

The Complete Guide to Doppelgangers

Sample Node: Blackborough

By Keith Baker

This article describes the doppelganger node of Blackborough. It is an example of a doppelganger community, as described in the Complete Guide to Doppelgangers (pages 27-28).

Blackborough

Power Center: Conventional/Monstrous (Doppelstade)

Alignment: True Neutral

Community Authorities: The Ironbelly Brewery (24 HD doppelstadt)

NPCs in the Community: (No spoken name), mimic 8th level sorcerer; “Tyran Shae”, doppelganger 7th Level protean warrior; “Garth Ironbelly”, doppelganger 7th level cleric (geistspeaker); “Jesse Black”, doppelganger 5th level rogue/1st level protean warrior; “Minister Ulrich”, doppelganger 6th level rogue (All names are those of the most commonly used humanoid form)

Population: 81 urban doppelgangers, 22 mimics, 2 doppelstadt

Blackborough is a node – a mid-sized urban Doppelganger colony that maintains part of the gestalts’ telepathic network. While statistics have been provided for the colony, it is a district that could be placed within any humanoid town, city, or metropolis.

As far as the town is concerned, Blackborough is a quiet, working-class area. The biggest business in the neighborhood is the Ironbelly Brewery. Most of the people in the district work either at the brewery or at the nearby Ironbelly Inn, and shipments of Ironbelly ale are sent to nearby towns on a regular basis. The

people of Blackborough are often referred to as “ironbellies”; they focus on their work and seem slow to grasp other concepts. Some say that it’s the result of having ale for breakfast and ale for lunch...

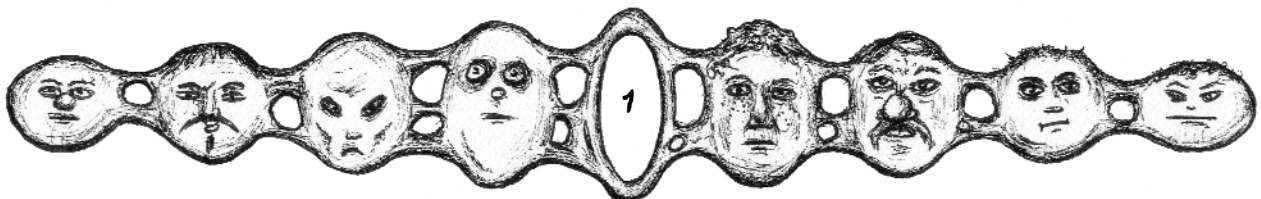
The truth is that the people of Blackborough are all doppelgangers. They are not slow-witted at all, but have found that the dour, stolid “ironbelly” persona keeps people out of the district. The primary doppelstadt is the Ironbelly Brewery and the attached inn; there is also a smaller doppelstadt that takes the form of a row of houses across from the brewery. The brewery is a fully functioning business, but the doppelgangers also use the Ironbelly wagons to ship mimics to seed colonies.

Most of the mimics of Blackborough are scattered inside the brewery or the inn. One room in the Ironbelly Inn contains a mimic wardrobe and a mimic four-poster bed; if the doppelgangers want to dispose of a guest, they will give him that room. The mimic sorcerer guards the brewery’s main memory well.

Blackborough NPCs

Here are statistics for the prominent doppelgangers of Blackborough:

Garth Ironbelly, doppelganger Clr7: CR 10; Medium-size Shapechanger; HD 11d8+11; hp 60; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk +10/+10/+5 melee (1d6+2 slam) or +10/+5 melee (by weapon); SA Detect Thoughts, Turn Undead; SQ Alter Self, Immunities; AL N; SV Fort +10, Ref +7, Will +13; Str 14, Dex 13, Con 13, Int



14, Wis 18, Cha 16.

Skills: Bluff +16, Diplomacy +15, Disguise +16, Healing +10, Knowledge (religion) +6, Listen +10, Profession (Brewer) +8, Sense Motive +10, Spot +10, Thoughtweaving +8. **Feats:** Alertness, Dodge, Read Memories, Silent Spell.

Spells Memorized (6/6/5/4/3): 0-level – *detect magic* x2, *guidance* x2, *resistance* x2; 1st level – *change self*, *comprehend languages*, *deathwatch*, *divine favor*, *obscuring mist*, *shield of faith*; 2nd level – *augury*, *darkness*, *hold person*, *invisibility*, *silence*; 3rd level – *create food and water*, *deeper darkness*, *meld into stone*, *nondetection*; 4th level – *confusion*, *divination*, *imbue with spell ability*

Equipment: *ring of invisibility*

An accomplished geistspeaker, this doppelganger's most common form is the dour patriarch of the wealthy Ironbelly family, which supposedly owns the inn and the brewery. The Ironbelly family are the most prominent citizens of Blackborough and they may be invited to social events.

"Garth's" domains are Gestalt and Trickery. If forced into combat, it will use *deeper darkness* and *silence* to disorient its enemies, then slip away or *meld into stone*. It uses *create food and water* to keep the doppelstadte fed, and *darkness* and *deeper darkness* to fill the memory wells and spawning chambers of the doppelstadte with shadows. Finally, it will use *imbue with spell ability* to assign specific powers to other doppelgangers to meet the needs of a specific mission.

Jesse Black, doppelganger Rog5/Pro1: CR 9; Medium Shapechanger; HD 5d6+5d8+10; hp 50; Init +4 (Dex); Spd 30 ft.; AC 18 (+4 Dex, +4 natural); Atk +8/+8/+3 melee (1d8+1 slam) or +8/+3 melee (by weapon); SA Detect Thoughts, +3d6 Sneak Attack; SQ Alter Self, Blindsight, Evasion, Immunities, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +7, Ref +13, Will +8; Str 12, Dex 18, Con 12, Int 15, Wis 14, Cha 16.

Skills: Bluff +18, Climb +6, Craft (locksmith) +5, Disable Device +10, Disguise +18, Gather Information +8, Hide +12, Intimidate +10, Innuendo +5, Listen +8, Move Silently +10, Open Lock +10, Pick Pocket +8, Search +8, Sense Motive +8, Spot +8, Thoughtweaving +6. **Feats:** Alertness, Chameleon, Dodge, Expertise, Slippery.

Equipment: *ring of mind shielding*

"Jesse Black" is one of Blackborough's sleeper agents – a spy placed in the most powerful criminal organization in the city. She will have a position that gives her the ear of the leader without placing too much responsibility on her shoulders. The original Jesse was an old, trusted confidante of the leader.

Blackborough has other agents scattered throughout the underworld, monitoring smaller gangs and placed to protect "Jesse." These include a few 2nd level rogues and one 4th level rogue.

Minister Ulrich, doppelganger Rog6: CR 9; Medium Shapechanger; HD 5d6+5d8+10; hp 50; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk +8/+8/+3 melee (1d6+1 slam) or +8/+3 melee (by weapon); SA Detect

Thoughts, +3d6 Sneak Attack; SQ Alter Self, Blindsight, Evasion, Immunities, Uncanny Dodge (Can't be flanked, Dex bonus to AC); AL N; SV Fort +6, Ref +10, Will +8; Str 12, Dex 14, Con 12, Int 16, Wis 16, Cha 17.

Skills: Bluff +20, Diplomacy +15, Disguise +18, Gather Information +12, Knowledge (nobility) +8, Intimidate +15, Listen +12, Perform +8, Profession (government official) +8, Sense Motive +10, Spot +12, Thoughtweaving +10, Use Magic Device +6. **Feats:** Alertness, Dodge, Read Memories, Tangled Thoughts.

"Ulrich" is a specialist in political impersonation. Depending on the nature of the local government, "Ulrich" may have replaced a powerful aristocrat, a bureaucratic functionary, or a courtier with the ear of the ruler. It is exceptionally skilled at all forms of oratory and dialogue, and it can conceal its own thoughts from surface scans while prying into the memories of others. Ulrich is a capable assassin, but its value as a sleeper agent is such that it will rarely be put at risk.

Tyran Shae, doppelganger Pro7: CR 10; Medium Shapechanger; HD 11d8+33; hp 82; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+3 Dex, +6 natural, +2 *ring of protection*); Atk +13/+13/+8 melee (1d12+3 unarmed strike) or +13/+8 melee (by weapon); SA Detect Thoughts; SQ Alter Self, Blindsight, Immunities; AL N; SV Fort +12, Ref +12, Will +9; Str 16, Dex 17, Con 16, Int 13, Wis 16, Cha 13.

Skills: Bluff +18, Climb +6, Disguise +18, Hide +10, Listen +8, Move Silently +10, Profession (merchant) +7, Sense Motive +7, Spot +8, Thoughtweaving +11. **Feats:** Alertness, Avatar, Bioplasmic Healing, Dodge, Expertise, Extend Limbs, Improved Initiative, Improved Trip.

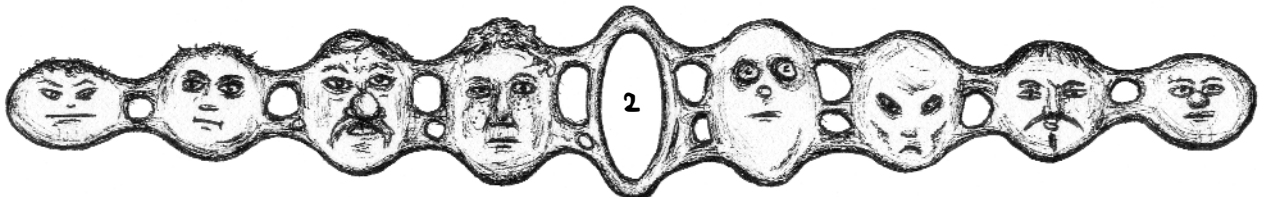
Equipment: *ring of blinking*, *ring of protection +2*

This doppelganger is a troubleshooter for the gestalt, only loosely attached to Blackborough. It is a highly effective scapegoat; using its protean abilities, it can mimic the natural weapons of any monstrous form it might assume. In addition, it is an Avatar and can channel other personalities to match the needs of a particular assignment; all in all, "Tyran" can become whatever the situation calls for.

"Tyran Shae" is one of a number of disposable identities – an elven purchasing agent who frequents the Ironbelly Inn while discussing business. "Tyran" will cycle through an assortment of traveling identities.

Warrior, doppelganger Pro2: CR 5; Medium Shapechanger; HD 6d8+12; hp 39; Init +3 (Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 natural); Atk +7/+7/+2 melee (1d8+4 unarmed strike) or +7/+2 melee (by weapon); SA Detect Thoughts; SQ Alter Self, Blindsight, Immunities; AL N; SV Fort +8, Ref +9, Will +6; Str 14, Dex 17, Con 14, Int 12, Wis 14, Cha 13.

Skills: Bluff +14, Disguise +14, Hide +5, Listen +8, Move Silently +5, Profession (any cover) +6, Sense Motive +6, Spot +8, Thoughtweaving +7. **Feats:** Alertness, Bonehammer, Dodge, Expertise, Extend Limb.



This is one of Blackborough's skilled defenders. The colony has six of these warriors; they are generally kept in reserve as guard and assassins, as opposed to being placed in the human community as moles. At any given time, one will be in the Ironbelly Inn, two will be in the brewery, two will be patrolling the neighborhood in the civilian form, and one will be in trance.

Blackborough Adventures

Blackborough is a quiet area, populated by stolid, hard-working people. Unless one of the characters is a connoisseur of local ales, a party of adventurers will have little reason to pass through the neighborhood. Here are a few ways that the doppelgangers of Blackborough can come into play.

- A vicious crime war breaks out – but all of the guilds and gangs believe that the others started the vendetta. In truth, Jesse Black and her contacts in the other gangs are trying to weaken the power of the underworld. If any of the characters are rogues, they may get caught up in the action – but can they find out how it started?
- In a wacky mishap, a barrel that was supposed to be sent to a nearby seed colony is sent to the party's favorite tavern. The "barrel" is actually a dormant mimic, which comes to life when the bartender tries to tap it. Will the party investigate the brewery?



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