



MEDIUM (5'x5')

LEVELS 1 THRU 10

## LOST WARRIOR

STR <b>14</b> +2	DEX <b>18</b> +4	CON <b>12</b> +1	INT <b>19</b> +4	WIS <b>12</b> +1	CHA <b>19</b> +4
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The Lost Warrior is a Doppelganger in disguise.

The Doppelganger makes 2x Claw attacks and 1x Bite attack per turn plus the following:

During combat, the Doppelganger shapeshifts in rapid motion, blurring its image and reducing attacker's to hit chance (varies by level - see table below).

The Doppelganger shapeshifts into an identical image of one of the characters at the end of the 3rd player's turn causing the remaining characters to hesitate in their attack. Failed ST results in remaining characters losing their attack that round. Characters who pass this ST will be immune to the same effect for the next 48 hours.

**Bite:** Melee weapon attack, 5' range

**Claw:** Melee weapon attack, 5' range

SLIM DOWN  
WITH SMOOTHIES

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The Lost Warrior is part of the RPG adventure *The Tailor's Task* from *GlendorsRPGAdventures.com*

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	12	12	12	13	13	13	14	14	14	15
Hit Points	31	41	38	38	116	115	157	193	222	179
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Attacker's To Hit	-3	-3	-3	-3	-3	-4	-4	-4	-4	-4
Bite	3 (1d4+1)	6 (1d8+1)	10 (2d6+3)	14 (2d8+5)	8 (1d10+2)	12 (4d4+2)	10 (2d6+3)	10 (2d6+3)	11 (1d12+5)	18 (6d4+3)
Claw	3 (1d4+1)	4 (1d6)	8 (1d10+2)	11 (1d12+5)	6 (1d8+1)	9 (1d10+4)	8 (1d10+2)	7 (1d8+3)	8 (1d10+2)	14 (2d8+5)

Other \_\_\_\_\_

Other \_\_\_\_\_



MEDIUM (5'x5')

LEVELS 11 THRU 20

## LOST WARRIOR

STR <b>14</b> +2	DEX <b>18</b> +4	CON <b>12</b> +1	INT <b>19</b> +4	WIS <b>12</b> +1	CHA <b>19</b> +4
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Additional information:

Whenever the Doppelganger rolls a natural 17+ to hit, it reads the mind of one of the players and shapeshifts into that character's closest relative/sibling/spouse (dead or alive). The character loses its next attack (no ST). This shapeshift occurs during the Doppelganger's turn and can occur only once per player character.

The Doppelganger can move up to a maximum 30' per turn.

**Bite:** Melee weapon attack, 5' range

**Claw:** Melee weapon attack, 5' range

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AWAKEN YOUR  
INNER GENIUS**

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Level	11	12	13	14	15	16	17	18	19	20
Armor Class	15	15	16	16	16	17	17	17	18	18
Hit Points	106	169	168	278	180	361	204	341	454	320
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Attacker's To Hit	-4	-4	-4	-4	-4	-5	-5	-5	-5	-5
Bite	33 (3d12+14)	29 (6d6+8)	32 (3d12+12)	21 (3d8+8)	38 (3d10+17)	22 (2d12+9)	43 (6d8+17)	28 (4d8+10)	22 (2d12+9)	42 (6d8+15)
Claw	25 (5d6+8)	22 (2d12+9)	24 (8d4+4)	16 (3D6+6)	29 (6d6+8)	16 (3D6+6)	32 (3d12+12)	21 (3d8+8)	16 (3D6+6)	31 (6d6+11)

Other \_\_\_\_\_

Other \_\_\_\_\_