

# MIMICS

## SWARM OF BABY MIMICS

Large swarm of Tiny monstrosities (shapechangers), neutral

**Armour Class** 12 (natural armour)

**Hit Points** 32 (5d10 + 5)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	3 (-4)	10 (+0)	8 (-1)

**Skills** Stealth +1

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** acid

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Adhesive (Object Form Only).** The swarm adheres to anything that touches it. A Huge or smaller creature adhered to the swarm is also grappled by it (**escape DC 13**). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the swarm is animate.

**Grappler.** The swarm has **advantage** on attack rolls against any creature grappled by it.

**Shapechanger.** The swarm can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mimic. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage plus 5 (2d4) acid damage, or 3 (1d6) piercing damage plus 2 (1d4) acid damage if the swarm has half of its hit points or fewer.

## MIRRORMIC

Large monstrosity (shapechanger), neutral

**Armour Class** 15 (natural armour)

**Hit Points** 153 (18d10 + 54)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	5 (-3)	13 (+1)	8 (-1)

**Skills** Stealth +7

**Damage Immunities** acid

**Senses** passive Perception 11

**Languages** —

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Adhesive (Object Form Only).** The mirrormic adheres to anything that touches it. A Huge or smaller creature adhered to the mirrormic is also grappled by it (**escape DC 15**). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** If the mirrormic is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the mirrormic move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the mirrormic is animate.

**Grappler.** The mirrormic has **advantage** on attack rolls against any creature grappled by it.

**Shapechanger.** The mirrormic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

### ACTIONS

**Multiattack.** The mirrormic uses Distort if available, and then makes two attacks.

**Distort (Object Form Only; Recharge 4-6).** Each creature in a **15-foot cone** that can see the mirrormic must succeed on **DC 14 Wisdom saving throw** or lose balance and fall **prone**. A creature that fails by 5 or more (**DC 9**) is **incapacitated** until the end of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see the mirrormic until the start of the mirrormic's next turn, when it can avert its eyes again. The mirrormic projects a **15-foot cone** of distortion until the start of its next turn..

**Pseudopod.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the mirrormic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) acid damage.

## EMACIATED TAVERN MIMIC

*Gargantuan monstrosity (shapechanger), neutral*

**Armour Class** 14 (natural armour)

**Hit Points** 72 (5d20 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	3 (-4)	18 (+4)	14 (+2)	10 (+0)	8 (-1)

**Saving Throws** Str +5, Con +6, Wis +2

**Damage Immunities** acid

**Condition Immunities** charmed, paralysed, prone, stunned

**Senses** blindsight 5 ft., darkvision 60 ft., passive Perception 10

**Languages** Common plus three other languages

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Central Nervous System.** The first time the central nervous system takes damage on a turn, it takes an additional 3 (1d6) psychic damage. As a bonus action on its turn, the mimic can relocate its nervous system to any location within itself.

**Grappler.** The mimic has **advantage** on attack rolls against any creature grappled by it.

**Legendary Resistance (2/Day).** If the mimic fails a saving throw, it can choose to succeed instead.

**Sensitive Cut.** The mimic's blindsight extends throughout its interior structure.

**Shapechanger.** The mimic can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren't transformed. It reverts to its true form if it dies.

**Warded.** The mimic can't be harmed or affected by attacks or effects that originate from outside of it.

## ACTIONS

**Multiattack.** The mimic makes two attacks, one with its pseudopod and one with its squirt.

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Squirt.** *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) acid damage.

**Spellcasting.** The mimic casts one of the following spells, using Intelligence as the spellcasting ability (spell **save DC 12**, +4 to hit with spell attacks).

At will: *create food and water, dancing lights, minor illusion, pins & needles, thaumaturgy*

2/day each: **grease, inflict wounds, shield, the binding<sup>c\*</sup>**,

1/day each: **darkness<sup>c</sup>, major image, zippit!**

\*see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

## LEGENDARY ACTIONS

The mimic can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mimic regains spent legendary actions at the start of its turn.

**Attack.** The mimic makes one attack.

**Cast a Spell (Costs 2 Actions).** The mimic uses Spellcasting.

**Immune Response (Costs 2 Actions).** A torrent of pus gushes from a **10-foot-radius** area of the mimic's ceiling. Each creature directly under that area must make a **DC 14 Constitution saving throw**, taking 7 (2d6) necrotic damage on a failure, or half as much damage on a success.

## TAVERN MIMIC

Gargantuan monstrosity (shapechanger), neutral

**Armour Class** 15 (natural armour)

**Hit Points** 124 (8d20 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	3 (-4)	21 (+5)	17 (+3)	10 (+0)	8 (-1)

**Saving Throws** Str +9, Con +9, Wis +4

**Damage Immunities** acid

**Condition Immunities** charmed, paralysed, prone, stunned

**Senses** blindsight 5 ft., darkvision 60 ft., passive Perception 10

**Languages** Common plus three other languages

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Central Nervous System.** The first time the central nervous system takes damage on a turn, it takes an additional 7 (2d6) psychic damage. As a bonus action on its turn, the mimic can relocate its nervous system to any location within itself.

**Grapppler.** The mimic has **advantage** on attack rolls against any creature grappled by it.

**Legendary Resistance (3/Day).** If the mimic fails a saving throw, it can choose to succeed instead.

**Sensitive Gut.** The mimic's blindsight extends throughout its interior structure.

**Shapechanger.** The mimic can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren't transformed. It reverts to its true form if it dies.

**Warded.** The mimic can't be harmed or affected by attacks or effects that originate from outside of it.

## ACTIONS

**Multiattack.** The mimic makes two attacks, one with its pseudopod and one with its squirt.

**Pseudopod.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Squirt.** *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 14 (2d8 + 5) acid damage.

**Spellcasting.** The mimic casts one of the following spells, using Intelligence as the spellcasting ability (spell **save DC 15**, +7 to hit with spell attacks).

At will: *create food and water*, *dancing lights*, *darkness*<sup>c</sup>, *minor illusion*, *thaumaturgy*, *pins & needles*, *the binding*<sup>c\*</sup> (2nd-level)

2/day each: *acid rain*<sup>c\*</sup>, *darkness*<sup>c</sup>, *shield*, *zippit!*

1/day each: *cloudkill*<sup>c</sup>, *seeming*, *stoneskin*<sup>c</sup>

\*see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

## LEGENDARY ACTIONS

The mimic can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mimic regains spent legendary actions at the start of its turn.

**Attack.** The mimic makes one attack.

**Cast a Spell (Costs 2 Actions).** The mimic uses Spellcasting.

**Immune Response (Costs 2 Actions).** A torrent of pus gushes from a **15-foot-radius** area of the mimic's ceiling. Each creature directly under that area must make a **DC 17 Constitution saving throw**, taking 14 (4d6) necrotic damage on a failure, or half as much damage on a success.

## NOURISHED TAVERN MIMIC

*Gargantuan monstrosity (shapechanger), neutral*

**Armour Class** 15 (natural armour)

**Hit Points** 210 (12d20 + 84)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	3 (-4)	24 (+7)	19 (+4)	10 (+0)	8 (-1)

**Saving Throws** Str +11, Con +12, Wis +5

**Damage Immunities** acid

**Condition Immunities** charmed, paralysed, prone, stunned

**Senses** blindsight 5 ft., darkvision 60 ft., passive Perception 10

**Languages** Common plus three other languages

**Challenge** 15 (13,000 XP)

**Proficiency Bonus** +5

**Central Nervous System.** The first time the central nervous system takes damage on a turn, it takes an additional 10 (3d6) psychic damage. As a bonus action on its turn, the mimic can relocate its nervous system to any location within itself.

**Grappler.** The mimic has **advantage** on attack rolls against any creature grappled by it.

**Legendary Resistance (3/Day).** If the mimic fails a saving throw, it can choose to succeed instead.

**Sensitive Gut.** The mimic's blindsight extends throughout its interior structure.

**Shapechanger.** The mimic can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren't transformed. It reverts to its true form if it dies.

**Warded.** The mimic can't be harmed or affected by attacks or effects that originate from outside of it.

## ACTIONS

**Multiattack.** The mimic makes two attacks, one with its pseudopod and one with its squirt.

**Pseudopod.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (4d4 + 6) bludgeoning damage.

**Squirt.** *Ranged Weapon Attack:* +12 to hit, range 20/60 ft., one target. *Hit:* 17 (4d4 + 7) acid damage.

**Spellcasting.** The mimic casts one of the following spells, using Intelligence as the spellcasting ability (spell **save DC 17**, +9 to hit with spell attacks).

At will: *create food and water*, *dancing lights*, *darkness*<sup>c</sup>, *minor illusion*, *pins & needles*, *thaumaturgy*, *the binding*<sup>c\*</sup> (3rd-level)

2/day each: *acid rain*<sup>c\*</sup>, *major image*, *shield*, *zippit!*

1/day each: *cloudkill*<sup>c</sup>, *programmed illusion*, *stoneskin*<sup>c</sup>, *teleport*

\*see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

## LEGENDARY ACTIONS

The mimic can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mimic regains spent legendary actions at the start of its turn.

**Attack.** The mimic makes one attack.

**Cast a Spell (Costs 2 Actions).** The mimic uses Spellcasting.

**Immune Response (Costs 2 Actions).** A torrent of pus gushes from a **20-foot-radius** area of the mimic's ceiling. Each creature directly under that area must make a **DC 20 Constitution saving throw**, taking 21 (6d6) necrotic damage on a failure, or half as much damage on a success.