

DOPPELGANGER CITY

Doppelganger City is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers a general guideline on how to scale the adventure for each level. The characters stumble into a murder scene with supernatural elements while heading into town, and must unravel an old-fashioned mystery to catch the killer.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Doppelganger City Hooks table below offers details for introducing this adventure to your players. Some of these hooks simply lead the characters to Winkey Port where they will become involved when they arrive at the scene of the murder. The rest of the hooks give additional reason to investigate the murder once the characters already know about it. These hooks may double as clues.

Gold Rewards. To further incentivize the party to travel to the seaside city of Winkey Port and solve a murder mystery, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 200 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

CREDITS

The following creators made this adventure possible:

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Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 3 as it may pose too much of a challenge. Similarly, a party with an average party level of 13 or greater might find the adventure too easy.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium

Doppelganger City Hooks

d8	Side Quest Type	Details
1	Fetch Quest	A merchant has ordered a shipment of wares that is set to arrive in Winkey Port within the week. They hire the characters to travel to Winkey Port and then ensure the wares arrive in the merchant's city with no trouble.
2	Recover Stolen Item	Going through the books of Waterford Company, 5,000 gp were retrieved by Barnabe before he died. An employee approaches the characters and offers a reward for finding out where the money ended up.
3	Receive Information	Another town wants to take up trade relations with Winkey Port. They received two negotiation offers, from Waterford, and from Grayvale Company. The characters are supposed to visit both Companies and report back on which of them seems like the better business partner.
4	Rescue Mission	After Roland Grayvale supposedly confesses to the murder, he pleads with the characters to prove him innocent so he doesn't get punished for a crime he did not commit.
5	Find a Missing NPC	A friend of the characters' has not heard from a pen pal of theirs, Maline Elisot, for a few weeks. As she is normally a very conscientious letter writer, the friend asks the characters to find out what happened to her.
6	Monster Hunt	Waterford Company, after the murder of Barnabe, offers a reward for whoever brings his murderer to justice. While they do not explicitly say so, it is implied that they do not care if the murderer is brought in dead or alive.
7	Supernatural Investigation	The longer the characters stay in Winkey Port, the more they hear of people seemingly being in two places at once. Such curiosity deserves investigation.
8	Secure Aid	If the characters are reluctant to aid Inspector Jacque with the investigation, he promises the watch's and the town's support in the characters' main quest.

WINKEY PORT - A VISITOR'S GUIDE

Winkey Port is a pastiche of Victorian London, specifically Sherlock Holmes's London. It is a dirty, seedy city where the rich live large and the poor live in cramped squalor. It is broken into several districts:

Milk Orchard. Home to the middle class of Winkey Port—the merchants, innkeepers, and business owners—Milk Orchard is a pleasant enough place, if not particularly noteworthy. Adventurers looking for equipment would likely find it here.

Old District. As the name implies, this is the old core of Winkey Port, from before it expanded into a walled city. Its inhabitants are a mix of Wine Orchard's gentry and Milk Orchard's younger business owners.

Wine Orchard. By far the wealthiest part of Winkey Port, Wine Orchard houses the city's most influential figures. The houses are large, the streets are cobbled, and magical lamps ward off would-be thieves at night.

North Docks. Visitors to Winkey Port often mistake the North Docks (and by extension, the Waterford Company) for the city's original port, when in actuality the company's presence in the city is a relatively recent development. The company was so successful that it drove its sister company Grayvale into financial ruin.

South Docks. These are the original docks of Winkey Port, home of the Grayvale Company. Once

a prominent and central hub of the city, the area has since descended into abject poverty.

The Hook. Over several generations, the families who had relied on the Grayvale Company for work were slowly priced out of the Old District. Reluctant to leave, these families instead expanded northeast, erecting their own homes and establishing impromptu neighborhoods that soon became ridden with crime, disease, and starvation. Though Winkey Port doesn't recognize it as an official district—i.e., there are no public services available here—the locals refer to it as "The Hook," because once it gets into you, there's no getting out.

GENERAL FEATURES

The following features are common throughout all areas of Winkey Port and are printed here for ease of reference:

Size & Dimensions. Winkey Port is a medium-sized walled settlement, and this adventure document delineates nine locations within it, each with its own map(s). These maps are meant to be a "snapshot" of a particular part of the city, not an exhaustive layout.

Illumination. The city follows a typical day-night cycle. At night, treat every district *except* the South Docks and The Hook, which are dark, as being dimly lit by magical gaslight.

Surface Detail. Winkey Port is a grimy city. As the characters walk about outside of Wine Orchard, they

may see any or all of the following:

- ▶ Animal blood washing down a cobblestone street
- ▶ Buckets of urine and feces being thrown from a window into an alley
- ▶ Dirt-covered street urchins kicking a ball around
- ▶ Drunken louts having a midday brawl

Barriers. Several doors and windows throughout the city are locked and/or boarded up. All of the barriers are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or any barrier can be forced open with a successful DC 20 Strength check.

SUPERNATURAL MURDER MYSTERY

As the characters enter the city, they come across a crime scene currently being investigated by Inspector Jacque. A small crowd has gathered around the scene, including one (very loud, very drunk) witness who insists that the person was murdered by their own twin.

MYSTERY OVERVIEW

Here is the solution to the mystery, for the GM's convenience.

Who? Barnabe Waterford, owner and operator of the Waterford Company, was found dead near the city's entrance, halfway between the North Docks and Milk Orchard. He was carrying a large parcel of gold to Rosalind Elisot (NE female human **commoner**), the innkeeper of the Marigold Pub & Inn. The parcel is currently in **area 3d**. He was murdered by a doppelganger.

What? Rosalind Elisot has a child—a changeling. While most changelings leave home to find their own kind, this one stuck around and grew into a full-grown **doppelganger**. It currently lives and works in **area 3** alongside Rosalind.

When? Barnabe's murder occurs in the early morning hours, before the characters arrive in Winkey Port. Other relevant events happened in the weeks leading up to the murder.

Why? Rosalind's sister, Maline Elisot, was found dead outside a well-known bathhouse in Wine Orchard some time ago. Officially, she tripped and fell

out of a third-story window, but in actuality, Barnabe Waterford pushed her in a drunken fury. It's well documented that Barnabe was the last person to see Maline alive—it was recent enough that people are still talking about it—and Rosalind wants revenge.

How? Rosalind's doppelganger-child has been impersonating Barnabe Waterford around town, getting him into trouble and sullying his reputation. Rosalind contacted Barnabe and told him that these incidents would increase in frequency and intensity unless he agreed to pay her a large sum of gold. He acquiesced to her demands. The doppelganger murders Barnabe as he delivers his blackmail payment—justice for Maline, and a tidy sum of gold for Rosalind.

INVESTIGATION

Over the course of this adventure, the characters will investigate a number of leads. Through their sleuthing, they'll hopefully be able to solve the murder of Barnabe Waterford. Red herrings abound, however, and they'll have to work to separate fact from conjecture. Make it clear to your players that information should be scrutinized.

As the characters investigate leads, important information that they should take note of will be denoted in one of two ways:

Clue. Barnabe was seen in two places last night.

Red Herring. Barnabe was seen heading toward the South Docks last night.

Once the characters know a piece of information, remind your players to write it down.

NOIR-VELOPMENTS

As the characters collect clues (not red herrings), Rosalind and the doppelganger will grow desperate and try to stop them from solving the mystery. Keep track of the number of clues your players have collected. Whenever a new clue threshold is reached, consult the table below:

HIRED THUGS ENCOUNTER

After the characters have gathered eight major clues, Rosalind grows desperate and hires a group of thugs via a criminal acquaintance of hers, Declan, to murder them. The thugs all wear hand-stitched insignias (made by Rosalind herself) declaring them as part of the Grayvale Company.

Noir-velopment

Clues Collected	Development
3	The next time the characters take a long rest, the doppelganger , in disguise as Inspector Jacque, will visit them and request they take a look at the Grayvale Company. Its impersonation of the inspector is good, but not great.
5	The doppelganger impersonates Roland Grayvale, owner of the Grayvale Company, at a tavern. It gets drunk and starts confessing to Barnabe's murder, then disappears into the night. Again, its impersonation isn't great. The characters hear about it the next day.
7	Rosalind hires thugs to waylay the characters (see encounter information below).

Where this encounter takes place is ultimately up to you, but four separate battle maps have been provided for your convenience. Each map corresponds to a major district:

- ▶ Milk Orchard: **area 4**
- ▶ Old District: **area 5**
- ▶ Wine Orchard: **area 6**
- ▶ The Hook: **area 9**

The creatures begin in hiding and will attempt to get the drop on spellcasters first if possible.

Hired Thugs

Version	Statblocks
3	4 thugs, 1 bandit captain
5	2 spies, 3 veterans
8	1 assassin, 4 thugs
11	2 assassins, 3 thugs

Thugs and spies run away once their hit points are reduced to under half, but the other creatures are more scared of Declan than death, and thus stick around until the bitter end.

If one of these ne'er-do-wells is captured alive and interrogated, they (truthfully) say that they don't know who hired them, but that Declan (see **area 9B**) acted as the middleman between them and their unknown employer.

AREAS OF WINKEY PORT

The following locations are keyed to the map of Winkey Port.

1 - CITY GATES

A crowd has gathered just inside the gates of Winkey Port. Officers in crisp uniforms and custodian hats are urging the crowd to disperse, but to no avail. Lying on the ground behind them is a gnarled and twisted body, a male human—blood is slipping through the cracks in the cobblestone.

Return Visit. If the characters return to this area after at least eight hours have passed, read or paraphrase the following:

The crime scene has been cleaned up by Inspector Jacque and his officers, but you can still tell where the body lay by the dark color of the stones.

1A - Crime Scene. Barnabe's body lies on the cobblestone street, surrounded by a throng of twenty **commoners**, six **guards** who are holding the crowd at bay, and Inspector Jacque (LG male human **scout**). A DC 14 Wisdom (Medicine) check confirms

that the victim died of blunt force trauma and reveals bloodied fingernails, indicating a hand-to-hand struggle.

Inspector Jacque will gladly accept any help the seasoned adventurers can offer him.

Clue: Killer Twin. In the crowd of commoners is a very drunk dwarf named Morrur Boneback who claims to have witnessed the murder. He says that Barnabe was murdered by his twin, and that the killer fled through the east alley.

1B - Bloodied Footprints. Any character with a passive Perception of 11 or higher notices bloodied footprints leading up the stairs along the rampart wall.

Clue: Changing Feet. A DC 14 Intelligence (Investigation) check reveals that the killer's footprints suddenly change midstride as if they'd taken off their bloody shoes and begun walking barefoot. This is the result of the doppelganger reverting to its true form.

1C - Disposed Items. The doppelganger ran up onto the ramparts and tossed the clothes it was wearing into the moat below.

If the characters don't discover the clothes here, they may find them washed up below the Old District Bridge in **area 5A**.

Clue: Doppelganger's Clothes. The killer's bloodied clothes appear identical to what Barnabe was wearing. A successful DC 14 Intelligence (Investigation) check, however, reveals that the clothes are hand-made imitations.

2 - THE NORTH DOCKS

The north docks are immaculate and brand new. The Waterford Company logo, a simple ocean wave set against an impressionistic sunrise, greets your eyes at every turn.

If the characters visit between 7 AM and 5 PM, read or paraphrase the following:

Dock workers and fishermen crowd the pier, busy with their daily work. The pleasant sounds of coins and commerce fill the air.

2A - The Pier. Between the hours of 7 AM and 5 PM, the pier is occupied by twenty-four **commoners** working or plying their wares. Word has spread fast about Barnabe's demise; as the characters walk along the pier, they hear snatches of conversation that may pique their interest.

Red Herring: Belligerent Barnabe. A few nights ago, Barnabe was seen causing a drunken ruckus along the pier, and even fired one of his oldest and most reliable crews. He got so drunk in fact that he claimed to have no memory of the event the next day.

2B - The Waterford Company. Between the hours of 7 AM and 5 PM, this small office is home to Waterford Company's fiduciary and logistical officers, named Odilia (NG human female **commoner**) and Trar (NE human male **commoner**), respectively. The office remains locked outside of these hours.

Clue: Gold Withdrawal. While speaking with Odilia, it's clear that she has something to hide. However, out of respect for Barnabe's privacy, she doesn't offer an explanation willingly. With a successful DC 18 Charisma (Persuasion) check, Odilia confesses that she was asked by Barnabe to withdraw a large sum of gold, 5,000 pieces, from the company's coffers the day before the murder. She says (truthfully) that she was not told why, but adds that Barnabe appeared to be in great distress.

Characters who break into the office outside of business hours can spend an hour searching the premises; they find the company ledger, with the 5,000 gold pieces withdrawal listed and dated.

Red Herring: Gambling Debts. If asked about the murder, Trar reluctantly tells the characters that Barnabe had been gambling with the sharks in The Hook. He posits that Barnabe may have accrued a sizable gambling debt. Trar does not know about the 5,000 gold pieces withdrawal.

3 - MARIGOLD PUB & INN

The air is rich here with warmth and the smell of food and drink. A human woman is tending the bar, but seems preoccupied with a smudge in the wood; she's scrubbing vigorously with a washcloth.

The Usual Suspects. Rosalind is busy with her scrubbing as the characters arrive, and hardly notices them at first. Once engaged in conversation, she's terse and to the point. If Barnabe's murder is mentioned, she lies and says she's been too busy to indulge in local gossip.

Working alongside her is the **doppelganger**, disguised as a human man named Roffery; the doppelganger keeps quiet and doesn't like to engage in conversation.

If either Rosalind or the doppelganger is asked where they were during Barnabe's murder, they cover for one another by saying they were both here at the inn.

Confronting Rosalind. If the characters successfully pinpoint Rosalind as the architect of Barnabe's murder and confront her, she breaks down into tears and tells them the whole story. She begs them to understand that it was justice for her sister and that she and her doppelganger child will never hurt anyone again.

A Penchant For Knitting. In the early hours of the morning (5 AM to 7 AM) and between rushes, Ro-

salind likes to knit at the bar. She always keeps her knitting supplies on a shelf below the bar, close at hand.

Clue: Roffery's Old Friend. If the characters partake in some drinking at night, they witness a **commoner** call out to "Roffery" and claim that he's an old friend. He says that he thought Roffery moved away some months ago. Roffery acts unfriendly and avoidant, leaving the commoner visibly confused.

Clue: Sympathetic Drinker. Two days after the characters begin their investigation, they may run into Noramola (LG female dwarf **commoner**) drunk at the bar, who tells them the story of Rosalind's sister. She also says "good riddance to that drunken brute Barnabe." Rosalind is appreciative of the kind words but tells her she'd rather not discuss the tragedy further.

Red Herring: Rosalind's Advice. If the characters press Rosalind for her opinion of the murder, she offers that Roland Grayvale in the South Docks would have the most to gain from Barnabe dying.

3A - The Doppelganger's Room. The doppelganger sleeps in this room, and always keeps it locked. On the left wall is a swing-away panel that leads to **area 3B**. While searching the room, the characters may perform a DC 14 Intelligence (Investigation) check as a group. On a success, they find the panel.

3B - Hidden Stairway. This stairway is only accessible from the doppelganger's room and leads down to **area 3D**.

3C - Trick Barrel. This barrel is filled with filthy water and only serves as a mechanism to open the stone passageway to **area 3D**. Twisting the tap sideways activates the mechanism. While searching the room, the characters may perform a DC 14 Intelligence (Investigation) check as a group. On a success, they activate the mechanism.

3D - Secret Room. Though the doppelganger sleeps upstairs, it really lives here in this secret room. The area is lived in, furnished, and contains books, art supplies, and incriminating evidence.

Clue: Barnabe's Gold. Barnabe's parcel of gold is on the table, identifiable by Waterford Company's wax seal on the parchment. Regardless of when the characters discover it, much of it has been spent. Only 3,107 gp remains.

4 - MILK ORCHARD WAY

Hired Thugs Encounter. If the characters are ambushed by Rosalind's hired thugs (see page 3) near Milk Orchard, it occurs on Milk Orchard Way. Regardless of the characters' APL, six **guards** arrive after three rounds of combat have passed to quell the violence. They do not fight to the death and prefer to use non-lethal damage to subdue both sides of the conflict. After the fight is over, Inspector Jacque shows up and vouches for the characters' innocence (so long as they didn't murder any of his people).

5 - OLD DISTRICT BRIDGE

This stone bridge is as old as the city itself but remains in excellent condition. The river below snakes all the way to the ocean.

Hired Thugs Encounter. If the characters are ambushed by Rosalind's hired thugs (see page 3) near Old District, it occurs on the Old District Bridge. Regardless of the characters' APL, six **guards** arrive after three rounds of combat have passed to quell the violence. They do not fight to the death and prefer to use non-lethal damage to subdue both sides of the conflict. After the fight's over, Inspector Jacque shows up and vouches for the characters' innocence (so long as they didn't murder any of his people).

5A - Disposed Items. If the characters didn't find the doppelganger's clothes in **area 1C**, they may instead find them here below the Old District Bridge. Characters on the bridge with a passive Perception of 14 or greater notice something floating in the water below. The clothes are caught on bits of iron and rock.

Refer to **area 1C** for the clue information.

6 - WINE ORCHARD WAY

Hired Thugs Encounter. If the characters are ambushed by Rosalind's hired thugs (see page 3) near Wine Orchard, it occurs on Wine Orchard Way. Regardless of the characters' APL, six **guards** arrive after three rounds of combat have passed to quell the violence. They do not fight to the death and prefer to use non-lethal damage to subdue both sides of the conflict. After the fight's over, Inspector Jacque shows up and vouches for the characters' innocence (so long as they didn't murder any of his people).

7 - SUMMIT BATH HOUSE

The Summit Bath House is a palatial three-story building in Wine Orchard, the richest district of Winkey Port. From the outside, it is nothing more than a fancy hotel.

Regulars. No matter what time of day the characters visit, the building is humming with business and is occupied by no less than 4d6 workers (**commoners**) and 2d4 customers (**nobles**).

Asking Around. If the characters ask Summit employees about Barnabe, they share some or all of the following:

- ▶ Barnabe was known to get excessively drunk
- ▶ Barnabe had a reputation for sudden bursts of anger
- ▶ Barnabe always requested Maline Elisot

7A - Bar. Aelria (NG female elf **commoner**) tends the bar in the Summit Bath House. If asked about

Barnabe's murder, she says "he deserved it for what he did to Maline." Aelria happily cooperates with the characters' investigation by giving them the key to Waterford's Suite on the third floor.

7B - Waterford's Suite. This lavish hotel room was once Waterford's personal suite. The window on the north wall was broken recently and has since been boarded up.

Clue: Bloodied Wine Glass. While searching the room, the characters may perform a DC 14 Intelligence (Investigation) check as a group. On a success, they find a bloodied and partially broken wine glass that had rolled under the bed.

8 - THE SOUTH DOCKS

What was once the pride of Winkey Port has since been reduced to squalor and decay. The people here watch you with wary eyes.

8A - The Grayvale Company. Between the hours of 7 AM and 5 PM, this small office is home to Grayvale Company's sole employee, Roland Grayvale (NG male dwarf **commoner**). The office remains locked outside of these hours.

If confronted about Barnabe's murder, Roland truthfully says he had nothing to do with it. If intimidated or otherwise placed under duress, he admits to "wanting Barnabe dead," but remains adamant that he wasn't the murderer. He cannot prove an alibi for that morning.

Red Herring: Losses Report. Characters who search the office outside of business hours find the company ledger. It clearly lists massive year-over-year losses beginning with Waterford Company's arrival in Winkey Port.

8B - Doppelganger's Stash. The doppelganger keeps a small "outpost" of sorts across from Roland's office, to observe the man in his day-to-day routine.

Clue: Spyglass & Clothes. Characters who search this area find a spyglass and clothing identical to Roland's clothing. A successful DC 14 Intelligence (Investigation) check reveals that the clothes are handmade imitations.

9 - THE HOOK

This maze of makeshift, shoddy homes is made all the more unpleasant by the smell of animal waste and the suspicious eyes of its people.

No Help For You. No matter what time of day the characters visit, there are always at least 2d6 **commoners** hanging around the area. The inhabitants of The Hook don't speak to outsiders nor cooperate with the authorities. It would take a substantial bribe to get a word out of anyone, and even if that were

to happen, all they'd say was that Barnabe "might have" come here from time to time.

Hired Thugs Encounter. If the characters are ambushed by Rosalind's hired thugs (see page 3) near The Hook, it occurs in this area. Other NPCs outlined here take shelter until the fight is over.

9A - The Card Table. Hagen (NE male elf **spy** with expertise in Sleight of Hand) runs an outdoor gambling den at the center of The Hook. He is protected by Declan's Crew. Hagen offers to play the characters for information. During the card game, he attempts to cheat using Sleight of Hand; a successful opposed Perception check unveils his ruse.

Red Herring: Gambling Woes. If caught cheating, Hagen concedes the game and says that Barnabe did in fact come here to gamble and that he "wasn't very good at it, as if he were intentionally trying to lose." He also laments that he "never paid his debts to me."

9B - Declan's Crew. Declan (NE male human **spy**) resides in this corner of The Hook, along with his crew (the creatures outlined in the Hired Thugs Encounter on page 3), that remains in the surrounding buildings until trouble starts.

If approached before Rosalind hires his crew, Declan truthfully says that he doesn't know anything about Barnabe's murder. If approached after Rosalind's hiring, he is reticent to give up his employer, but hopes that the characters understand that "it was just business." Whoever in his crew was injured but escaped will be present during this confrontation as well.

Clue: Rosalind. Declan isn't willing to die for Rosalind, but he does have a reputation to uphold. It will either take a substantial bribe, a substantial beating, or a combination thereof for him to reveal Rosalind as his employer.

CONCLUDING THE ADVENTURE: FORGET IT, JACQUE; IT'S WINKEY PORT.

Once the characters are confident that they've pinpointed the culprit of Barnabe's murder, they may report their findings to Inspector Jacque. If you as the GM believe the characters made a convincing enough argument, Jacque sets out to make an immediate arrest. If, however, the characters lack evidence, they're either sent back out into the field or ordered to stand down.

If the characters decide to spare Rosalind from prison and the doppelganger from certain death, they stay true to their word and don't commit any more crimes... for the most part. The doppelganger might hustle drunk nobles out of some coin from time to time, but nothing that would attract the attention of Inspector Jacque. Ω

MORE FROM DMDAVE

- ▶ Dungeons & Lairs #1: Skeleton Tomb
- ▶ Dungeons & Lairs #2: Kobold Tunnels
- ▶ Dungeons & Lairs #3: Archmage Stronghold
- ▶ Dungeons & Lairs #4: Animated Objects
- ▶ Dungeons & Lairs #5: Banshee Tower
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- ▶ Dungeons & Lairs #7: Aboleth Cave
- ▶ Dungeons & Lairs #8: Crawler Chasm
- ▶ Dungeons & Lairs #9: Mummy Lord's Pyramid
- ▶ Dungeons & Lairs #10: Depth Watcher's Pool
- ▶ Dungeons & Lairs #11: Dread Knight's Oubliette
- ▶ Dungeons & Lairs #12: Shadow Cat Gully
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- ▶ Dungeons & Lairs #14: Fey Dragon Forest
- ▶ Dungeons & Lairs #15: Fungus Grotto
- ▶ Dungeons & Lairs #16: Ophidian Monastery
- ▶ Dungeons & Lairs #17: Night Hag Gallery
- ▶ Dungeons & Lairs #18: Darkmantle Space Freighter
- ▶ Dungeons & Lairs #19: Griffon Nest
- ▶ Dungeons & Lairs #20: Lich Tower
- ▶ Dungeons & Lairs #21: Werewolf Village
- ▶ Dungeons & Lairs #22: Haunted Castle
- ▶ Dungeons & Lairs #23: Ethereal Plane
- ▶ Dungeons & Lairs #24: Flesh Golem Laboratory
- ▶ Dungeons & Lairs #25: Pazuzu's Aerie
- ▶ Dungeons & Lairs #26: Vampire Church
- ▶ Dungeons & Lairs #27: White Dragon Cavern
- ▶ Dungeons & Lairs #28: Ninja Clan Hold
- ▶ Dungeons & Lairs #29: Minotaur Maze
- ▶ Dungeons & Lairs #30: Owlbear Wood
- ▶ Dungeons & Lairs #31: Mimic Museum
- ▶ Dungeons & Lairs #32: Oni Palace
- ▶ Dungeons & Lairs #33: Rust Monster Mine
- ▶ Dungeons & Lairs #34: Revenant Ghost Ship
- ▶ Dungeons & Lairs #35: Sphinx Pyramid
- ▶ Dungeons & Lairs #36: Shadow Hotel
- ▶ Dungeons & Lairs #37: Salamander Forge
- ▶ Dungeons & Lairs #38: Treant Grove
- ▶ Dungeons & Lairs #39: Troll Bridge
- ▶ Dungeons & Lairs #40: Unicorn Island
- ▶ Dungeons & Lairs #41: Water Weird Ruins
- ▶ Dungeons & Lairs #42: Wyvern Motes
- ▶ Dungeons & Lairs #43: Vampire Undercroft
- ▶ Dungeons & Lairs #44: Xorn Tunnels
- ▶ Dungeons & Lairs #45: Cultist Monastery
- ▶ Dungeons & Lairs #46: Noble Tower
- ▶ Dungeons & Lairs #47: Mage Cube
- ▶ Dungeons & Lairs #48: Assassin School
- ▶ Dungeons & Lairs #49: Green Hag Forest

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