

# THE DOPPELGÄNGER

Scroll of Malevolence #032

## COMBAT ENCOUNTERS

The party fights...

1. **{Children of the Alley}** Doppelgängers triplets who disguise themselves as urchins to lure in unsuspecting victims.
2. **{Bounty Hunter}** A doppelgänger hired to bring in a character dead or alive.
3. **{New Disguise}** A doppelgänger so envious of a character, they'd kill for their life.
4. **{Framed}** A doppelgänger trying to frame the party as thugs by appearing as an "innocent old man" when the guard show up.
5. **{Escaped}** An insane doppelgänger who believes they're inhabited by several dozen different serial killers.
6. **{Betrayal}** A doppelgänger assassin disguised as a dear friend of the party.

## ROLEPLAY ENCOUNTERS

The party meets...

1. **{Lonely}** A young doppelgänger disguised as one of the character's siblings to try and con their way into a loving family.

2. **{Drunk}** An intoxicated doppelgänger who accidentally lets their disguise slip.
3. **{Witness}** A doppelgänger fleeing the scene of a crime and begging them to keep quiet.
4. **{Ex}** A doppelgänger who just so happens to be disguised as a character's ex.
5. **{Spy}** A very nervous doppelgänger spy doing a terrible job of impersonating whoever it is they say they are.
6. **{New Life}** A shady doppelgänger ship captain trying to decide what new persona to adopt when they get to port.

## EXPLORATION ENCOUNTERS

The party discovers...

1. **{Shelter}** The alleyway residence of a homeless doppelgänger who can't hold a disguise for more than a few minutes.
2. **{Drawings}** A doppelgänger's discarded journal full of detailed portraits notes on each of the characters.
3. **{Twin}** A copy of one of the characters staring at them from across the tavern.
4. **{How Odd}** Rumors that a noble is in town even though the party met that noble in the city just a few days prior.
5. **{Forgotten Faces}** A doppelgänger shanty town in the sewers deep beneath the city.
6. **{Corpse}** The victim of a doppelgänger's recent assassination and identity theft.

