

Dear friend;

Do not tell the others what's going on here and do not show them this letter!

You are fighting a **doppelganger**.

A monster that can change its appearance to look like anyone else.

Right now, **it looks like you**, but doesn't have your armor or weapons.

It starts fighting you to the death!

I've calculated a shortcut for the battle based on average characters. The battle took five rounds.

## Roll the 22 dice I gave you and add them together. Do you have more HP than that?

### NO:

The doppelganger wins. You now get to play as the doppelganger!

Put on your old clothes and items, and hide your old naked body in a copper coffin inside the room.

You keep your normal abilities but you also can change shapes to look like anyone else (equipment and clothes are not changed).

Doppelgangers have a little bit of mindreading (which is why you can keep your abilities and knowledge) but this ability isn't perfect. If you try to use it the other players will probably understand what's going on.

Try to not get revealed as a doppelganger!

This particular doppelganger's favorite form if it is discovered is to pretend that it's true form is a creature of molten metal shrouded in flames. (This fire is just an illusion, it doesn't really burn.)

The doppelganger might have some devious goals of its own that go against what your old character would do, including attacking the other characters at the worst possible moment. Or it might just want to have a place among normal people after so many lonely years in the tomb and be loyal to your old friends. That's up to you!

Put an X in this box:

### YES:

You win! You get to stay your own real true self!  
The doppelganger dealt a lot of damage to you before you killed it.

It changes back to a grey humanoid when it dies.

Obviously, you can just show everyone that you lost all that damage and show the dead grey body as proof that you're still you.

That's up to you!

But if you want to have a little fun and keep us in suspense for a while, let's say that the grey body disappears and you can also keep the HP loss a secret. You'll have to remember how much you lost.

You know that you **actually** have a lot less current HP than what's on the paper, until the next long rest, but unless that secret damage causes you die (later when you take more damage) before the next long rest, no-one has to know!

So calculate your real, secret, current HP and write it in this box:

Then put this letter back in the envelope, seal it, and come back in.