Challenge rule	Dexterity
Knifey-finger	Duel rule	Dexterity
Dance-off	Duel rule	Dexterity
Drinking Contest	Challenge or duel rule	Constitution
Puzzle game	Challenge rule	Intelligence
Trivia game	Challenge or duel rule	Wisdom
Charade	Challenge rule	Charisma

## Shows and Traders

Of course, there must be a way for players to waste their well-earned money. Fortunately, Lintoll is host of the world's most exotic traders and artists. The shows range from mock-battles to real battles, peep shows, mud-wrestling, magic shows and much more.

If GMs need inspiration for rare goods that could be sold in Lintoll, Appendix IV can help out.

## Lintoll's Secret Society

Lintoll's key to success and survival is also its best kept secret: The fair's staff consists almost entirely of Doppelgangers. These Shapeshifters always take on the appearance of the people of Lintoll's host country. Their hedonistic lifestyles and ability to read surface level thoughts makes them the perfect carnies: able to fulfil desires, cheat at games and detect trouble before it can get out of hand. Since living among normal people is always risky for them (e.g. somebody could notice that they don't age), most of them have joined Lintoll voluntarily.

Initially, all the Doppelgangers were organized around the 12 founding Headmasters of Lintoll. Because a Doppelganger can always identify its own kin, their numbers grow rapidly over time. With this development the need for stricter hierarchies arose. The Headmasters decreed, that each new addition to Lintoll must join a guild best suited to his or her skillset. Nowadays, the Doppelgangers (or "Sharrel", as they call themselves) all belong to one of 7 guilds. Nevertheless, all of them still uphold the laws dictated to them by the Headmasters. The following paragraphs are dedicated to the different factions within Lintoll.

### The Headmasters

The Headmasters aren't a guild. Both beloved and feared, they are the very soul of Lintoll. Legend has it, that its members are still the original 12 Doppelgangers who founded Lintoll several decades ago. They don't have names and are referred to only by their number – with twelve (nicknamed Midnight) being the most powerful member. The other Doppelgangers aren't sure, if they should believe the tale of the current Headmasters being the founding members. They reason, it would be much more likely, that the numbers are just an honorary title given to members of Lintoll who have proven themselves worthy of it. However, one thing is certain: their

power and wisdom far exceed those of a normal Doppelganger. Hence, their word is treated as law in Lintoll.

### The Gambler's Guild

The Doppelgangers of the Gambler's Guild run all the casinos, card games and other luck-based competitions. They are the oldest of the guilds and fiercely loyal to the Headmasters. Their members consist of fast thinking and long-fingered Doppelgangers who know how to use a convincing poker face (or several of them). Most of them are happy just running their games – they don't care much for the politics of Lintoll. The Guild only knows one rule: make money any way you can – as long as this way doesn't threaten Lintoll as a whole. Rumor has it, that the guildmasters of the gambler's guild are also responsible for safeguarding the valuables and incomes of the other guilds and the Headmasters.

### The Brigade

Big, strong and loud – the members of the Brigade officially serve as the bouncers of Lintoll. They are the primary reason, why there haven't been many deadly incidents at the fair so far. They prefer to use intimidation to open confrontation, but they won't shy away from a fight if it finds them. Visitors of Lintoll can recognize them because of their black plate armour and huge clubs. However, the Brigade also serves a secret purpose hidden from the visitors of the fair: to oversee the punishment of any Doppelganger who violates the Headmasters' laws or threatens to expose the carnies for what they really are. The punishment for the former is a good beating, the punishment for the latter is death.

### The Happy Little Boozers

The Boozers are the largest of Lintoll's guilds. The reason behind this is simple: most Doppelgangers are incorrigible hedonists, unable to take anything seriously. Since the Boozers oversee all the brothels, taverns and cookeries, it would make sense, that they'd attract the

most members. Every Doppelganger who just wants to earn money, eat, drink and fuck, joins the Boozers. The Boozers' guildmasters let their members do whatever they feel like, just as long as they don't expose themselves and/or forget to send their cut of the revenue to them. Surprisingly, they are still well respected amongst the other guilds – because in times of crisis or war, the Boozers are responsible for food production and storage. A task they've never failed at before.

## The Circus

Talented, ambitious and graceful: the members of the Circus are an elite team of athletes and artists. Proud of their craft, they dedicate their life to mastering the performing arts – whether it be the trapeze, dancing, cart racing, singing or knife throwing. Most of them get hired by the other guilds to perform at their establishments, but the senior or especially talented members of the guild run their own show-tents, which they call academies. Most of them see Doppelgangers as a superior race to others. Hence, some of them have gotten into trouble with the Brigade for mistreating visitors. They are the only guild which doesn't also serve a political or secret purpose within Lintoll's society.

## The Hideouts

Sometimes slandered as “the Serves”, the Hideouts aren't really a guild its members want to belong to. Doppelgangers who broke the laws of Lintoll often must serve a certain time as Hideouts, before they can return to their guild. The Hideouts oversee the facility management of Lintoll – mainly garbage disposal, cleaning and other menial tasks. The only permanent members of the Hideouts are its guildmasters – often promoted members of the Brigade, who run their janitorial-crews with an iron fist. The Hideouts also serve one of Lintoll's most important secret purposes; to hide political fugitives and smuggle them out of the country. Most of the time, this isn't an altruistic or ideological undertaking – it just servers to secure power and funding for Lintoll as a whole. These non-Doppelganger Hideouts aren't aware of Lintoll's darker secrets, because they often

have to leave the carnies as soon as they leave a nation's borders.

## The Slouches

No Doppelganger can choose to join the Slouches. Their number just mysteriously increases over time. To an outsider, the name of the guild might sound disrespectful, but amongst the Doppelgangers it is spoken with awe, respect and fear. They are the eyes and ears of the Headmasters. They are called the Slouches, because inside Lintoll they prefer to appear as drunkards or cripples – ignored by visitors, feared by the carnies. Most other guilds aren't quite sure what the Slouches do. Rumour has it, they take care of law violations the Brigade can't handle. Others say, they are used as a gigantic spy network spanning the continent, helping the Headmasters in cementing their power through blackmail and information theft. However, there are also those who think, the Slouches really are just drunkards who successfully started an impressive rumour about themselves.

## The Merchant's Guild

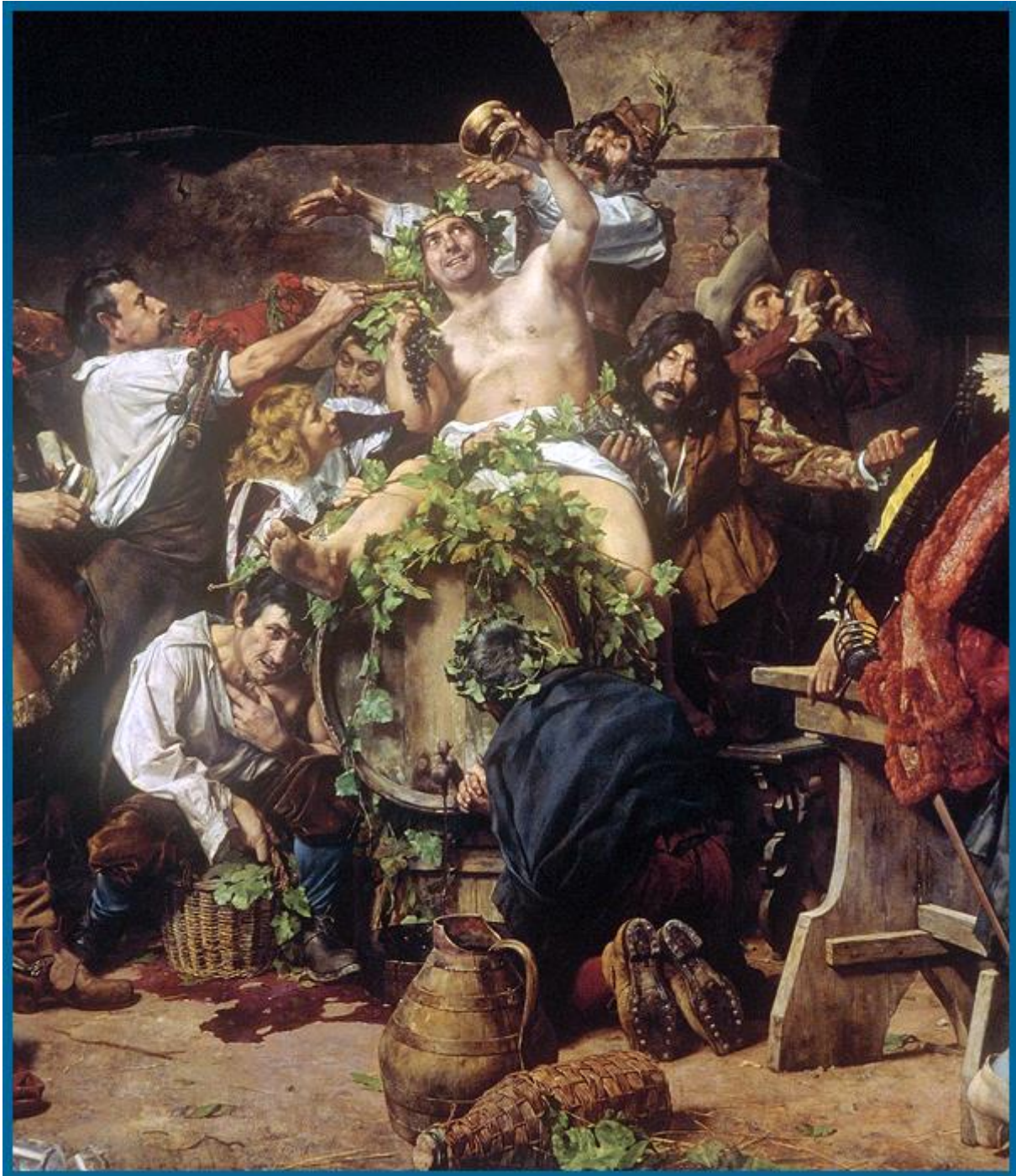
Finally, there's the Merchant's Guild – the most powerful guild in terms of political influence and money. They not only run the many merchant tents and markets in Lintoll, they also maintain a large supply chain spanning the entire continent. As a result, many of the guild's members work in subsidiaries outside of Lintoll. These subsidiaries are often led by a Doppelganger chairman, who is released from his post and substituted by a new Doppelganger each time Lintoll enters the country in question. Because of this practice, the Merchant's Guild often draws the ire of the Headmasters, who fear that a supply chain with this many non-Doppelgangers in it will inevitably lead to the discovery of Lintoll's secrets. In turn, the Merchant's Guild often complains about the high taxes in Lintoll and the lack of support from the Brigade. Yet, the guild also knows, it can't exist outside the protective walls of Lintoll – just as much as Lintoll can't survive without the guild's vast supply lines for food, drink and exotic goods.





### **A time-tested system**

These seven guilds have existed for centuries. There have been some attempts to reform the system or introduce new guilds. The Medicars were active for some years, responsible for creating and handling drugs. However, as they themselves always were their best customers, they were dissolved within the Merchant's Guild after just a century. Minor power struggles and conflicts aside, the guilds of Lintoll form a cohesive unit which has proven itself capable of hiding one of the continent's biggest secrets for a very long time.



### **Quest 1: The Stolen Lens**

In this 2 – 4 hour quest, the party gets swept up in a conflict between the seedier faction of the Merchant's Guild and the Brigade. A mysterious trinket has been stolen and the secret of Lintoll is danger of being discovered. One of the Headmasters tasks the party to retrieve the stolen goods for him. Will the party be able to track down a horde of mind-reading thieves? Can the Headmaster be trusted? Why does he want you to be drunk during your investigation to find "The Stolen Lens"?

## Premise: Explosions in the Dark

After the party has spent the day at Lintoll, having had a good time, they settle down to sleep in one of the fair's larger inns.

They are awoken in the middle of the night by the sound of a large explosion somewhere nearby. Looking out of the window, they'll see two figures in cloaks running towards them. Not far behind them is a member of the Brigade giving chase. The Brigade member will shout to the players "a big reward to whoever catches these two!"

During the ensuing chase, have the Brigade member command the party to follow one of the two figures, while he chases after the other.

## Duel at Midnight

After a short chase through Lintoll, the party manages to corner one of the two figures in a dark alley. Seeing there's no easy way out, the figure will decide it is easier to face the party. At first, he'll try to talk his way out of it, by proclaiming "Wait! It's me" and then using his mind reading to shapeshift into one of the people the party might be thinking of (someone of a previous campaign for example).

Should that work, have him attack in a surprise round and with advantage. He's a failed member of the Circus (see Appendix III), but depending on the party's strength, any stat block will suffice in this fight.

Once the figure is defeated or killed, he'll turn into his original Doppelganger form, shocking the party. Looting the body will reveal, that he was carrying a green, polished gem-stone wrapped tightly in a leather packet.

Soon after, the Brigade will show up in large numbers to dispose of the body and throw the party into the brig without much of an explanation. The reason of course is, that they aren't sure if the players have discovered the secret of Lintoll through this incident.

## Negotiation with Autumn Noon

After a few minutes in the cell, the door opens and Headmaster 3 (nicknamed Autumn Noon) steps in. He'll be exceedingly friendly (even if attacked, since it is very unlikely the party can hurt him – see Appendix III) and ask them about what they know of the case. He then makes the party an offer, that he'll let them live, even reward them, if they manage to track down the other thief and the gem-stone lens he stole. He won't explain his motives to the players – but he wants to avoid an open confrontation between the Brigade and the Merchant's Guild for political reasons.

He tells the party, that a secret auction for elite members of society will be held the next night somewhere in the Merchant's Guild's district. He'll provide them with some gold and watch them from afar. Their goal: retrieve the gem-stone lens without revealing, that they work for the Headmaster.

The party can gain the following information questioning Autumn Noon:

- Lintoll has been invaded by evil Doppelgangers (lie) who stole one of the headmasters' most powerful artefacts (true).
- The players were incarcerated because the Brigade members weren't sure if the players were Doppelgangers themselves (lie).
- The artefact is so powerful, that the other headmasters would prefer to kill anyone who saw it (true). However, Autumn Noon negotiated, the players could prove their innocence by helping to retrieve the artefact (lie – he wants to use the players, because they aren't Doppelgangers).
- The thieves want to sell the artefact to local noble to secure funds and gain political favour (true).
- Autumn Noon can't send the Brigade, because they are up against mindreading Doppelgangers who'd spot them, even if they were in disguise (true).

## Protection from Mindreaders

If one of the party inquires about the Doppelgangers' ability to read minds or if the party is about the leave, have Autumn Noon smile and tell them, that they need "some protection". He'll hand them a black ticket and the instruction, to hand it to the barkeeper of an inn nearby.

Upon receiving the ticket, the barkeeper will hand each member of the party three shots of strong spirits (see table in the previous chapter) and tell them to drink up; as protection from mind readers. A drunken mind apparently is too fuzzy to easily read and requires concentration on part of the Doppelganger to delve deeper.

Additionally, Doppelgangers tend not to probe into the thoughts of drunken people too deeply, since they make them dizzy.

## A Merry Investigation

After getting properly boozed up on the insistence of the Brigade members still guarding them, the drunken party is led to the merchants' district. Asking around for a while will provide them with the information, that special customers (spenders) or extraordinary individuals (good gamblers, players, etc.) will be invited to the auction tonight. The GM should have the party either spend a lot of money on useless luxury items, drugs or similar or have them compete and win in several games (show-fighting, casino games, etc.) before inviting them to the auction. Once the party has caused enough of a ruckus, a member of the seedier part of the Merchant's Guild will approach them with a meeting spot and a passphrase to enter.

## The Secret Auction

The invitation leads the party to a giant dug-out basement. The entrance is guarded by two Doppelganger bouncers asking for the passphrase.

Before the auction begins, have the party mingle a bit at the secret "Apéro riche". A lot of important people from the realm are here – noblemen, merchants, members of

the military and so forth. Of course, none of them know Lintoll's secret.

The underground locale also features an appraiser, who can be used by the party to appraise and pawn their possessions. The might want to get some extra cash before the auction starts.

Once the auction starts, have a few other items under the hammer before the gem-stone lens gets presented to coax the players into spending their money early. Use Appendix IV for inspiration.

## Getting the Lens

Should the party get enough cash to bid on the lens, the GM should have them enter a bidding war with one of the shady noblemen. At one time, he may ask the players why they even want the gem-stone lens. They'll have to roll a concentration check or a wisdom saving throw. If they think about the Headmaster, the two bouncers will get suspicious and start interrogating them too. If the party's true motive is discovered, they'll have to battle their way out (against one member of the Merchant's Guild and two other Doppelgangers – see Appendix III).

During their escape they might notice, that looking through the lens reveals the Doppelgangers' true forms. The Merchant's Guild wanted to get the lens into circulation, because if they'd discovered Lintoll's secret, the Headmaster would've been forced to either make their secret known or conquer the realm they are currently in. Thus, finally establishing a nation for the nomadic Doppelgangers.

## Ending the Quest

The party's task is completed, if they successfully escape the basement and report back to the nearest Brigade member they can find. Destroying the lens will satisfy the Headmaster but will result in a smaller reward. Should the players discover that the entirety of Lintoll is led by Doppelgangers, Autumn Noon will get them to swear on their life not to tell anybody. Should they refuse, he'll pin them down and get them knock-

out drunk. They'll find themselves the next morning buck-naked and stripped of all their possessions in the middle of a nearby town-square. After all – who's going to believe the story of a bunch of drunkards?

## Reward

If the players haven't discovered Lintoll's secret or swear a vow of silence and they've retrieved the lens, they'll be rewarded with gold, a magical artefact (see Appendix IV) and another black ticket to get drunk. If they destroyed the lens, they'll only get the gold and the ticket.

If the players refuse the vow of silence, the only thing they'll possess afterwards will be a note reading:

*I regret the way we had to part*

*Since I enjoyed our time together.*

*Just know, opposing me is not smart,*

*Though we might be birds of a feather.*

*I will try to safeguard all your stuff*

*'til you forget the secret you stole.*

*So, forgive us for treating you rough*

*And come find us back in Lintoll.*

*Sincerely yours and see you soon:*

*Headmaster three, Autumn Noon*

## What's next?

Lintoll's secret almost got discovered if it weren't for the party's help. However, the extremist members of the Merchant's Guild are still somewhere in Lintoll, plotting their revenge against the Headmaster. Whether the players took the vow of silence or not, the inhabitants of Lintoll could still use the aid of some capable outsiders. Also: who knows what other riches and secrets might be hiding in this strange wandering town?



## **Quest 2: A Tale of an early Funeral**

In this 3 - 5 hour quest, the party is asked to find an assassin who managed to kill Headmaster number one. The killer somehow knew who the Headmaster was as well as how to get close to him without being detected. Can the party find the person responsible, before he strikes again? Can they take down someone, who managed to kill such a powerful shapeshifter? Was there some sort of trick involved? What intrigue hides behind this "Tale of an early Funeral"?

## Plot hook: Death of a Legend

The party notices that all the businesses at Lintoll seem to be closing down shop, even though it's only noon. Every carry apologizes and leaves his or her stall. In fact, all the Doppelgangers across Lintoll are coming together in the middle of the fair for a large funeral procession (which is very uncharacteristic for the hedonistic Doppelgangers). It's a huge and respectful ceremony, with a lone singer from the Circus singing a heartfelt fare-well song (Note: Playing a song in the background helps the scene. "Raglan Road" by the Dubliners or "Lucky Man" by Emerson Lake & Palmer fit quite well).

Asking around, the players will learn, that one of the Headmasters has died. However, the carries aren't too keen to talk to the players about the details. From the pieces of conversation, they happen to overhear, the death was sudden and very unexpected. After the funeral, the players are approached by a member of the Brigade, who wants them to follow him. He promises an incredible business opportunity for capable warriors such as themselves. They are led into a secluded tent where they are greeted by a shifty looking man, who introduces himself as Shine – or Headmaster 2.

## The Mission

Note: It is up to the GM to find a plausible reason why Shine would contact the party and how he handles them knowing Lintoll's secret. Maybe they already knew about Lintoll's secret (from a previous Quest) or their reputation precedes them. If the players finished "The Stolen Lens" quest, Autumn Noon might also be there to greet them.

Without much preamble Shine begins telling the party all about the last night, when Headmaster 1 (or Noon as he was called) was murdered. During his tale he makes sure to emphasize; how truly monumental this feat was:

- The Headmasters all shift their appearance on an hourly basis – never retaining the same face for long. Thus, making identifying them on sight almost impossible.

- The Headmasters are very adept in reading the minds of the people around them. They are especially attuned to murderous intent. Hence, even getting close would be difficult.
- The Headmasters are both physically and magically strong warriors. Therefore, even if the assassin was just as strong, the battle should have attracted some notice.

Finally, Shine suspects that the murder was carried out with a weapon specifically designed to kill Doppelgangers. So, he wants to hire the party, since such a weapon wouldn't work against them. Their mission: find the assassin, kill or capture him and destroy the weapon he used.

## The Bodyguard's Story

One of the Slouches and bodyguard to the deceased first Headmaster insists on joining the investigation. He introduces himself as Wieran. This talented Doppelganger (see Appendix II, Slouches, for the stats) feels responsible for the death of his master. Throughout his life, he has seen the deeds and read the thoughts of the worst parts of society. Therefore, he feels an intense hatred for any non-Doppelganger. Naturally, He doesn't trust the party to finish the job and insists on tagging along, no matter the risk to his person.

Apparently, he found Noon violently stabbed to death in one of his many sleeping tents. There weren't any signs of a struggle and nobody around the tent heard any noise. Wieran didn't see the murder happen, but he witnessed a small, hooded figure with noticeably green eyes run from the scene of the crime. Unfortunately, he didn't think to read their thoughts at the time.

After the party hears his part of the story, he will tag along. Whether the party wants him to or not.

## Looking for leads

Here's what the players can find out by asking around Lintoll:

Asking Doppelgangers:

- The Headmaster 1 was thought to be immortal – almost as powerful as Midnight (number 12) (true).
- The first Headmaster was loved by all the Doppelgangers of Lintoll (not true – Noon was responsible for helping fugitives escaping through the Hideouts – System, which, because of the unnecessary risk, didn't sit well with many members of the Merchant's Guild).
- The first Headmaster couldn't have been defeated in a fair fight (probably true).
- The first Headmaster was in deep debt to the Gambler's Guild (not true – although a lot of members of the Gambler's Guild knew he was visiting their establishments).
- Parts of the Merchant's Guild want to expand their political power within Lintoll – something all Headmasters are opposed against (true).
- The first Headmaster had especially good relations with the Circus, the Slouches and the Brigade (true).
- The first Headmaster wanted to eradicate the Merchant's Guild (false – he wanted them to follow the law).
- The first Headmaster seemed worried for a while now (true – he'd heard rumours about growing dissent among the parts of the Merchant's Guild).
- A lot of Hideouts and members of the Merchant's Guild did not attend the funeral (true).
- More members of the Merchant's Guild and the Gambler's Guild have been assigned to serve as Hideouts in the past months (true – although most of these charges did not come from Noon).
- It is rumoured, one of the Hideouts is a human nobleman who figured out the secret behind Lintoll (true).
- There's an information broker working near the arena, who sells secrets to rich visitors (true – he's a nobleman who joined the hideouts).
- A hooded figure has been seen pickpocketing onlookers (true, but it's a marketing gag – one of Lintoll's Doppelgangers is smuggling flyers and candy into the people's pockets).
- Several people have vanished from Lintoll these past weeks (false – the visitors are confused by the Doppelgangers changing their appearance)
- A foreign nobleman won a large sum of money in one of the gambling tents (true – although it wasn't the information broker).
- A secret auction is held each night at the seedier part of the Merchant's Guild district (true).

The party should either be led to the information broker or go directly to the Merchant's Guild's district after their investigation.

### **The Information Broker & The Separatists**

The Information Broker is a nobleman who bought Lintoll's Hideout protection service to leave his country of birth. There he's wanted for killing one of his political rivals. Somehow, he figured out the secret behind Lintoll and used that knowledge to strike a deal with a separatist faction of the Merchant's Guild. Their plan is to plunder Lintoll's resources for as long as possible and then sell out the Headmasters to a foreign nation in exchange for a piece of land they can use to establish their own Nation of Sharrel - a homeland for all Doppelgangers.

However, the Information Broker is currently scouting Lintoll to find powerful visitors and invite them to the tents of his accomplices. There, they are offered exclusive deals on illegal goods in exchange for political favours and information. Since he knows that other Doppelgangers might read his thoughts, he tries to be in a state of constant drunkenness to confuse possible spies. His separatist friends deliver the booze to him.

#### Asking Visitors:

- A hooded figure was seen running towards the seedier part of the Merchant's Guild district (true).



If the players meet him, they need to get him to invite them to one of the separatist's tents. He will invite them if he finds that they are important people in possession of knowledge that could help his cause. Should talking not work, Wieran will suggest following him. If Wieran hears or reads about the Broker's true intentions, he will immediately kill him.

### The Merchant's Guild's District

The assassin ran to hide out in the separatists' part of the Merchant's Guild's district. She's currently talking to the leader of the separatist in a hidden basement. If the players follow the Broker or find some other way to get there is up to the GM.

### Stand-off in the Basement

The leader of the separatists hides out in the dug-out basement of his potion shop. If the players get into the basement via deception or invitation from the broker, the three guards posted at the entrance will just let them pass. Wieran has a trained mind and could pass as one of the party members to the guards. Otherwise, they must fight their way through (See Appendix III to adjust the difficulty of the fight).

The leader of the separatists is seemingly alone in his basement. Hidden in the shadows of the room is the Assassin (See Appendix V for stats), ready to fire her bow at him should he give away her position. His goals are to get rid of the players and not mentioning the assassin he hired. He doesn't know how the assassin managed to kill the Headmaster – only that she'd been confident to be able to do so.

This stand-off will inevitably end with the leader of the separatists being shot dead by the assassin. Maybe have Wieran save one of the players from a second arrow.

At this point the guards will join the fight if they aren't already dead. If they do, have them throw random potions from the shelves at the players. Otherwise, the

assassin will topple over the shelf of potions and try to flee the basement.

### Potion effects table

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Roll 1d12 to determine the effects of a thrown potion:

1. **Shrinking:** The target loses half their size for 1d4 hours.
2. **Growing:** The target doubles in size for 1d4 hours.
3. **Giggle Juice:** The target must succeed on a DC 16 Wisdom save or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom save. The target has advantage if it's triggered by damage. On a success, the effect ends.
4. **Burnt Othur Fumes:** The target subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.
5. **Smoke of Truth:** The target is enveloped in a 15 ft. cloud that has the same effect as the Zone of Truth spell.
6. **Glow:** The target starts emitting a glim green light for 1d6 hours.
7. **Healing:** The target recovers 1d6 damage.
8. **Oil of Slipperiness:** The vial has enough oil to cover a medium or smaller creature. The target gains the effect of a freedom of movement spell for 8 hours. The oil can be poured on the ground covering a 10-foot square, creating the grease spell effect for 8 hours.
9. **Firebrand:** Every target in a 30 ft. radius takes 2d6 fire damage and must succeed in a DC13 dexterity saving throw. On a failed save, the target is burning and takes 2d6 at beginning on of its turn until it succeeds in the save or s put out.
10. **Thick Smoke:** Target creature makes a DC15 Constitution saving throw. If it fails, the target is blinded and deafened. At the end of each of its

turns, the target can make a Constitution saving throw. On a success, the effect ends.

11. **Alcoholic Vapours:** The target gains the equivalent of 20 Alcoholic units.
12. **Colouring Spray:** The target turns a colour of the GM's choice for 1d20 hours.

## The Chase

The GM should make sure, that the assassin manages to escape during the chaos of the potion fight. Should the players manage to corner the assassin, she could also throw her backpack to an accomplice who conveniently shows up at the same time. Either way, the party must chase an assassin through Lintoll. Below you can find an overview of the chase rules. Standard combat rules apply with the exceptions noted below. Characters that pause to take an action other than Dash, move a distance equal to their move rate. Most characters use the Dash action and move a distance equal to twice their move rate.

- **Setup.** Determine where everyone involved in the chase is located. The only thing that matters is how far apart everyone is. Place the lead quarry first, then place the others at the appropriate distance behind him. Set the distance from the lead pursuer to the closest quarry at the speed factor of the fastest creature + 5x(1d6) feet.
- **Determine Initiative.** Set initiative order based on position. The lead character is assigned the highest initiative, followed by the others in order of their distance behind him. This initiative order may change from round to round as creatures pass each other. Ties go to the one with the highest dexterity score.
- **Track Movement.** After the lead quarry determines his total move distance – write that distance down so it can be referenced by all players. Don't move that figure. On each participant's turn, compare the distance he moved to that of the lead quarry. If they are the same, the distance between them remains the same, so his figure doesn't move. If he moved farther

than the lead quarry, subtract the lead quarry's move from his and move his figure forward by that amount. If the lead quarry moved farther than he did, subtract his move distance from the lead quarry's and move his figure back by this amount.

- **No Opportunity Attacks.** No one involved directly in the chase can use an opportunity attack against anyone else in the chase.
- **Track Exhaustion.** You can use the Dash action a number of times equal to 3+ your Constitution modifier. For each Dash action after that you must succeed on a DC 10 Constitution check or take one level of exhaustion. Your speed becomes 0 when you reach level 5.
- **Attack.** If a pursuer is able to move into a quarry's space, he may instead use a bonus action to perform a single melee attack against the quarry when he is within reach. The attack is made at a disadvantage. Note that the pursuer cannot use this option if he can only move within reach, but could not overtake the quarry if he chose to.
- **Overtake.** A pursuer overtakes a quarry when he moves into its space. He can then use a bonus action to attempt to grapple the creature. Normal grapple rules apply. If successful, both pursuer and quarry are stopped. Rather than grapple, the pursuer may attempt to trip, push over or tackle the quarry. The pursuer has advantage on the attack. As an optional rule, an attack that fails by 5 or more results in the pursuer falling prone.
- **Quarry Escapes.** The quarry can attempt to escape if it is out of sight for all of the pursuers. He makes a Dexterity (Stealth) check and must beat the passive Wisdom (Perception) scores of the pursuers.
- **Complications.** Roll 1d20 at the end of your turn and compare that roll to the appropriate Chase Complications table. The complication is not applied to your character, but rather to the next character in initiative order. You can spend an inspiration point to negate the

complication you rolled or one that affects you. Rather than rolling on the table, the DM may allow a quarry to impose a condition on a pursuer to slow him down. It might be one listed on the table, or one of his own creation. Another option to using a table would be for the DM to declare conditions based on his map or the terrain and the path the quarry takes.

- **Prone.** A complication may leave you prone. To get up from prone you subtract the distance represented by half your move rate from your total move distance.
- **Difficult Terrain.** Each foot of difficult terrain uses two feet of your move rate. So, if you cross five or ten feet of difficult terrain you can simply subtract five or ten feet from your total distance travelled.

### **Running through Lintoll**

Roll 1d20 to apply the following effects during the chase:

1. **Crowded tent.** Make a DC 15 Dexterity (Acrobatics) check to follow the assassin through this space. On a failed check, the obstacle counts as 10 feet of difficult terrain
2. **Tipped over carts.** The assassin tips over a merchant's cart. Make a DC 10 Dexterity saving throw to navigate the impediment. On a failed save, you tumble and fall 1d4 x 5 feet, taking 1d6 bludgeoning damage per 10 feet fallen as normal and land prone.
3. **Drunkards.** Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through the grabby drunkards unimpeded. On a failed check, the drunkards count as 10 feet of difficult terrain.
4. **Caltrops.** The assassin throws some caltrops on the ground. Make a DC 15 Dexterity saving throw to avoid them. On a failed save, you take 1d6 piercing damage and have your speed halved for 2 rounds.
5. **Climbing over carts.** The assassin jumps over some carts. Make a DC 10 Dexterity (Acrobatics) check to navigate the area. On a

failed check, the cart count as 10 feet of difficult terrain.

6. **Smoke bomb.** The assassin throws a small smoke bomb. Make a DC 10 Constitution saving throw. On a failed save, you are blinded until the end of your turn. While blinded this way, your speed is halved.
7. **Slamming doors.** The assassin vanishes behind a door. Make a DC 15 Dexterity (Acrobatics) check to avoid the door shutting in your face. On a failed save, you take 1d10 bludgeoning damage and fall prone.
8. **Ducking into the crowd.** The assassin ducks into a large crowd gather around a performer's tent. Make a DC 15 Wisdom (Perception) check. On a failed save, award the assassin with a bonus round.
9. **Muddy road.** The road is muddy—make a DC 12 Dexterity saving throw or fall prone.
10. **Distraction.** The assassin throws some gold towards you. Make a DC 15 Dexterity (Acrobatics) check to avoid the gathering crowd or a DC 18 Intimidation check to get them to disperse.
11. – 20. Nothing happens.

The party chases the assassin or her accomplice out of Lintoll and into one of the nearby woods. As soon as the chase stops, Wieran mentions how odd it is, that he didn't sense her thoughts in the basement of the separatists' leader. He sends a short message spell to his fellow Slouches to surround the wood. Then he'll enter it together with the players.

### **Showdown in a hidden village**

After tracking the assassin's tracks through the wood for a few minutes, the party arrives at an abandoned village in the middle of the woods (see Appendix VII). The assassin has retreated to the church's bell tower, taking sniper shots from there. She's supported by a number of accomplices equal to the number of players. They are lurking in the abandoned buildings, trying to take the players out from behind. The traps in the buildings can

be triggered by the assassin in the tower through well placed arrows – setting them on fire or similar.

certainly use more reliable allies to investigate the matter.

## **Catching the Assassin**

The assassins will try to fight for as long as it seems they can win. Once one of them is incapacitated, they'll try to flee. Naturally, the assassin in the clocktower doesn't have an easy means of escape.

Killing or capturing the assassin will reveal the secret behind her method: She's carrying a Flumph (see Appendix VI) in a box with her. Its psychic shroud cancels out the Doppelganger's mindreading – making her invisible to them. Additionally, she carries a small lens of truesight (made from the same gem-stone lenses as the one in the first quest).

## **Triumphant return**

Shine is eager to learn the method used in the killing of Noon. If the players were able to recover the Flumph and the lens, he'll reward them handsomely with gold and another magic item (see Appendix IV) and destroy both the Flumph and the lens. If not, he'll thank them for their collaboration and reward them with some gold.

## **Reward**

Shine will award the players with an appropriate amount of gold and several magical items. Roll 1d100 on Appendix IV to determine a suitable reward.

## **What's next?**

Shine agrees, that someone very familiar with the Doppelganger race must have informed the assassin about the method of using a Flumph and the lens. Are the separatists willing to go as far as to betray their own kin? Is there someone else behind the attack? Did the assassin share this secret with more people? All these questions hint towards a greater conspiracy threatening Lintoll as a whole. If the players are willing, Shine could



### Quest 3: The Siege of Lintoll

In this open-ended quest the party finds itself in the middle of an armed conflict. The kingdom of Darlier has discovered Lintoll's secrets and is prepared to do anything to gain control over Lintoll's vast riches and network. With the help of Tarek the Summoner, the army of Darlier has been equipped with glasses of truesight and a number of Flumphs to overwhelm the Doppelgangers' ability of mindreading and shapeshifting. Not being able to use their usual tactics, the remnants of Lintoll's inhabitants have been forced to hide in a nearby keep. Will the players come to their aid and allow them to flee, or will they join the Darlier army, to wipe out the Doppelganger menace once and for all? In short: who will write history at "The Siege of Lintoll"?

## Plot hook: Remains of a battlefield

The traveling party stumbles across the remains of a large battle. Improvised battlements and tents have been trampled underfoot by what looks like a rather large panicked mob. Dead livestock and some decapitated corpses in dark plate armour are strewn about. The sweet and sickly smell of death hangs in the air. As they make their way through this hellscape, one of the players notices a banner fluttering in the cold breeze. The mud- and blood-stained fabric reads in golden embroidery: Welcome to Lintoll.

## Fighting in the mud

Soon after, the party is discovered by a small contingency of Darlier soldiers (equal to the number of players plus one Doppelganger Hunter, see Appendix VIII). They attack the party on sight, mistaking them for Doppelgangers at first. The players are also immediately aided by a young Circus Doppelganger named Kieran (see Appendix III). The GM should use the confusion of this encounter, to set up the central choice of this campaign:

## Who's in the right?

After a while, the fight is broken up by Tarek the Summoner himself. His magically strengthened voice gives an ultimatum to Kieran and the players to surrender. Here the players have the choice to either side with Darlier and try eradicating Lintoll or flee with Kieran and find a way for the carnies to escape.

## What's the situation?

A single contingency of the Darlier army had attacked Lintoll by surprise a few days earlier. In the panic and confusion, they managed to route or kill almost 60% of Lintoll's Doppelgangers. The surviving core around the Headmasters have retreated into a small fortified town name Branard. From there, they were trying to mount a counter-attack, only to find the main force of the Darlier army blocking all roads leading out of the surrounding

countryside and closing in on Branard. As it stands, the Darlier forces will reach Branard Valley in a week from different directions (see Appendix X). Meanwhile, the Darlier Vanguard around Tarek have set up small spy posts and ambushes with the help of the locals all around Branard. Therefore, the Lintoll scouting parties had a tough time surveying the area.

## Siege Points or How to run this Adventure

No matter which side the players choose for this encounter, it is split into two parts: A preparation phase (7 days) and a battle phase (as long as it takes). During the preparation phase, the players can collect Siege Points with their actions. There are three different kinds of Siege Points:

- **Fortification Points:** Actions that create defensive advantages are rewarded with these points. E.g. Digging trenches around Branard to aid the Darlier's approach or Fortifying the city's wall to aid Lintoll.
- **Tactical Points:** Actions that create offensive advantages are rewarded with these points. E.g. Creating siege weapons, securing reinforcement etc.
- **Espionage Points:** Actions that generate valuable information for one side are rewarded with these points. E.g. Learning the weakness of one of Darlier's commanders or learning the exact number of Doppelgangers in Lintoll.

These Siege Points can be spent by the party in the battle phase to confer different advantages to their chosen side.

## Path 1: Aiding the Darlier army

Convinced by Tarek's speech, the party joins the Vanguard Army of Darlier. After some deliberations, Tarek treats them as part of his strategic council, since the party seems to know a lot about Lintoll.

## **Darlier's objectives**

Their orders are listed below from most important to less important:

1. Destroy the Headmasters' chain of command.
2. Capture one of the Headmasters alive.
3. Gather enough intelligence to disassemble Lintoll's supply and intelligence network around the continent.
4. Route, capture or kill any Doppelgangers aligned with Lintoll
5. Secure Lintoll's fabled treasury
6. Minimize the harm done to Branard and the surrounding countryside

Tarek thinks these tasks can only be successfully completed by making sure none of the Doppelgangers escape Branard before the Darlier main force arrives.

## **Important Figures**

- **Tarek Simar the Summoner:** A peculiar gnomish wizard who managed to create the lenses of truth and summon a small number of Flumphs. For his deeds, he's been awarded the title of Lord and the command over the Vanguard Darlier Forces. Although he appears soft-spoken and eloquent when talking, Tarek is driven by an intensive hatred of Lintoll. His fight against the Doppelgangers has made him incredibly paranoid. He trusts nobody except for Hartel, the leader of the Vanguard's hunters. Tarek also makes sure to always keep a Flumph and his lens of truth nearby.
- **Hartel Norwell the Hunter:** A rugged and devious half-elf. He was handpicked by Tarek to be his confidant. He's skilled in the use of most martial weapons and his scarred face marks him as the survivor of many deadly battles. He's always cordial and respectful, but everybody knows Hartel would kill anyone without hesitation on Tarek's behest.
- **Major Alexis Bower:** He's the commanding officer of the Darlier Mountaineering Infantry closing in from the mountain pass. He's

known as a tough officer and keeps his troops on constant edge.

- **Major Selim Lekozy:** The commanding officer of the cavalry closing in on Branard from Darlier's capital. A loud and compassionate man, who considers all members of his troop his friends.
- **Major Eloise Eclant:** The woman in charge of Darlier's main siege forces, currently occupying Solierp. A calm woman with a sad aura about her.

## **Troops**

- **The Vanguard:** 7 regiments of about 40-50 people forming the Vanguard (a total of 331 people). Each of the regiments is lead by at least two Doppelganger-hunters and equipped for melee and long-distance combat. They are fast and able to operate largely independent from central command. They have currently occupied all the important choke points around Branard. The local populace is mostly on their side.
- **Darlier Mountaineering Infantry:** A 240-soldier strong infantry, currently traveling through the Branard mountain pass. They are equipped for melee combat and have some long-distance capabilities. They move slowly but are used to traversing difficult terrain and working on minimal orders.
- **Darlier Cavalry:** 127 highly-mobile mounted knights. Usually guarding the city of Darlier but currently used to control the road between Branard and the capital. They are incredibly fast and deadly in battle but require a lot of coordination to be used effectively.
- **Darlier Siege Army:** The about 700 soldier strong main branch of the Darlier army. Consisting of about 20% Light Infantry, 40% heavy infantry, 15% Cavalry and 15% Artillery. They are slowly making their way towards Branard, taking control of all towns along the way.

## Path 2: Aiding Lintoll

The party takes pity on Kieran and Lintoll as a whole. Kieran helps the party escape the Darlier Vanguard and leads them to Branard. They're soon welcomed by the 9 remaining Headmasters, who thank them for their support and integrate them into their strategic council.

### Lintoll's objectives

The Headmasters and the council of guildmasters agree of what their priorities should be (from important to less important):

1. None of the Headmasters must be captured alive.
2. As much of the old command-structure of Lintoll as possible must escape or survive.
3. As many citizens of Lintoll must escape or survive.
4. As much of Lintoll's artefacts must be kept out of Darlier's hands.
5. Tarek the Summoner must die.

Unfortunately, most of the Doppelgangers who made it to Branard have been gravely wounded and must first recover their strength. So, there's little chance of attacking or fleeing before the week is up.

### Important Figures

- **Midnight or 12:** The mysterious elder of Lintoll. He claims to have founded Lintoll over several thousand years ago. Whether that's true or not, he's the only Headmaster who seems to have access to every secret Lintoll has to offer. He was also the one who appointed each of the current Headmasters from the ranks of the guilds (this is a secret to everyone but the Headmasters). Despite his alleged old age, he has learned little patience for anyone around him. As an immensely powerful mind reader, he's used to just knowing what everyone around him thinks and makes his conclusions and orders without asking for opinions. The only person he listens to is 8 or Nightfall. At the moment, he's considering a frontal assault on the Darlier's Vanguard to kill Tarek before reinforcements arrive.

- **Nightfall or 8:** A cordial but quiet Doppelganger. As far as she knows, she's the youngest of the Headmasters. She cares deeply for the citizens of Lintoll and would rather have them all flee to safety rather than risking their lives to preserve Lintoll's power structure. However, she seems to be almost alone in this opinion.
- **Shine or 2:** The Headmaster who oversees the activities of the Slouches. He's an opinionated and social Doppelganger who's always eager to contribute his thoughts on any matter. In his function as spymaster of Lintoll, he's learned a lot about the inner workings of the world. He's the only one who has a complete picture of the gigantic spy network of Doppelgangers spanning the continent.
- **The other Headmasters:** Three of the Headmasters are dead: Noon or 1, Twilight or 6, Gleam or 7. The rest in numerical order are called: Autumn Noon or 3, Horizon or 4, Return or 5, Fog or 9, Starlight or 10, Moonlight or 11. Most of them are heavily injured, as they were the ones together with the brigade who tried to stop the Vanguard from killing the fleeing Doppelgangers.
- **Sevta Lonaris:** Head of the Merchant's Guild. He has the most complete knowledge of Lintoll's supply chain – both for goods and finances. However, he's been heavily traumatized by the Vanguard's attack and has been in a state of shock since then.
- **Kieran Ditrias:** The young head of the Circus Guild. Most of his guild has managed to escape. The few younger artists of the Circus have joined Kieran to aid the Headmasters in any ways they can.

### Troops

- **The Brigade:** Just about 90 members of the original Brigade are still alive. While most of them are usually worth about 10 regular soldiers in combat, almost all of them have been wounded by the battle of the previous night.



- **The Slouches:** 43 of the Slouches are currently in Branard. None of them have fallen in the previous battle, but thanks to Tarek's tactics, they also weren't able to stop the Vanguard.
- **Other Doppelgangers:** just about 700 Doppelgangers from the original over 2000 have made it to Branard. Except for a few members of the Circus, most of them aren't used to combat.

## Preparation Phase

How this phase plays out largely depends on the players. The GM gives the players seven days to earn as many siege points as possible. Below are some generic examples of activities on how to earn siege points. In the next paragraph are also some scenarios listed for inspiration.

### Building Fortifications

Some inspiration on how to award fortification points:

- **Strength (Athletics).** Digging trenches, building, pickets, fortifying existing buildings. Building palisade. Characters with the Soldier background make this check with advantage.
- **Intelligence (Tools).** Creating fortifications. Characters with a related Guild Artisan's background make this check with advantage.
- **Intelligence (History).** Building sound structures to aid in the defense or finding weaknesses to attack. Characters with the Sage background make this check with advantage.
- **Wisdom (Perception).** Identifying the locations that would be most defensible and building around them to ensure good lines of sight.
- **Wisdom (Survival).** Creating traps, pits, etc. around the town/palisade or in nearby farms or fields. Characters with the Outlander background make this check with advantage.

### Building a tactical advantage

Some inspiration on how to get tactical points (not all apply as well to both factions).

**Strength (Athletics).** Helping the Doppelgangers learn how to wield weapons and wear armour. Characters with the Soldier background make this check with advantage.

**Intelligence (Tools).** Creating weapons and armour. Characters with a related Guild Artisan background make this check with advantage.

**Intelligence/Wisdom (History).** Using military history to teach the townsfolk how similar battles have been fought. Characters with the Sage or Soldier background make this check with advantage.

**Wisdom (Medicine).** Teaching basic first aid and battlefield medicine. Characters with the Hermit or Outlander background make this check with advantage.

**Wisdom (Religion).** Maintaining the morale of the townsfolk. Characters with the Acolyte background make this check with advantage.

**Wisdom (Survival).** Stocking up on food and supplies for a siege. Characters with the Outlander background make this check with advantage.

**Charisma (Performance/Persuasion).** This increases the townsfolk's morale. Characters with the Charlatan, Entertainer, Folk Hero, or Noble background make this check with advantage.

### Using and Creating Intelligence

Some inspiration on how to award espionage points:

- **Dexterity (Stealth):** Sneaking into the enemy camp to eavesdrop or steal plans and maps.
- **Intelligence (Arcana):** Using magic to decipher enemy messages or spy on the enemy. Characters with the Sage background make this check with advantage.
- **Intelligence (Investigation):** Studying the maps or reports to find an enemy weakness or reveal a secret.
- **Charisma (Deception):** Gaining information from locals or soldiers. Characters with the

Charlatan background have advantage on this check.

- **Charisma (Persuasion):** Recruiting allies or creating moles. Characters with the Folk Hero background have advantage on this check.
- **Wisdom (Survival):** Finding the best routes to traverse the surrounding countryside unseen. Characters with the Outlander background make this check with advantage.

### **Quest ideas**

The preparation phase should work as a resource building mini-game, where the players can decide to work on generic tasks such as the ones described above (which would generally take 1 day) or go on an important quest to gain a lot of Siege Points at once. Below are some ideas for possible mini-quests (for the GM to use as inspiration) and suitable point rewards:

- **Assassination (5 Tactical or Espionage points):** If the players know the daily routine of an important figure in the enemy's army, they can spend a day on a quest to kill them in an ambush.
- **Acquisition Run (5 Fortification or Tactical points):** If the players know the location of a weapon cache or a supply line, they can spend a day on a quest to try and steal the goods in question.
- **Enlist Reinforcements (5 Tactical or Espionage points):** If the players have knowledge of a neutral faction within or outside Branard valley, they can spend a day on reaching them and trying to convince them.
- **Sabotage (5 Fortification or Espionage points):** If the players know of an exposed part of important infrastructure, they can spend a day to try and destroy it.
- **Skirmish (5 Fortification or Tactical points):** With the help of the players, a part of the enemy army is attacked and defeated.

### **Battle Phase**

It is the GM's job to keep the players busy for about a week in game—especially if they are playing on the side of Lintoll. The Siege Points the characters gained in the days prior to the siege by building fortifications, training the doppelgangers, or scouting Branard Valley can be spent during an encounter and represent their preparations and training. Of course, the plan of attack depends on the decisions of the players. Therefore, details on how Siege Points can be spent is illustrated below by some general examples.

### **Skirmish / Testing the Defences**

While engaging in a smaller battle to test troops or as a diversion, the players may spend their points as follows:

- **Fortification Points:** Spending a Fortification Point removes as many enemies as there are players (can only be used 4 times). These points could represent pits outside the walls or spiked hindering movement. Two Fortification Points can also be used to make a short rest.
- **Tactical Points:** Spending two Tactical Points removes a commanding officer (can only be used 2 times). These points could represent additional troops shooting the commanding officers from an ambush.
- **Espionage Points:** Spending an Espionage Point removes reinforcements or disarms traps (can only be used 2 times). These points could represent traps being laid that prevented reinforcements from making it to the attack.

The GM should make adjustments based on Siege Points spent to the number of opponents prepared for the encounter first. Then he can compare that number versus any adjustments to the encounter that he'd normally make based on party strength. If there are enemies over the adjusted encounter strength for the party that indicates that some of the troops die fighting those opponents. As a rule of thumb: the party should only face at most twice their number of foes.

## **Large Battle**

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While engaging in a large scale battle with armies facing each other, the players may spend their points as follows:

- **Fortification Points:** Spending two Fortification Points remove an attacking battalion or hold the progress of an advancing unit. These points could represent siege weapons being employed or large battlements. Two Fortification Points can also be used to give the players and their battalion a short rest.
- **Tactical Points:** Spending two Tactical Points allows one of the players battalions to outmanoeuvre an enemy unit (can only be used 2 times). These points could represent advanced military tactics drilled into the soldiers before the battle.
- **Espionage Points:** Spending an Espionage Point allows a small unit to move undetected through enemy lines or to sow disarray amongst the enemy soldiers (can only be used 3 times). These points could represent prior knowledge of the enemy's plan of attack or a mole placed within the enemy's chain of command.

## **Sabotage / Assassination**

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While trying to achieve a goal using covert means with a small party, the players may spend their points as follows:

- **Fortification Points:** Spending a Fortification Point gives the party the means to remove a physical obstacle (e.g. a lock) or destroy enemy infrastructure (e.g. an outpost) (can only be used 4 times). These points could represent special tools and equipment for the mission (e.g. bombs).
- **Tactical Points:** Spending two Tactical Points removes speeds up a task needed to finish the mission (can only be used 2 times). These points could represent allies or training necessary to complete the mission.

- **Espionage Points:** Spending an Espionage Point removes reinforcements or disarms traps (can only be used 2 times). These points could represent traps being laid that prevented reinforcements from making it to the attack.

## **Fleeing / Retreating**

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While trying to escape Branard or a battle with a large number of people, the players may spend their points as follows:

- **Fortification Points:** Spending a Fortification Point removes an attacking battalion or holds the progress of an advancing unit. These points could represent traveling gear or long ranged weapons. Two Fortification Points can also be used to give the players and their battalion a short rest.
- **Tactical Points:** Spending two Tactical Points allows one of the players to speed up their retreat or get a round a geographical obstacle (can only be used 2 times). These points could represent an efficient communication system or knowledge on traversing the landscape.
- **Espionage Points:** Spending an Espionage Point can be used to create a distraction behind enemy lines or vanish from the enemy's line of sight for a while (can only be used 4 times). These points could represent knowledge of the enemy's movements or a mole placed within the enemy's chain of command.

## **The Fate of Lintoll**

Ultimately, it is up to the players to decide the fate of Lintoll. If the players chose to aid the Darlier forces, one of the headmasters is captured alive and the rest of the Doppelgangers are either killed or routed. Darlier takes control over Lintoll's supply chain and becomes a rising power on the continent. All the world learns that Doppelgangers have been living amongst them – making everyone become slightly more suspicious than before.

If the players aided the guilds of Lintoll in escaping Branard, the Doppelgangers will take all their knowledge and possessions and seemingly disappear from the face of the continent. Years later, the aristocracy of Darlier will die off in a chain of weird accidents. In the ensuing chaos, a big merchant company will buy up large parts of the previously fiercely protectionist Darlier and take control of it through economic means. The headmasters once again have established a secure home for all Doppelgangers.

However, no matter whom the players chose to help, the days of Lintoll, the wandering fair of wonders will be a thing of the past. With it, a part of the continents' charm and whimsy was forever lost. After all, Lintoll wasn't just a network of greedy, hedonistic and pleasure-seeking Doppelgangers. It was an ideal: no matter how gloomy life on the continent might have gotten – it was always comforting to know there was a place created just to generate "Fun for the People".



### Appendix I – Map of Lintoll



## Appendix II – Doppelganger Race (from D&D Wiki Homebrew)

Source: [https://www.dandwiki.com/wiki/Doppelganger\\_\(5e\\_Race\)](https://www.dandwiki.com/wiki/Doppelganger_(5e_Race))

### Doppelganger Race Details

Doppelgangers are wily shapeshifters that can take on the forms of other humanoids and glean the very thoughts from their minds. Experts in subterfuge and deceit, they can impersonate almost anyone with ease. These creatures have spread through almost every land, living on stolen wealth and pulling off schemes that make even master tricksters bristle with envy.

### Changelings and Charlatans

No one knows where Doppelgangers first came from. Some people believe they were created by arcane means, others theorize they escaped the Feywild—what is agreed is that they now span the world, lurking among almost every race, in practically every major settlement.

These devious changelings can alter their appearance at will to almost any person, from human to dwarf, tiefling and beyond. In their true forms they appear as tall, grey humanoids with circular red eyes, no mouth and ears reminiscent of elves. In these true forms their skin is gelatinous to the touch, and they have slim, frail looking builds—yet even this is misleading to their advantage, for a Doppelganger is tough and agile no matter what guise they take.

Doppelgangers possess the rare ability to peer into the minds of those around them, focusing on an individual and reading their surface thoughts. They use this to ability to learn as much as they can about their intended target before attempting to assume their identity. They will stalk their targets for hours, days or even weeks, observing their mannerisms and secretly stealing their name, desires, and fears, along with a few scattered memories.

These psychic abilities, in combination with their shapechanging skill, make them unrivaled at impersonating others.

### Hedonistic Habits

Because of their abilities, Doppelgangers are often lazy and happy to live off the profits of prior schemes in luxury. This even extends to raising their young, preferring instead to assume an attractive male form and impregnate a female of almost any race, then leaving them to raise their own progeny. A child of this union seems to be a normal member of the mother's race until it reaches adolescence, at which point it discovers its true nature and is impelled find more of its own kind.

Doppelgangers work alone or in small groups. When working together they each play specific roles in carefully crafted plots to part people from their wealth and valuables. Despite this, most Doppelgangers are neutral rather than evil, acting out of extreme self-interest rather than any wish to harm the victims of their cons. Doppelgangers which fall to evil tend to murder rich targets and assume their lavish lifestyles, and potentially use this person's influence to extort the weak for greater profit.

Good-aligned Doppelgangers are the rarest kind, rarely able to mix openly with any race but their own out of widespread fear, revulsion and suspicion of their kind—even the purest of heart will struggle to accept a revealed Doppelganger, always suspecting them of reading their mind, and potentially coming to impersonate them after more closely studying them. Those who try frequently find themselves suffering escalating paranoia.

Forced to mix openly with only with their own kind, their mutually deceptive abilities see them encourage each other to lead lives of avarice.

Doppelgangers rarely become adventurers, preferring to avoid the perils of fighting monsters and other such dangers. Those that do become adventurers may do so out of desperation or boredom, but usually only bother if it will help them complete a large-scale scheme. Occasionally a Doppelganger may come to sympathize with the goals of a well-meaning group when impersonating someone among them for long enough.

## Doppelganger Names

Doppelgangers usually assume the name of the person they're impersonating, or at least one fitting to that race. However, most Doppelgangers have a personal name kept secret from the wider world and only shared among their own kind. This personal name could be the original name from their birth parent, although most choose a new one after realizing their true nature—overall, these names sound vaguely elvish.

**Doppelganger Names:** Aaelis, Barri'lon, Idellios, Karros, Lana'thir, Tariel

## Doppelganger Traits

Your Doppelganger character has the following racial traits.

- **Ability Score Increase:** Your Dexterity and Charisma scores each increase by 1.
- **Age:** Doppelgangers reach maturity at the same age as their parent race and live for roughly a century after they reach maturity.
- **Alignment:** Doppelgangers tend towards neutrality. Although not innately evil, most Doppelgangers are extremely self-centered. They break observed law to imitate their target but are well versed in obeying the rules necessary to maintain their deception. Doppelgangers inclined to shapechange more frequently are typically more chaotic in nature. It's possible a Doppelganger will grow to enjoy an assumed identity so much they will adopt its alignment as their own.
- **Size:** Doppelgangers are slightly taller than humans, with hints of elven features. They average at just over six feet tall. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Darkvision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.
- **Shapechanger:** You can use an action to polymorph into a Small or Medium humanoid you have seen. Your statistics, other than size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die. You can use Shapechanger up to three times and regain this trait through a short or long rest. Reverting to your true form takes an action but does not consume a use.
- **Read Thoughts:** You can read the surface thoughts of one creature within 30 feet as an action. While the target is in range, you can continue reading its thoughts, as long as your concentration isn't broken (as if concentrating on a spell).
- **Psychic Intuition:** While reading the target's thoughts with your "Read Thoughts" trait or a "Detect Thoughts" spell, you can choose to have advantage on a Wisdom (Insight) or Charisma (Deception, Intimidation, and Persuasion) check against the target. You can't use this feature again until you finish a long rest.
- **Insidious Impostor:** You gain proficiency in the Deception skill. Doppelgangers are masters of deceit and subterfuge.
- **Greased Mind:** You have advantage on saving throws against being Charmed.
- **Languages:** You can speak, read, and write Common and two languages of your choice.

## Appendix III – Doppelganger Guild Members

### Gamblers' Guild Doppelganger (CR 3)

#### GAMBLERS' GUILD DOPPELGANGER

*Medium monstrosity (shapechanger), true neutral*

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**Armor Class** 14  
**Hit Points** 55 (8d8 + 16)  
**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	16 (+3)

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**Saving Throws** Dex +2  
**Skills** Perception +4, Performance +7, Sleight of Hand +12  
**Senses** darkvision 60 ft. passive Perception 10  
**Languages** Common, Dwarvish, Elvish, Halfling  
**Challenge** 3 (700 XP)

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**Gambler.** This Doppelganger is proficient in the use of most commonly known games. It has advantage on Insight or Perception checks to detect cheating from other players.

**Reckless Attack.** This Doppelganger can throw aside all concern for defense to attack with an "all or nothing attack". When it makes its first attack on its turn, it can decide to attack recklessly. Doing so gives it advantage on melee attack rolls during this turn, but the attack rolls against it have advantage until it next turn"

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

#### ACTIONS

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**Multiattack.** The Gamblers' Guild Doppelganger makes two melee attacks.

**Slam.** Melee Weapon Attack: +6 to hit, reach 5 ft., Hit: 7 (1d6+4) bludgeoning damage.

**Throw Object.** The doppelganger throws multiple near, small object at incredible force. Ranged Weapon Attack: +6 to hit, range 30 ft., Hit:12 (6d4) bludgeoning damage.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks 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.



## Brigade Doppelganger (CR 4)

### BRIGADE DOPPELGANGER

*Large monstrosity (shapechanger), true neutral*

**Armor Class** 18 (Plate Armour)

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

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

**Saving Throws** Str +2, Dex +2, Con +2

**Skills** Athletics +8, Intimidation +6

**Senses** darkvision 60 ft. passive Perception 10

**Languages** Common, Dwarvish, Elvish, Halfling

**Challenge** 4 (1100 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Grappler.** These Doppelgangers have been trained as bouncers and have developed the skills necessary to hold their own in close-quarters grappling. They have advantage on grappling rolls against creatures of a smaller size. They have advantage on attack rolls against a creature they are grappling. They can use their action to try to pin a creature grappled by them. To do so, they make another grapple check. If they succeed, they and the creature are both restrained until the grapple ends. Creatures that are one size larger than them don't automatically succeed on checks to escape their grapple.

#### ACTIONS

**Multiattack.** The Brigade Doppelganger makes two melee attacks.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks 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.

**Mighty Blow.** Melee Attack: +5 to hit, reach 5 ft. Hit: 1d12 bludgeoning damage.

**Bouncer Throw.** The Doppelganger can throw a grappled creature 1d20 + 5 feet in any direction. The creature must pass a dexterity saving throw DC 14 or suffer 1d6 damage for each 10ft thrown. Normal falling damage still applies.

## Boozer Doppelganger (average Fintoll Doppelganger, CR 1)

### BOOZER DOPPELGANGER

*Medium monstrosity (shapechanger), true neutral*

**Armor Class** 12 (Normal Clothes)

**Hit Points** 34 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	18 (+4)

**Saving Throws** Dex +2, Cha +2

**Skills** Stealth +6, Persuasion +8

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Common, Dwarvish, Elvish, Halfling

**Challenge** 1 (200 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Cowards.** The Boozer Doppelgangers are never looking for a fight. They have advantage on Stealth checks while running away or hiding outside of combat.

#### ACTIONS

**Multiattack.** The Boozer Doppelganger makes two melee attacks.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks 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.

**Slam.** Melee Weapon Attack: +3 to hit, reach 5 ft., Hit: 3 (1d6) bludgeoning damage.

## Circus Doppelganger (Kieran, CR 4)

### CIRCUS DOPPELGANGER

*Small monstrosity (shapechanger), true neutral*

**Armor Class** 15

**Hit Points** 43 (7d8 + 7)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	11 (+0)	11 (+0)	14 (+2)

**Saving Throws** Dex +2

**Skills** Acrobatics +9, Deception +6, Performance +6

**Senses** darkvision 60 ft. passive Perception 10

**Languages** Common, Dwarvish, Elvish, Halfling

**Challenge** 3 (700 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Circus Training.** These Doppelgangers have dedicated their life to the performing arts. While each of them has one specialty (e.g. the trapeze), they've all picked up some general circus skills. They have advantage on checks trying to catch a thrown object, climbing and contortion.

#### ACTIONS

**Multiattack.** The Circus Doppelganger makes two melee attacks.

**Quick Stab.** Melee Weapon Attack: +7 to hit, reach 5 ft Hit:11 (3d6 + 5 ) piercing damage.

**Throw Object.** The doppelganger throws multiple near, small object at incredible force. Ranged Weapon Attack: +6 to hit, range 30 ft., Hit:12 (6d4) bludgeoning damage.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks 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.

## The Slouches (Wieran, CR 6)

### SLOUCHING DOPPELGANGER

*Medium monstrosity (shapechanger), true neutral*

**Armor Class** 18

**Hit Points** 73 (10d8 + 30)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

**Saving Throws** Dex +2, Con +2

**Skills** Acrobatics +9, Deception +6, Performance +6

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

**Languages** Common, Dwarvish, Elvish, Halfling

**Challenge** 6 (2300 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Cunning Action.** The Slouches' quick thinking and agility allows them to move and act quickly. They can take a bonus action on each of their turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Defensive Shapechange.** When an attacker that the Doppelganger can see hits them with an attack, they can use their reaction to halve the attack's damage against them.

**Superb Infiltrators.** Slouches have the ability to unerringly copy another person in all their aspects (speaking, writing, walking, etc.). They only have to spend an hour studying the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Their ruse is indiscernible even to other Doppelgangers, since they're trained in copying surface level thoughts of their target. If a wary creature suspects something is amiss, they have advantage on any Charisma (Deception) check to avoid detection.

#### ACTIONS

**Multiattack.** The Slouching Doppelganger makes two melee attacks.

**Rend Flesh.** The Doppelganger extends his arm and stabs a target creature with a thin blade, Melee Attack: +7 to hit, reach 10 ft., Hit: 13 (2d8 + 5) damage. The target creature must succeed in a DC 14 Constitution saving throw or suffer 2d4 poison damage.

**Death Strike.** When the Doppelganger attacks and hits a creature that is surprised, it must make a Constitution saving throw (DC 16). On a failed save, the creature receives double the damage from that attack.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks 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.

## Merchant Guild Doppelganger (CR 2)

### MERCHANT DOPPELGANGER

*Medium monstrosity (shapechanger), true neutral*

**Armor Class** 12 (Normal Clothes)

**Hit Points** 34 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	12 (+1)	18 (+4)	16 (+3)

**Saving Throws** Wis +2, Cha +2

**Skills** Insight +8, Deception +7, Persuasion +7

**Senses** darkvision 60 ft. passive Perception 14

**Languages** Common, Dwarvish, Elvish, Halfling

**Challenge** 1 (200 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Appraise.** The Doppelganger is trained in appraising items and objects. It can use the spell "Identify" as a cantrip.

**Haggling.** The merchant Doppelganger has advantage on all Charisma checks that relate to haggling or the exchange of money.

#### ACTIONS

**Multiattack.** The Merchants' Guild Doppelganger makes two melee attacks.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks 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.

**Slam.** Melee Weapon Attack: +3 to hit, reach 5 ft., Hit: 3 (1d6) bludgeoning damage.

## Doppelganger Headmaster (Legendary, CR 8)

### DOPPELGANGER HEADMASTER

*Medium monstrosity (shapechanger), true neutral*

**Armor Class** 23 (Natural Armor)

**Hit Points** 191 (20d12 + 60)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	23 (+6)	16 (+3)	16 (+3)	20 (+5)

**Saving Throws** Dex +11, Wis +12, Cha +13

**Skills** Deception +10, History +9, Stealth +10

**Damage Immunities** psychic

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened

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

**Languages** Common, Dwarvish, Elvish, Halfling, Abyssal, Gnomish

**Challenge** 21 (33000 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Superb Infiltrators.** Headmasters have the ability to unerringly copy another person in all their aspects (speaking, writing, walking, etc.). They only have to concentrate a full minute on reading a person's thoughts to perfectly copy them. Their ruse is indiscernible even to other Doppelgangers, since they're trained in copying surface level thoughts of their target. If a wary creature suspects something is amiss, they have advantage on any Charisma (Deception) check to avoid detection.

**Innate Spellcasting.** The Headmasters innate spellcasting ability is Charisma (save DC 18). They can innately cast the following spells without material components. At will: Darkness, Silence, Calm Emotions. 3/day each: Blur, Hold Person, Phantasmal Killer, 1/day: Geas

**Magical Shapeshifting.** All of the headmasters melee-attacks are done with a shape-shifted Demon-Claw. Therefore, all of their melee attacks are magical.

#### ACTIONS

**Multiattack.** The Doppelganger Headmaster makes two melee attacks.

**Clawstrike.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 26 (4d10 + 4) piercing damage.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks 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.



## Appendix IV – Lesser Magic Item Table for Traders or Rewards

Enchantments	Roll
This item glows when within 100 ft of demons	1
This item glows when within 100 ft of elementals	2
This item glows when within 100 ft of devils	3
This item glows when within 100 ft of aberrations	4
This item glows when within 100 ft of fey	5
While attuned to this item, whenever you make an Acrobatics check, roll an additional d4 and add that value to your result.	6
While attuned to this item, whenever you make an Athletics check, roll an additional d4 and add that value to your result.	7
While attuned to this item, whenever you make a Deception check, roll an additional d4 and add that value to your result.	8
While attuned to this item, whenever you make a History check, roll an additional d4 and add that value to your result.	9
While attuned to this item, whenever you make an Insight check, roll an additional d4 and add that value to your result.	10
While attuned to this item, whenever you make an Intimidation check, roll an additional d4 and add that value to your result.	11
While attuned to this item, whenever you make an Investigation check, roll an additional d4 and add that value to your result.	12
While attuned to this item, whenever you make a Medicine check, roll an additional d4 and add that value to your result.	13
While attuned to this item, whenever you make a Nature check, roll an additional d4 and add that value to your result.	14
While attuned to this item, whenever you make a Perception check, roll an additional d4 and add that value to your result.	15
While attuned to this item, whenever you make a Performance check, roll an additional d4 and add that value to your result.	16
While attuned to this item, whenever you make a Persuasion check, roll an additional d4 and add that value to your result.	17
While attuned to this item, whenever you make a Religion check, roll an additional d4 and add that value to your result.	18
While attuned to this item, whenever you make a Sleight of Hand check, roll an additional d4 and add that value to your result.	19
While attuned to this item, whenever you make a Stealth check, roll an additional d4 and add that value to your result.	20

While attuned to this item, whenever you make a Survival check, roll an additional d4 and add that value to your result.	21
While attuned to this item, you gain proficiency in Stealth. If you are already proficient in this skill, you gain expertise in it instead.	22
While attuned to this item, you gain proficiency in Survival. If you are already proficient in this skill, you gain expertise in it instead.	23
While attuned to this item, you can't be charmed. Small ethereal hearts float above your head.	24
While attuned to this item, you can't be frightened. Small ethereal skulls float above your head.	25
While attuned to this item, you can't be poisoned. Small vials of poison float over your head.	26
While attuned to this item, you have resistance to thunder damage. A tiny air elemental follows you around.	27
While attuned to this item, you have resistance to lightning damage. A small storm cloud follows you around constantly, occasionally casting small bolts of lightning.	28
While attuned to this item, you have resistance to fire damage. A tiny fire elemental follows you around.	29
While attuned to this item, you have resistance to cold damage. A tiny ice elemental follows you around.	30
While attuned to this item, you have resistance to poison damage. A tiny poison cloud hovers over your head.	31
While attuned to this item, you have resistance to acid damage. A small ooze creature follows you around.	32
While attuned to this item, you have resistance to force damage. A small mana wyrm follows you around.	33
While attuned to this item, you have resistance to psychic damage. A flumph follows you around.	34
While attuned to this item, you have resistance to radiant damage. A tiny angelic creature follows you around.	35
While attuned to this item, you have resistance to necrotic damage. A tiny skeleton follows you around.	36
While attuned to this item, you can cast Prestidigitation at will	37
While attuned to this item, you can cast Mage Hand at will	38
While attuned to this item, you can cast Dancing Lights at will	39
While attuned to this item, you can cast Message at will	40
While attuned to this item, a pint of beer has the same effect as a minor healing potion.	41
While attuned to this item, add an additional 1d10 lightning damage to any critical hit. This item crackles with electricity.	42
While attuned to this item, add an additional 1d10 fire damage to any critical hit. This item occasionally sends off licks of flame.	43
While attuned to this item, add an additional 1d10 cold damage to any critical hit. This item appears to be frozen.	44
While attuned to this item, add an additional 1d10 poison damage to any critical hit. This item exudes toxic fumes to enemies.	45
While attuned to this item, add an additional 1d10 acid damage to any critical hit. This item drips acid.	46
While attuned to this item, add an additional 1d10 force damage to any critical hit. Small ethereal lights twirl around this item.	47



While attuned to this item, add an additional 1d10 psychic damage to any critical hit. This item whispers thoughts to you on occasion.	48
While attuned to this item, add an additional 1d10 radiant damage to any critical hit. You grow a set of ethereal wings.	49
While attuned to this item, add an additional 1d10 necrotic damage to any critical hit. This item appears to be decaying.	50
While attuned to this item, add an additional 1d10 thunder damage to any critical hit. This item generates extra noise when hitting or when hit.	51
While attuned to this item, you feel at home in the forest. Your proficiency bonus increases by 1 while in this area. This item is decorated with trees.	52
While attuned to this item, you feel at home in the desert. Your proficiency bonus increases by 1 while in this area. This item is decorated with cacti and tumbleweeds.	53
While attuned to this item, you feel at home in the mountains. Your proficiency bonus increases by 1 while in this area. This item is decorated with mountains.	54
While attuned to this item, you feel at home when on the coast line. Your proficiency bonus increases by 1 while in this area. This item is decorated with crashing waves.	55
While attuned to this item, you feel at home in the plains. Your proficiency bonus increases by 1 while in this area. This item is decorated with small rolling hills and plant life.	56
While attuned to this item, whenever an enemy hits you with a critical hit roll a d20. On a result of 11-20, the critical hit is negated, and only normal damage is dealt. This item is decorated with shields.	57
While attuned to this item, whenever you drink a full potion roll a d20. On a result of 16-20, you manage to save enough for a second use.	58
While attuned to this item, whenever you take a short rest, roll a d20. On a result of 16-20, your next attack is a guaranteed critical hit	59
While attuned to this item, whenever you kill an enemy, roll a d20. On a result of 19-20, you gain a surge of energy and may immediately take another full turn.	60
While attuned to this item, one piece of silver explodes out of this item for every point of damage you deal	61
While attuned to this item, this item plays battle music for you in combat that can be heard in a 30 ft. area.	62
While attuned to this item, you may use your inspiration to make your next attack into a critical hit. You may use this ability after your attack has confirmed to hit, but before damage is rolled	63
This item is covered in vines. Every morning it grows a batch of 10 Goodberries that can be consumed.	64
While attuned to this item, you may store up to two charges of inspiration	65
While attuned to this item, it is invisible to all enemies, making it impossible to see what you are wielding or wearing	66
While attuned to this item, rain cannot fall upon you. It diverts around the edges of an ethereal bubble of energy instead	67
While attuned to this item, once per day you may speak to a small critter for 10 minutes	68

While attuned to this item, you cannot be surprised for any reason	69
While attuned to this item, add +2 to your initiative rolls	70
While attuned to this item, enemies roll their attacks of opportunity against you with disadvantage	71
While attuned to this item, healing potions restore an additional 50% health	72
While attuned to this item, your minimum health regained from a hit die during a short rest is equal to 4 + your Con Modifier	73
While attuned to this item, ethereal butterflies flutter around your head. All healing spells that cast on you heal for an additional amount equal to your proficiency bonus	74
While attuned to this item, you have darkvision up to 30 ft. and your eyes glow brightly at night	75
While attuned to this item, plants spring to life around you. You get a +5 to Survival checks when looking for food	76
While attuned to this item, you can detect any sources of water within 1000 ft.	77
While attuned to this item, you can walk on water for up to 5 minutes a day	78
While attuned to this item, you can breathe underwater for up to 5 minutes a day	79
While attuned to this item, you have tremor sense up to 20 ft.	80
While attuned to this item, you find a bag containing 2d6 + 2 chocolates under your pillow every morning when you wake up. They restore 1 HP once eaten.	81
While attuned to this item, you take only half damage from any fall	82
While attuned to this item, you always know its location, no matter how far from you it is taken	83
While attuned to this item, you can emit a fog cloud with radius of 20 ft centred on yourself once per day. It persists for one minute	84
While attuned to this item, you can call upon this item to summon a noble elk steed for you to ride	85
While attuned to this item, enemies that fall below twenty health begin to glow red for you	86
While attuned to this item, speak command work to make this item exude bright light in a ten-foot radius and dim light another two feet	87
While attuned to this item, whenever you take a short rest, roll a d20. On a result of 16-20, you are guaranteed to pass your next saving throw	88
While attuned to this item, whenever you take a short rest, you gain temporary health equal to your level + your Con mod. This does not stack and lasts up to 8 hours.	89
While attuned to this item, treasure erupts from enemies you kill with a CR of 1 or greater. Dealing the killing blow to an opponent causes 1 gem to burst forth worth 25g. Whenever you kill an enemy with a critical hit, 4 gems burst forth instead.	90
While attuned to this item, once per day you may reroll an attack, saving throw, or ability check. You must take the second result.	91
While attuned to this item, you give off a lovely aroma that makes members of the opposite sex friendly to you	92
While attuned to this item, you learn to speak the language of the next creature you encounter	93



While attuned to this item, you always know which way North is	94
While attuned to this item, you only need to eat half the normal amount of food on a given day	95
While attuned to this item, fireflies are drawn to you at night and will light your camps and flash brightly when something approaches.	96
While attuned to this item, a small sprite follows you around and will occasionally point out hidden objects	97
This item transmutes at 25% additional value	98
Reroll on this table twice, excluding this result	99
This item is +1, reroll if it already has an enhancement of equivalent or higher level. If this item becomes attuned to a primary spellcaster it instead grants +1 to your spell attack bonus and spell save DC.	100

## Appendix V – Seipora Chernin Level 8 Half-Elf Ranger (Hunter, CR 4)

**Ability scores:** STR: 14 (+2) DEX: 20 (+5) CON: 14 (+2) INT: 13 (+1) WIS: 17 (+3) CHA: 14 (+2)

**Saving throws:** STR: +5 DEX: +8 CON: +2 INT: +1 WIS: +3 CHA: +2

**Initiative:** +5 **Speed:** 30 **Passive perception:** 13 **Size:** Medium **Proficiency bonus:** +3 **Gender:** Female

**Hit points:** 68 (Hit dice: 8d10)

**Armor:** Studded Dark Leather

**AC:** 17

### Melee weapons:

- 2 Scimitars (+8 to hit) 1d6+5 slashing damage

### Ranged weapons:

- +1 Long bow (+11 to hit) 1d8+6 piercing damage Range: 150/600 40 arrows

**Proficient skills:** Animal Handling +6, Insight +6, Investigation +4, Nature +4, Religion +4, Stealth +8, Survival +6

**Non-proficient skills:** Acrobatics +5, Arcana +1, Athletics +2, Deception +2, History +1, Intimidation +2, Medicine +3, Perception +3, Perform +2, Persuasion +2, Sleight of Hand +5

**Languages:** Common, Elvish, Primordial, Gnoll, Goblin

**Other proficiencies:** Wagon-maker's tools, Land vehicles

**Racial Traits:** Darkvision, Fey Ancestry

**Abilities:** Favoured Enemy (Aberrations, Gnolls, Hobgoblins), Natural Explorer (Grassland, Coast), Fighting Style (Archery), Spellcasting, Ranger Archetype (Hunter), Colossus Slayer, Escape the horde, Primeval Awareness, Extra Attack, Land's Stride, Ability Score Improvement (4th and 8th levels +3 Dexterity, +1 Constitution)

**Equipment:** Wagon-maker's tools, Common clothes, Explorer's pack, Vial of Antitoxin, Healer's kit, Vial of Acid

**Wealth:** 182 gp, 72 pp, Gold and Ruby Chalice worth 700 gold, Jeweled Silver Bracers worth 150 gold

**Magic Items:** 4 Potions of Healing, Bag of Holding, +1 Long bow

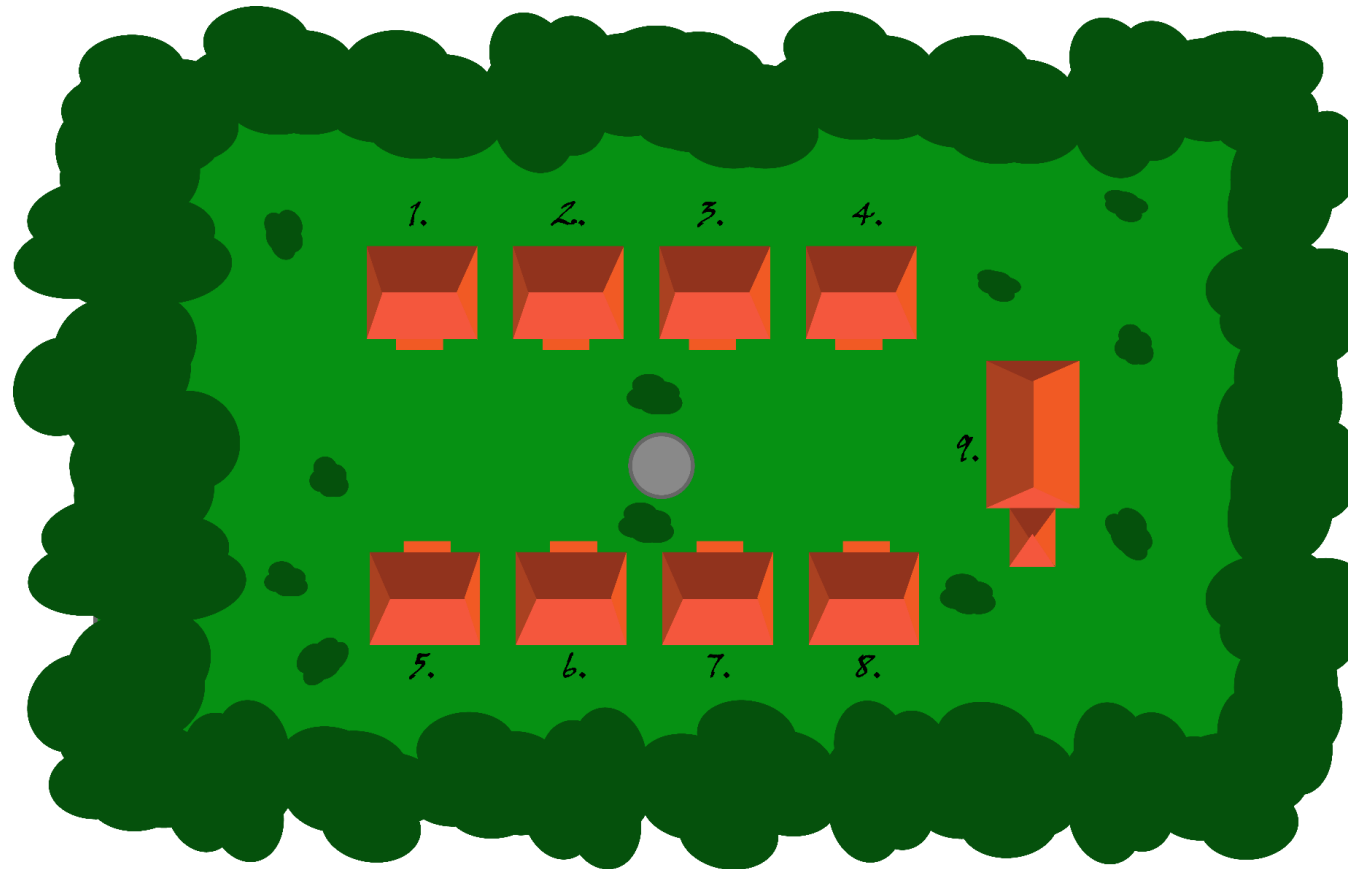
**Spells known:** Ensnaring Strike, Goodberry, Hunter's Mark, Find Traps, Locate Animals or Plants

**Spell slots:** 4 first level, 3 second level **Spell save DC:** 14 **Spell Attack Modifier:** +6 **Knows 5 spells**

## Appendix VI – The Flumph Stat Block

<b>FLUMPH</b>						
<i>Small aberration, lawful good</i>						
<b>Armor Class</b> 12						
<b>Hit Points</b> 7 (2d6)						
<b>Speed</b> 5 ft., fly 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)	
<b>Skills</b> Arcana +4, History +4, Religion +4						
<b>Damage Vulnerabilities</b> psychic						
<b>Senses</b> darkvision 60 ft., passive Perception 12						
<b>Languages</b> understands Undercommon but can't speak, telepathy 60 ft.						
<b>Challenge</b> 1/8 (25 XP)						
<b>Advanced Telepathy.</b> The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.						
<b>Prone Deficiency.</b> If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.						
<b>Telepathic Shroud.</b> The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.						
<b>ACTIONS</b>						
<b>Tendrils. Melee Weapon Attack:</b> +4 to hit, reach 5 ft., one creature. <b>Hit:</b> 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A <i>lesser restoration</i> spell cast on the target also ends the recurring acid damage.						
<b>Stench Spray (1/Day).</b> Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.						

## Appendix VII – Map of the Hidden Village



### Legend

1. **Grocery store:** Two storeys high, containing several dusty barrels, but also signs of someone recently having searched the place.
2. **Small estate:** The second storey has collapsed and there's a hole in the roof.
3. **Inn:** There's a still smoldering fireplace as well as signs of a small group of people having made camp here. The top floor is booby-trapped with a fire trap.
4. **Priest's house:** Clearly ransacked building, containing lots of dusty prayer books.
5. **Farm:** One of the side walls has collapsed and the first floor has been recently used as a stable.
6. **Small estate:** House on the verge of collapse. It has been booby trapped to come crashing down by destroying to support beams.
7. **Post office:** There's still a vault dug into the floor. Somebody has been trying to break it open without much success.

8. **Mayor's villa:** Mostly intact home. It has been booby-trapped with tripwires and crossbows to try and kill possible intruders.
9. **Church:** The high windows have been smashed in. The organ is broken and there are only a few stone benches left. The 280ft. high church tower can only be entered through the door behind the chancel.

## Appendix VIII – Darlier Army Stat Blocks

### Darlier Foot Soldier (CR 4)

Ability scores: STR: 14 (+2) DEX: 16 (+3) CON: 15 (+2) INT: 13 (+1) WIS: 9 (-1) CHA: 11 (+0)

Initiative: +5 Speed: 30 Passive perception: 10 Size: Medium Proficiency bonus: +3

Hit points: 74 (Hit dice: 8d10)

Armor: Studded Leather, Shield

AC: 16

**Multiattack:** Darlier Soldiers make four weapon melee attacks or four ranged attacks.

**Scimitar:** Melee Weapon Attack +5 to hit, reach 5ft., one target. Hit: 6 (1d6+3) slashing damage.

**Shortbow:** Ranged Weapon Attack +5 to hit, range 80/320ft., one target. Hit: 6 (1d6+3) piercing damage.

**Nimble:** Due to their high prowess with the sword they can use a bonus action to take the Dash or Disengage action.

**Dalier-Fencer:** They can use an action to start dancing for one minute. This gives them +1 AC and allows them to move through occupied space unhindered.

## **Darlier Doppelganger Hunter (CR 4)**

**Ability scores:** STR: 11 (+0) DEX: 20 (+5) CON: 14 (+2) INT: 20 (+5) WIS: 12 (+1) CHA: 16 (+3)

**Initiative:** +5 **Speed:** 30 **Passive perception:** 11 **Size:** Medium **Proficiency bonus:** +4

**Hit points:** 73 (Hit dice: 10d8)

**Armor:** Studded Leather, Shield

**AC:** 17

**Multiattack:** Darlier Doppelganger Hunter make four weapon melee attacks or four ranged attacks.

**Short Sword (finesse):** Melee Weapon Attack +5 to hit, reach 5ft., one target. Hit: 6 (1d6+5) slashing damage.

**Shortbow:** Ranged Weapon Attack +5 to hit, range 80/320ft., one target. Hit: 6 (1d6+5) piercing damage.

**Glasses of Truesight:** While wearing these, the hunter can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

**Carrying a Flumph:** The hunter carries an imprisoned Flumph on his person. He uses the creatures telepathic shroud to shield himself (10ft. radius) from the mind-reading powers of the Doppelgangers

**Uncanny Dodge:** When an attacker that the Hunter can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

**Sneak Attack:** Once per turn, the hunter can deal an extra 5d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.



## Appendix IX – Tarek the Summoner Level 12 Forest Gnome Wizard (CR 7)

**Ability scores:** STR: 11 (+0) DEX: 15 (+2) CON: 12 (+1) INT: 20 (+5) WIS: 11 (+0) CHA: 9 (-1)

**Saving throws:** STR: +1 DEX: +3 CON: +2 INT: +10 WIS: +5 CHA: +0

**Initiative:** +2      **Speed:** 25      **Passive perception:** 10      **Size:** Small      **Proficiency bonus:** +4

**Hit points:** 62 (12d6)

**Armor:** None

**AC:** 13

**Melee weapons:** 4 Daggers (+6 to hit) 1d4+2 piercing damage

**Ranged weapons:** Daggers (+6 to hit) 1d4+2 piercing damage Range: 20/60

**Proficient skills:** Arcana +9, History +9, Insight +4, Religion +9

**Non-proficient skills:** Acrobatics +2, Animal Handling +0, Athletics +0, Deception -1, Intimidation -1, Investigation +5, Medicine +0, Nature +5, Perception +0, Perform -1, Persuasion -1, Sleight of Hand +2, Stealth +2, Survival +0

**Languages:** Common, Gnomish, Goblin, Elvish

**Racial Traits:** Darkvision, Gnome Cunning, Natural Illusionist, Speak with Small Animals

**Abilities:** Spellcasting, Arcane Recovery, Arcane Tradition (Conjuration school), Conjuration Savant, Minor Conjunction, Benign Transposition, Focused Conjunction, Ability Score Improvement (4th and 8th levels +1 Dexterity, +3 Intelligence)

**Equipment:** Black ink, Quill, Colleague's letter, Common clothes, Scholar's pack, Component pouch, Arcane focus, Spellbook, Flask of Holy Water, Vial of Antitoxin, Vial of Acid, Vial of Basic Poison Wealth: 406 gp, 94 pp, Gem worth 300 gold, Diamond and Silver Ring worth 500 gold, Platinum and Ruby Ring worth 800 gold

**Magic Items:** 4 Potions of Healing, Cloak of Elvenkind, Scroll of Water Breathing, +1 Ring of Protection

**Spellbook:** Burning Hands, Color Spray, Grease, Jump, Mage Armor, Ray of Sickness, Shield, Tasha's Hideous Laughter, Blur, Continual Flame, Crown of Madness, Scorching Ray, Fly, Glyph of Warding, Lightning Bolt, Magic Circle, Banishment, Blight, Confusion, Stoneskin, Control Winds, Geas, Passwall, Rary's Telepathic Bond, Scrying, Seeming, Telekinesis, Teleportation Circle, Summon Flumph (custom spell)

**Current spells:** Color Spray, Shield, Tasha's Hideous Laughter, Blur, Continual Flame, Crown of Madness, Scorching Ray, Fly, Glyph of Warding, Lightning Bolt, Magic Circle, Banishment, Blight, Confusion, Control Winds, Rary's Telepathic Bond, Telekinesis

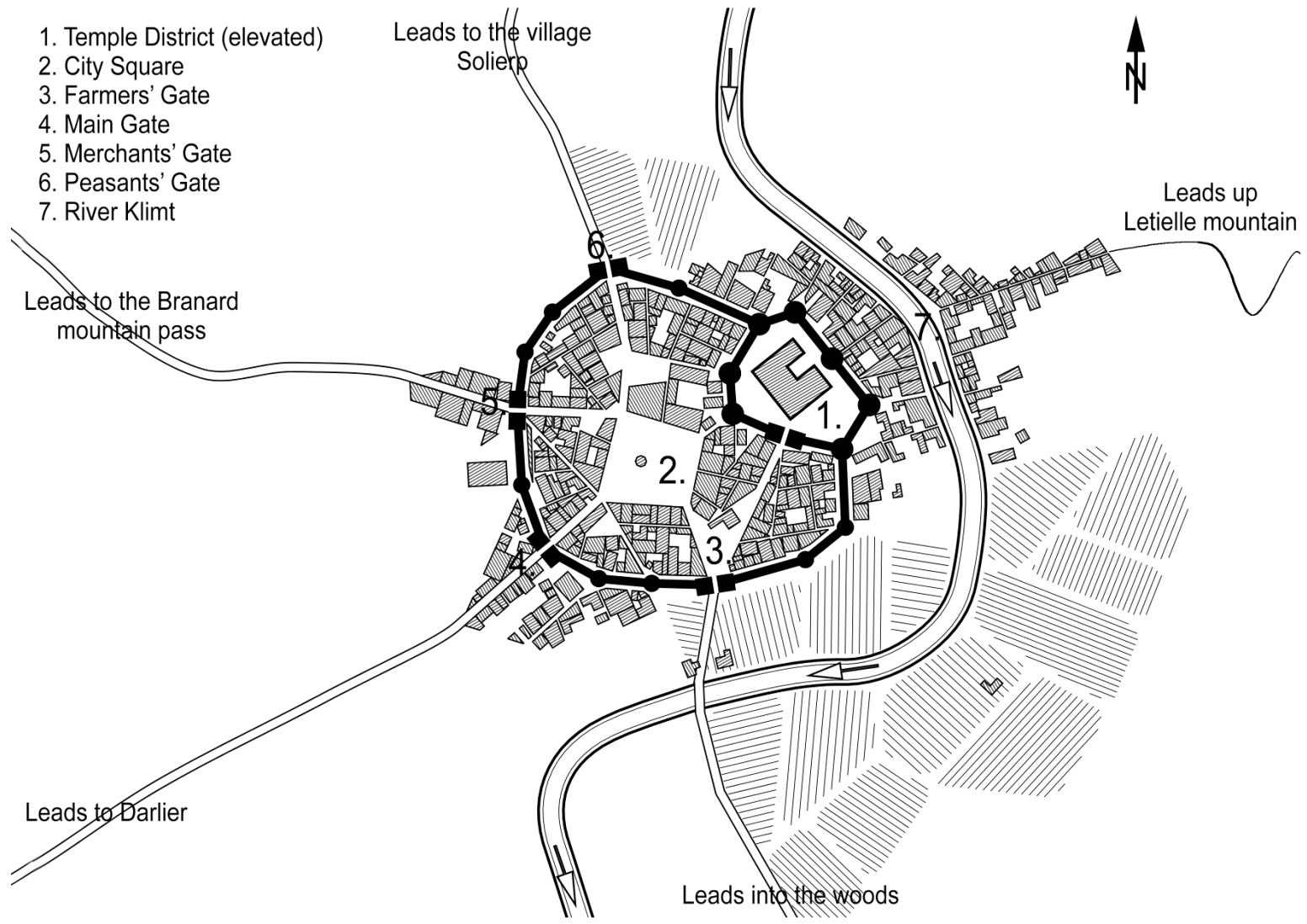
**Cantrips:** Acid Splash, Blade Ward, Prestidigitation, Ray of Frost, True Strike, Minor Illusion

**Spell slots:** 4 first level, 3 second level, 3 third level, 3 fourth level, 4 fifth level

**Spell save DC:** 17      **Spell Attack Modifier:** +9      Can prepare 17 spells      **Spell save DC:** 17      **Spell Attack Modifier:** +9



## Appendix X – Local Map of Branard





## Appendix XI – NPC Loot Tables

### Poor Visitors (Farmers, Peddlers, etc.)

Roll	Description	Worth / Uses
1	Small cloth purse	15 CP
2	Small leather purse	20 CP
3	Carved wooden tankard	5 CP
4	Stone necklace	14 CP
5	Rough leather gloves	12 CP
6	Medium cloth purse	30 CP
7	Medium leather purse	35 CP
8	Plain silver ring	15 CP
9	Wineskin (full)	11 CP
10	Wineskin (half empty)	6 CP
11	Lottery ticket with the number 516	1 CP / 1 Use
12	Lottery ticket with the number 292	1 CP / 1 Use
13	Glasses (magnifying)	44 CP
14	Candy pouch from Lintoll	5 CP
15	Hunting knife (dull)	15 CP
16	Gnarly, carved walking cane	4 CP
17	Leather belt	12 CP
18	Shaving kit	21 CP
19	Simple map of Lintoll	1 CP
20	Empty purse	0 CP

### Modest Visitors (Soldiers, Labourers, Priests, etc.)

Roll	Description	Worth / Uses
1	Small cloth purse	30 CP
2	Small leather purse	40 CP
3	Leather vest	20 CP
4	Set of carved dice	15 CP
5	Bottle of imported liquor	50 CP
6	Shortsword (old)	45 CP
7	Old signet ring (silver)	60 CP
8	Carved smoking pipe	42 CP
9	Silver necklace	62 CP
10	Large leather purse	80 CP
11	Medium cloth purse	65 CP
12	Dagger (dull)	38 CP
13	Bottle of pain medicine	72 CP / 5 uses
14	Box of exotic candy	12 CP
15	Nice leather bag	34 CP
16	Fine leather gloves	78 CP
17	Gold wedding band	128 CP
18	Little dragon statuette (wood)	14 CP
19	Small wooden box (empty)	17 CP
20	Embroidered badge with the logo of Lintoll	5 CP



### Affluent Visitors (Merchants, Nobles, Politicians, etc.)

Roll	Description	Worth / Uses
1	Shortsword	105 CP
2	Heavy leather purse	451 CP
3	Gold signet ring	312 CP
4	Emerald pin	705 CP
5	Silk necktie	90 CP
6	Fancy smoking kit	68 CP / 10 uses
7	Hip-flask (full)	70 CP
8	Large fur coat	644 CP
9	Dagger with carved handle	446 CP
10	Bottle of expensive spirits	328 CP
11	Box filled with pouches of different spices	800 CP
12	Small leather purse	189 CP
13	Heavy cloth purse	673 CP
14	Map of the lands in the north	1198 CP
15	Small gold bell	1025 CP
16	Vial of antitoxin	954 CP / 2 uses
17	Finely crafted copper holy symbol	425 CP
18	Book of gnomish prayers	387 CP
19	Gold necklace	2613 CP
20	Silver pocket knife	178 CP

### Aristocratic Visitors (Guild Leaders, Military Leaders, Nobility, etc.)

Roll	Description	Worth / Uses
1	Elegant rapier	5078 CP
2	Richly-decorated shortsword	4460 CP
3	Crossbow (light)	2913 CP
4	Gold pendant with family crest	31200 CP
5	Silver ceremonial mask	18218 CP
6	Weighted ivory dice	9080 CP
7	Large gold and ruby signet ring	72740 CP
8	Large potion of healing	150433 CP / 2 uses
9	Clockwork toy	8063 CP
10	Jar of Keoghtom's Ointment	18043 CP / 3 uses
11	Large calfskin purse	4312 CP
12	Gold smoking kit	6222 CP / 10 uses
13	Military insignia (silver)	4287 CP
14	Gold dragonchess set	81211 CP
15	Small gold-framed mirror	77777 CP
16	Small silver-framed magnifying glass	9361 CP
17	Silver fountain pen	6246 CP
18	Jeweled gold goblet	43369 CP
19	Vial of midnight tears (poison)	154066 CP / 1 use
20	Greatsword with insignia of rank	76612 CP



### Normal Lintoll Doppelganger (No leadership positions, no rank)

Roll	Description	Worth / Uses
1	Set of weighted dice	53 CP
2	Hipflask (full)	65 CP
3	Smoking kit	13 CP / 10 uses
4	Light leather purse	14 CP
5	Wineskin (full)	33 CP
6	Elegant dagger	452 CP
7	Brass-knuckles	97 CP
8	Pouch of numbing drugs	71 CP / 2 uses
9	Pouch of stimulating drugs	124 CP / 4 uses
10	Set of lockpicks	523 CP
11	Set of leather-lined manacles	60 CP
12	Small vial of antitoxin	423 CP
13	Magnifying glass	120 CP
14	Heavy cloth purse	66 CP
15	Necklace with guild insignia	45 CP
16	Guild signet ring	50 CP
17	Set of manipulated playing cards	12 CP
18	Set of dice	5 CP
19	Small flute	38 CP
20	Mandolin	165 CP

### Affluent Lintoll Doppelganger (Business owner, guild politician)

Roll	Description	Worth / Uses
1	Large vial of antitoxin	6020 CP / 3 uses
2	Hip flask of rare spirits	211 CP
3	Gold guild signet ring	555 CP
4	Small calfskin purse	324 CP
5	Finely crafted silver guild insignia	532 CP
6	Vial of basic poison	420 CP / 1 use
7	Large pouch of stimulating drugs	1039 CP / 6 uses
8	Set of thieves' tools	2054 CP
9	Set of artisans' tools	1950 CP
10	Vial of acid	2403 CP
11	Magic item (roll on table in Appendix IV)	??? CP
12	Potion of greater healing	9923 CP
13	Small flask of truth serum	16307 CP
14	Wineskin of good vintage year (full)	59 CP
15	Rare book	8735 CP
16	Silver pan flute	353 CP
17	Ivory set of weighted dice	982 CP
18	Map of the continent	55433 CP
19	Cane with hidden blade (rapier)	7633 CP
20	Bottle of pure alcohol	169 CP