

The Complete Guide to

Doppelgangers

Dungeon Doppelgangers

By Keith Baker

The Complete Guide to Doppelgangers introduces three subspecies of doppelgangers: rural, urban, and dungeon. The book describes rural and urban doppelgangers in detail. Here are full details on the dungeon doppelgangers.

... It appeared to be the ruins of a great temple. Fallen columns were covered with moss and weeds, and cracks ran through the massive flagstones. There was an enormous granite idol towards the back, but the features of the face had crumbled away or been chiseled off. Something bothered me – why hadn't we found any other signs of the civilization that built this place? The architecture was completely unfamiliar to me, and I didn't recognize any of the religious symbols. Somehow it just seemed – staged. Convenient. Here we are looking for adventure, and what do you know, here's a ruin waiting to be explored. Then Fergus found the trapdoor leading into the slimy basement...

Isn't it just the slightest bit odd how many dungeons there are in the world? Clammy subterranean labyrinths teeming with oozes and slimes, seemingly tailor-made for adventurers? Well, what if they WERE? What if these ruins were living creatures, whose bodies were designed to attract monsters and adventurers – creatures whose corpses would be absorbed by the stone itself and used as sustenance?

As explained in *The Complete Guide to Doppelgangers*, a Doppelganger goes through three stages of development. In the first stage – “doppelganger” – it disguises itself as the mobile creatures that share its chosen environment. In the second stage –

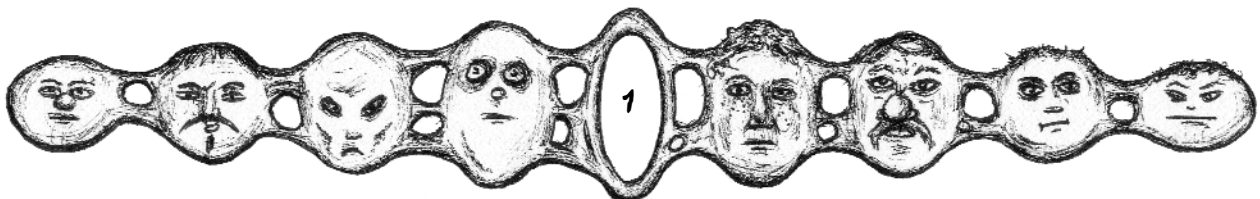
“mimic” – it becomes more sedentary and can only assume the form of inanimate objects. And in the final stage – “doppelstadt” – it becomes a massive living structure, taking the forms of buildings, forests, or caves. Dungeon Doppelgangers are commonly believed to be the progeny of urban Doppelgangers who have become separated from their gestalts and gone insane due to the mental isolation. As a result, the form of the dungeon doppelstadt is similar to that of an urban doppelstadt – a building, only ruined and dilapidated to reflect the tormented state of the creature's mind. As a result of the parent's insanity, its offspring are fundamentally flawed. While dangerous and bizarre, dungeon doppelgangers lack sophistication and do not form gestalts or spread out to new locations; they simply sit, festering, dreaming tormented dreams and slowly spreading deeper into the earth.

The Dungeon Lifecycle

Occasionally, a dungeon doppelstadt will produce superior offspring – creatures with the abilities and intellect of urban doppelgangers. But most of the time, dungeon Doppelgangers are flawed and twisted creatures. This section examines their lifecycle.

Dungeon Doppelgangers

Urban doppelgangers can impersonate humanoids. Rustic doppelgangers can disguise themselves as animals. Dungeon dop-



pelgangers – well, they can't manage any sort of shape at all. They simply crawl about – semi-sentient protoplasm searching for food and keeping the floors of the dungeon clean. These creatures have generally been mistaken for unique species that have somehow found their way into the dungeon environment. But in fact, these slimes, oozes, and puddings are all secretions of the dungeon itself.

A dungeon doppelganger does possess the ability to shift forms, but it is limited to oozes. Unlike most doppelgangers, a dungeon doppelganger gains the abilities of its new form; when a dungeon doppelganger shifts into the form of a gray ooze, it gains immunity to fire and cold.

For all intents and purposes, a dungeon doppelganger is a normal ooze. It is nonsentient and will not change shape on its own. However, a particularly alert mimic or doppelstadt could trigger a transformation with a telepathic command. Within a campaign, this is a way to spring a surprise of a party of adventurers – and a sign that something strange is going on in a particular dungeon or cavern.

Dungeon Mimics

The dungeon mimic is the standard beast that adventurers associate with the term “mimic.” While physically identical to its urban cousin, it is less intelligent and its telepathic powers are stunted; it cannot read humanoid thoughts. Dungeon mimics also have less control over their shapeshifting powers; they cannot alter the texture of their body. This rough, fleshy texture will spoil any disguise – although by the time someone touches a mimic, it is often too late.

In comparison to the other subspecies, only a tiny number of dungeon doppelgangers ever become mimics. The mental gap between the stages is far greater than it is for rustic or urban doppelgangers. Most doppelgangers spend their entire life as ooze; eventually they lose cohesion and are reabsorbed into the mass of the doppelstadt. The same fate generally awaits a mimic; even if it has the intelligence to make plans, it lacks the mobility to escape from a dungeon on its own. There is a story of a particularly clever mimic that tricked a party of adventurers into removing it from a dungeon – and then got them to dump it in the woods once its true nature was revealed. It might have been able to start an entirely new dungeon – if it hadn't been attacked and killed by a passing pack of rustic doppelgangers in the form of wolves.

While they are not particularly bright, mimics are generally the most intelligent and coherent form of dungeon Doppelganger. They cannot understand human thoughts, but many learn to speak humanoid languages. The two prime motivations of a dungeon mimic are hunger and boredom; as a result, it will typically attack any sentient creature that gets close enough, but occasionally it will choose to talk instead. When goblinoids or other intelligent creatures settle in a dungeon, the mimics will usually try to come to terms with the invaders – acting as guards in exchange for a steady supply of food and conversation.

Dungeon Doppelstadte

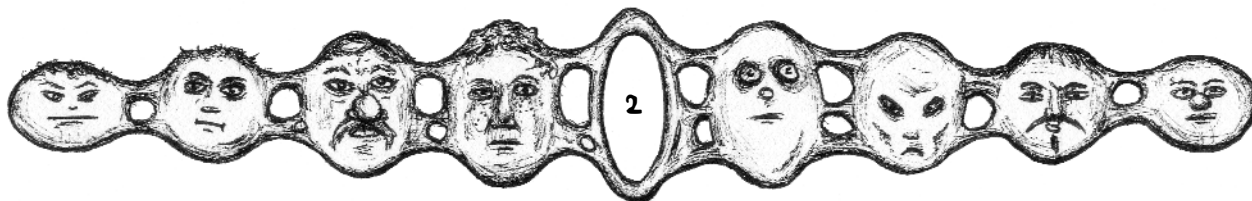
Dungeon doppelstadt are deeply disturbed creatures. Most are only vaguely aware of their surroundings and the things that go on within their bodies. The layout of a doppelstadt is partially drawn from its faded genetic memories, but it is also affected by the humanoids that encounter the creature. While it may be almost comatose, a dungeon doppelstadt still has powerful telepathic abilities; it reads the expectations of explorers and slowly reforms its architecture to match those expectations. If a group of adventurers poked around the depths of a doppelstadt convinced that there was a throne room – well, eventually there would BE a throne room.

The average dungeon doppelstadt does not even have the intelligence of a mimic. It has the capacity for rational thought, but its mind has fragmented and fallen into disuse. However, there are always exceptions. A more alert dungeon might work make deals with the monsters that inhabit it. It could use a mimic as an intermediary, or create some sort of stationary mouthpiece. A sentient dungeon could certainly adjust its architecture based on the thoughts of explorers; if it had any healthy children – beings with the abilities of urban doppelgangers as opposed to dungeon doppelgangers – it could send them out disguised to fulfill the player's expectations. In this way, the same dungeon could become a vampire's crypt, a warren of wererats, or a temple of a sinister cult – all based on what the adventurers expect to find.

Interacting with Humanoids

Alone among the subspecies, dungeon doppelgangers rarely infiltrate areas inhabited by other creatures. Instead, creatures come to them. Ruins can make inviting abodes for goblins, orcs, and other humanoids. Large caverns may attract a variety of dangerous beasts. If a doppelstadt is even aware of these visitors, it will generally work to accommodate them. Inhabitants mean more food for the doppelstadt; as an omnivorous creature it can subsist on their refuse, and if adventurers come to kill the beasts the doppelstadt will simply eat the corpses (whether those of the monsters or those of fallen heroes). This is also how these dungeons build up treasure; a doppelstadt cannot digest metals, so it may build up a stockpile of gold and equipment from previous adventuring parties.

An exceptionally intelligent dungeon doppelstadt might contact the creatures inhabiting its body and come to some sort of agreement. The situations are rare, and the inhabitants generally don't know what it is they are dealing with; most savage humanoids will mistake the doppelstadt for a powerful spirit, which must be placated with gifts and sacrifices. If humanoids work together with the doppelstadt, it can alter its layout to suit their needs.



The Process of Expansion

A dungeon doppelstadt begins as an orphaned mimic. It slowly gains mass by devouring vegetation and unlucky wildlife. However, a dungeon doppelstadt has no gestalt and no interest in spreading a net of mental communion, so instead of spreading out it delves down, burrowing into the ground. A more alert doppelstadt will mimic the shapes of buildings, creating a series of catacombs or crypts; one that is being driven by instinct may simply create a network of caverns. In any case, the doppelstadt will slowly burrow further and further beneath the ground, spreading out tunnels and caverns like the roots of a plant. Eventually, most doppelstade reach a point of equilibrium, where they cannot obtain enough sustenance to continue to increase their mass. Unlike the other Doppelgangers, they will not seek to spread their mimics about to create new communities; a dungeon doppelstadt is far more likely to absorb its mimics to feed its own appetites.

Character Classes

Dungeon Doppelgangers lack the intelligence and mental stability to pursue character classes. As a result, they progress through the addition of hit dice instead of character levels.

	Dungeon Doppelganger
	Large Ooze
Hit Dice:	3d10+24 (40 hp)
Initiative:	-5 (Dex)
Speed:	Varies by form
AC:	Varies by form
Attacks:	Varies by form
Damage:	Varies by form
Face/Reach:	Varies by form
Special Attacks:	Varies by form
Special Qualities:	Shapeshift, Telepathy; additional qualities based on current form
Saves:	Fort +7, Ref +4, Will +6
Abilities:	Str 15, Dex 1, Con 19, Int -, Wis 1, Cha 1
Skills:	Animal Empathy +8, Bluff +12*, Dis- guise +12*, Listen +11, Spot +8
Feats:	Alertness, Dodge
Climate/Terrain:	Underground (Dungeon doppelstadt)
Organization:	Solitary
Challenge Rating:	See below
Treasure:	None
Alignment:	Always neutral
Advancement:	4-9 HD (Large), 10-16 HD (Huge), 17- 30 HD (Gargantuan)

Doppelganger, Dungeon

Dungeon doppelgangers cannot maintain a focused, coherent form. Instead, a dungeon doppelganger can shift between any of the common forms of ooze.

A dungeon doppelganger possesses the following special qualities and abilities:

Shapeshift (Su): A dungeon doppelganger can assume a variety of liquid forms. The available forms vary based on the hit dice of the doppelganger. The doppelganger's hit dice and hit points remain constant regardless of its form, but otherwise it gains all of the statistics and abilities of its current form. The available forms are:

Hit Dice	Forms
3	Gray Ooze
4-5	Gelatinous Cube, Gray Ooze
6-9	Gelatinous Cube, Gray Ooze, Ochre Jelly
10-18	Black Pudding, Gelatinous Cube, Ochre Jelly
19-30	Black Pudding, Gelatinous Cube

Telepathy (Su): A dungeon doppelganger can continuously *detect thoughts*. This is identical to the spell, as if cast by an 18th level sorcerer. The doppelganger cannot actually read surface thoughts, but it can interpret general moods. Generally this ability is used to locate and track hostile creatures.

Challenge Rating: To determine the CR of a dungeon doppelganger, add 1 to the rating of its most powerful form.



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