

EXPANDED MIMICS



HOME BREW

Soniverse Labs



MIMICS

Mimics are one of the most elusive creatures on the Material Plane. They are notorious for their unique ability to shapeshift into any object. There are numerous debates on the origin of these creatures. Some debate that creatures are the product of arcane or alchemical creation while other believe mimics are natural creatures that have perfect their skills as an ambush hunter. The ability to transform into nearly any object makes gives them the ultimate element of surprise.

INANIMATE SHIFTER

Their unique ability to change their form as been the center of academic and arcane inquiry. Many studies have been conducted to determine the extent of their shapeshifting capabilities. It seems that these creatures are able to transform into an identical copy of any object it can see. What type of object that a mimic can turn into only seems to bound by the size of the mimic.

However, their ability to shapeshift seems to be limited to inanimate objects. For some unknown reason, mimics are not able to shapeshift into living things. It is believed that mimics seem to have a mental block whenever they attempt to shapeshift into an organic creature, as noted by a rather adventures wizard who polymorphed into a mimic to learn more of this ability.

MIMIC SIZES

Although mimics comes in a wide variety of forms and disguises, their true form always resembles an amorphous mass of eyes, flesh, pseudopods, and teeth. Due to their nearly infinite forms, mimics are best categorized by their size. The largest and most ancient mimics have been known to grow to titanic proportions and are capable of taking the form of entire small fortresses and giant war engines.

MIMIC TACTICS

By nature, mimics are ambush hunters that rely solely on the element of surprise. Once a mimic identifies its hunting grounds, it prefers to stay there unless driven out or if food becomes scarce.

Due to their voracious appetite, mimics are very keen at identifying what type of objects it must disguise itself as in order to attract the largest amount of prey.

Although they are not the brightest of creatures, they are intelligent enough to know that they must not stay in one place too long or their disguise would be blown, especially since most its prey tends to be intelligent creatures such as humanoids.

Therefore a individual mimic may have a multitude of forms that it may cycle through is it moves about its hunting grounds.

When attacking, the mimic does not want to engage in a prolonged fight and will typically only engage creatures its size or smaller as it is not able to quickly swallow larger creatures in a single bite. The only time a mimic may attack a creature much larger than it is if it outnumbers its opponents with other nearby mimics.

However, if a creature proves to be a challenge, the mimic is the master of using its terrain to its advantage and is able to seemingly blend into the floor or nearby objects to evade detection to either escape or make a surprise attack.

Swallowed Condition If the target is one size smaller than the mimic, it is swallowed. A swallowed creature is blinded, restrained, cannot speak or breathe, and has total cover against attacks and effects outside the mimic.

At the start of each of its turns, creatures take acid and bludgeoning equal to a number of d8s equivalent to the mimic's proficiency bonus.

For example, a mimic with a +2 proficiency bonus deals 9(2d8) acid +9(2d8) bludgeoning damage.

If the mimic takes damage it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). Upon a failed saving throw, the mimic regurgitates all swallowed creatures in a spot 30ft. from the mimic.

If the mimic dies, creatures can must spend 10ft. of movement to escape from the mimic exiting prone.

d8 Mimic Quirks

- 1 While in its object form, the mimic always tries to move whenever creatures are not looking, instantly freezing when a creature looks in its direction
- 2 Some mimics can't help themselves from looking around. While in their object form, they may accidentally reveal themselves thanks to an eye emerging from its form.
- 3 The mimic does not understand the concept of common architecture or design and will appear in the oddest of locations. For example, a mimic may appear as a door in the middle of an empty field
- 4 The mimic is extremely indecisive about its true form and will continually change the color or even the form of its disguise every day.
- 5 Whenever the mimic changes form, it does so with a high pitched screech. So much for the element of surprise.
- 6 The mimic behaves the completely opposite from others of its kin. It prefers to remain in its true form only transforming into an object whenever its attacks
- 7 As a very nomadic and free-spirited creature, the mimic acts as a hitch-hiker using its ability to polymorph to sneak onto vessels and carriages to travel the world
- 8 The mimic believes the all objects in the world around it are actually lesser evolved mimics that have have lost their ability to revert to their true forms. They have lost their powers because they lost their faith in the one true World Mimic.

BUILDING A MIMIC

Since there are seemingly endless varieties of mimics, the best way to implement one in a campaign using these templates is to identify the size and abilities of the mimics you have in mind. Although these templates and variants provide numerous of options to add to mimics, some mimics may possess the characteristics of multiple variants to fully meet your needs.

SIZE CONSIDERATIONS

However, the first step is to determine the size of your the mimic you wish create. Its size will help determine how you wish to implement it into its surroundings. For example a medium size mimic may attempt to disguise itself as a suit or armor or a bookshelf, while a large mimic may disguise itself as a doorway.

If you wish to implement smaller mimics, they may appear in small packs in order to take down creatures otherwise too large for them to swallow whole. Extremely large mimics may be modeled as a mimic colony itself disguising a building or vessel wherein smaller mimics takes the form of objects associated with that larger form.

MIMIC PURPOSE

Once you identify its size, you can choose which variant template(if one at all) will fit its disguise. Some variants (such as the vehicle or building) mimics may involve a composite approach to creation wherein multiple mimics are used to create the effective disguise of a manned warship. Others may find themselves at home inside a treasure vault or secret hoard where it can blend into the surrounding loot. Others may have been intentionally placed in the location of a rare item for it to trick and devour anyone else who seeks this treasure.

AIRSHIP MIMIC EXAMPLE

These templates will attempt to provide options for any mimic encounter one can think of. For example, if one wished to create an airship mimic, one may choose the Mimic Colossus Template using the Vehicle Mimic Template. However to fully flesh out its disguise, the airship mimic may possess a dozen Large Arcane Mimics which pose as "cannons". The airship mimic even fire a volley of Medium mimics disguised a cannonballs using its Summon Mimic's ability.

To flesh it out even further, the deck could be manned by a crew of construct or undine mimics posing as humanoid crew members. Each of these mimics can pose as warriors or spellcasters "wielding" armor, weapon, or spell mimics respectively.

This is just one of the numerous encounters one could build using these templates wherein your creativity is the only limit.

SMALL MIMIC TEMPLATE

Small monstrosity(shapechanger), unaligned

Armor Class 13 (Natural Armor)

Hit Points 21 (6d6)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17 (+3)	10 (+0)	5 (-3)	13 (+1)	13 (+1)

Skills Stealth +7, Perception +3, Deception +5

Damage Immunities Acid

Condition Immunities Prone

Senses darkvision 60ft., blindsight 60ft., passive perception 13

Challenge 1 (200xp) **Proficiency Bonus** +2

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 11).

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate object, it can use its bonus to Hide.

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

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 7(2d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack on its turns. Alternatively, it can choose to make two attacks with its pseudopods

Bite *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 8(1d8+3) piercing damage + 5(1d8) acid damage and is swallowed

Pseudopods *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 7(1d6+3) bludgeoning damage. This attack can be benefit from Adhesive

MIMIC TEMPLATE

Medium monstrosity(shapechanger), unaligned

Armor Class 15 (Natural Armor)

Hit Points 59 (9d8+18)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	17 (+3)	14 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Athletics +5, Stealth +7, Perception +3, Deception +5

Damage Immunities Acid

Condition Immunities Prone

Senses darkvision 60ft., blindsight 60ft., passive perception 13

Challenge 2 (450xp) **Proficiency Bonus** +2

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13).

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate objects, it can use its bonus to Hide, even if there is no suitable cover.

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

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 7(2d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack on its turns. Alternatively, it can choose to make two attacks with its pseudopods

Bite *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage + 7(2d6) acid damage and is swallowed.

Pseudopods *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 8(1d8+3) bludgeoning damage. This attack can be benefit from Adhesive

LARGE MIMIC TEMPLATE

Large monstrosity(shapechanger), unaligned

Armor Class 17(Natural Armor)

Hit Points 85 (9d10+36)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	17 (+3)	18 (+4)	5 (-3)	13 (+1)	13 (+1)

Skills Athletics +8, Stealth +9, Perception +4, Deception +7

Damage Immunities Acid

Condition Immunities Prone

Senses darkvision 60ft., blindsight 60ft., passive perception 14

Challenge 5 (1800xp) **Proficiency Bonus** +3

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 16).

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate object that is Small or larger, it can use its bonus to Hide.

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

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 11(3d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack on its turns. Alternatively, it can choose to make two attacks with its pseudopods

Bite Melee Weapon Attack +8 to hit, 5ft., one target. *Hit:* 14(2d8+5) piercing damage + 9(2d8) acid damage and is swallowed.

Pseudopods Melee Weapon Attack +8 to hit, 10ft., one target. *Hit:* 12(2d6+5) bludgeoning damage. This attack can be benefit from Adhesive

MIMIC TITAN TEMPLATE

Huge monstrosity(shapechanger), unaligned

Armor Class 18(Natural Armor)

Hit Points 132 (12d12+60)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	17 (+3)	20 (+5)	5 (-3)	13 (+1)	13 (+1)

Saving Throws Str +11, Dex +7, Con +9

Skills Athletics +11, Stealth +11, Perception +5, Deception +9

Damage Immunities Acid

Condition Immunities Prone

Senses blindsight 120ft., passive perception 15

Challenge 10 (5900xp) **Proficiency Bonus** +4

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 18).

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate object that is Small or larger, it can use its bonus to Hide.

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

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 14(4d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack and two attacks with its pseudopods

Bite Melee Weapon Attack +11 to hit, 5ft., one target. *Hit:* 22(3d10+5) piercing damage + 14(3d8) acid damage and is swallowed.

Pseudopods Melee Weapon Attack +11 to hit, 20ft., one target. *Hit:* 14(2d8+5) bludgeoning damage. This attack can be benefit from Adhesive



MIMIC COLOSSUS TEMPLATE

Gargantuan monstrosity(shapechanger), unaligned

Armor Class 20(Natural Armor)

Hit Points 315 (18d20+126)

Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	17 (+3)	24 (+7)	5 (-3)	13 (+1)	13 (+1)

Saving Throws Str +16, Dex+10, Con +14

Skills Athletics +16, Stealth +17, Perception +8, Deception +15

Damage Immunities Acid

Condition Immunities Prone

Senses blindsight 120ft., passive perception 18

Challenge 22 (41000xp) **Proficiency Bonus** +7

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 24).

Cloned Demise Upon dropping to 0 hitpoints, the mimic can transform into 7(2d6) large mimics that appear within 20ft. of the mimic colossus's space.

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate object, it can use its bonus to Hide.

Mimic Hide Whenever the mimic takes more than 50 damage on a single turn, it can spawn 3(1d4) large mimics in a space within 120ft. of the mimic colossus.

These mimics act on initiative count 20 (losing all ties) and count as allies to the mimic.

Legendary Resistances (3/day) If the mimic fails a saving throw, it can choose to succeed. Upon using this feature the mimic colossus can create one large mimic in a space within 120ft. of the colossus.

This mimic act on initiative count 20 (losing all ties) and count as allies to the mimic.

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

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 14(7d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack and four attacks with its pseudopods

Bite Melee Weapon Attack +16 to hit, 5ft., one target. *Hit:* 27(4d10+5) piercing damage + 18(4d8) acid damage and is swallowed.

Pseudopods Melee Weapon Attack +16 to hit, 30ft., one target. *Hit:* 20(2d10+9) bludgeoning damage. This attack can be benefit from Adhesive

Summon Mimics(Recharge 5-6) The mimic can summon its choice of the following mimics in a spot within 120ft. of the mimic colossus. it can only choose one at a time. It can summon 2 Huge Mimics, 7(2d6) Medium mimics , or 4(1d6) Large mimics.

These mimics act on initiative count 20 (losing all ties) and count as allies to the mimic.

Legendary Actions (3/turn)

Amorphous Shift(1 action) The mimic can move up to its movememnt speed to a spot that it can see.

Artificial Camouflage (1 action) The mimic can take the Hide action as long as there are inanimate objects nearby

Recovery(1 action) The mimic can end one condition or spell effect on it

Bite(2 action) The mimic can make a bite attack against a grappled creature.



MAGICAL MIMICS

Magical mimics are a special breed of mimics that have the unique ability to replicate and adapt to magical effects around them. These types of mimic can be rather dangerous as they have the ability to replicate even the most powerful of magical effects in a reckless manner.

ARCANE MIMIC

Arcane mimics are the most common breed of magical mimics. They possess the unique ability to gain immunity to nearly any energy type. This adaptation also begins to physically alter their physiology causing their blood to resonate with that respective damage type. This breed of mimic also has the unique ability to spit globules of arcane energy at their opponents.

However, this adaptive immunity is not permanent as the mimic's body seems to return back to its normal state after about an hour.

ARCANE MIMIC TACTICS

Thanks to their unique ability, arcane mimics expanded their option of prey from beyond simply beasts or humanoids. Arcane mimics have been known to hunt creatures magical creatures such as elementals as their adaptable physiology grants them immunity to many of their attacks.

Thanks to their ability for ranged combat, arcane mimics tend to be rather crafty fighters. They prefer to use their ranged spit attacks to wear down their foes while using their ability to quickly merge into its surroundings to seemingly disappear before their enemy can pinpoint its location. Fighting these mimics in large numbers, especially the smaller breed, can be extremely dangerous because of their ability to hide nearly anywhere.

SPELL MIMICS

Spell mimics are the most powerful and dangerous of all magical mimics due to their ability to replicate spell effects. They are extremely dangerous because they do NOT understand how to properly use then spell. Whenever a spell is used in its sight, the mimic has an uncontrollable urge to copy that spell (regardless of how its used or its consequences); similar to a knee-jerk reaction that humanoids possess. Such reckless casting of spells can quickly lead to some rather interesting scenarios.

SPELL MIMIC TACTICS

Despite their limited intelligence, spell mimics are clever enough to disguise themselves as wands or staffs to make their unique abilities believable with their disguise. Larger variants of these mimics have even disguised themselves as wizard towers often leading even the most powerful of spellcasters to a quick doom.

In general, spell mimics tend to use the same tactics as the their relatives; however in the presence of spells, they can be anything but predictable. However, their innate ability to track magic causes them to prioritize spellcasters or sources of magic in its presence.

Targeting mimics with spells can be particularly dangerous as they are naturally resilient against their effects reflecting back at their caster. If the caster survives the reflected spell, it must contend with the mimic casting the spell itself. However, clever adventurers are able to use this tactic to their advantage by causing the mimic to cast spells that would prove to be a hindrance to it.

ARCANE MIMIC

- **Challenge Rating** Increases by 1

Arcane Blood When a creature touches or hits the mimic with a melee attack while within 5ft. of it, it takes 7(2d6) damage according to one of the types of damage it is attuned to. The default damage type is acid.

Arcane Strikes The Mimics bite can choose to deal additional damage according to the current type of damage it is immune to. The default damage type is acid

False Magica The arcane mimic can give off the aura of a particular school of magic if it wishes for the purposes of effects similar to *Detect Magic*

Magical Attacks The mimic's attacks count as magical for the purpose of overcoming resistance.

Actions

Multiattack The mimic can replace any number of pseudopod attacks for a spit attack.

Spit Ranged Weapon Attack, mimic's proficiency + its Dexterity bonus to hit, 30ft.(Medium and Smaller) 120ft.(Large and up), hits one target. Deals damage equal to the total damage die of its pseudopod attacks.

The damage type of this attack deals damage according to the current type of damage it is immune to. The default damage type is acid

For example, a Colossal mimic immune to lightning will have a +10 to hit, 120ft. range, deals 14 (2d10+3) lightning damage.

Reaction

Arcane Adaptation When a mimic takes the following damage types: Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, or Radiant, it can choose to take no damage and gain immunity to that damage type for the next hour.

The mimic becomes attuned to that respective element to activate its other abilities. If attuned to multiple damage types, the mimic must choose one at a time when activating its abilities.

ARCANE MIMIC

- **Challenge Rating** Increases by 1

Damage Immunities Acid

Arcane Sense The mimic can pinpoint the location of magical effects within 300ft. of it. It can determine the school of magic and can also decipher whether a creature is a spell caster or not.

False Magica The arcane mimic can give off the aura of a particular school of magic if it wishes for the purposes of effects similar to *Detect Magic*

Magical Attacks The mimic's attacks count as magical for the purpose of overcoming resistance.

Spell Turning The mimic has advantage on saving throws against spells and magical effects. Upon a successful saving throw, the spell has no effect on the mimic and instead targets the caster.

Reaction

Spell Mimic If a creature that the mimic can see within 120ft. of it casts a spell, the mimic can use its reaction to cast that same spell on its turn. Constitution is the mimic's spell casting modifier for these effect.

It can use this reaction once on every creature's turn



ITEM MIMICS

Item mimics are the most common type of mimic. However, they are certain variants of these subspecies that especially excel at disguise as objects, moreso than the rest of their kin. One of the distinguishing traits of an item mimic is its ability to disguise its magical essence to replicate that of an item. Therefore, common methods to detecting mimics such as *Locate Item*, *Find Traps*, or even *Commune with Nature* will fail to reveal the true essence of these creatures as they are able to cloak their aura with that of an object.

ARMOR MIMIC

One of the deadliest variants of item mimics are armor mimics. These mimics specialize in taking the form of armor (both non-magical and magical in nature). These creatures tend to be more patient than their other kin, disguising themselves as entire sets of armor waiting to be equipped by an unsuspecting host.

ARMOR MIMIC TACTICS

Once its prey equips it, the mimic takes on its true form fulling engulfing the individual. To an observer, one simply appears to be wearing a full suit of armor, except that the victims face is seemingly covered by a featureless helmet. However, the victim is entrapped and suffocated inside the mimic and is subjected to its piercing teeth and constricting pseudopods slowly choking the life it. An attached mimic will not let go of its host until either its prey dies or the mimic itself is killed.

Attempts to harm the attached mimic will only cause the pain to its victim as the mimic is able to redirect its pain to that of its victim. To make matters worse, the mimic is able to replicate any special properties that the armor possesses granting it enhanced durability or even magical abilities for the duration of its form.

HOARD EATER MIMIC

Hoard eaters are the most common of all item mimics. They have altered their predatory nature to consume inanimate objects as well as living creatures. Because of their versatile diet, these mimics are able to thrive in nearly any location switching its diet as it sees fit. Because of this, their populations can explode if unchecked. Their presence is also an extreme nuisance as they are prone to eating any item whether it be coins, weapons, or even powerful magical items.

HOARD EATER TACTICS

In comparison to the rest of their kin, hoard eaters are rather lazy predators. Using their ability to pinpoint the location of objects, they tend to flock to locations with a lot of items, such as treasury or vault where it has a vast supply of food. To avoid detection, it simply transforms into the object it devours and is at times even able to avoid discovery due to its ability to take on the properties of that item. However, if food is scarce, they will resort to eating living prey (as it sustains their appetite for a longer period of time) using their disguise to lure their unsuspecting victims.

WEAPON MIMIC

Weapon mimics prefer to take on the appearance of any weapon that is seen. Just like the hoard eater, the weapon mimic is a lazy hunter; however, it takes a different approach to find prey. These mimics have learned the usefulness of weapons for sentient creatures and disguises themselves to be used in battle. To the mimic, this strange symbiotic relationship is a win-win for it gets to devour felled foes and the creature can slay its enemies. Of all kinds of mimics, this trait tends to make them easier to tame; albeit still is still a very difficult task as they tend to be extremely fickle and will not hesitate to eat its wielder if its appetite is not sated.

ARMOR MIMIC

- **Challenge Rating** Increases by 2

Attach(Object Form only) Creatures (of the mimic's size or smaller) that equip the armor mimic while its in its object form become attached by the mimic. A creature can use its action to detach the mimic with a Strength check at disadvantage with a DC equal to 8 + the mimic's strength modifier + its proficiency bonus.

The mimic has advantage on attacks against attached creatures

An attached creature is considered blinded, cannot breathe or speak, and has total cover from any effects outside the mimic. The target also has disadvantage Strength or Dexterity based ability checks and saving throws.

For the duration of this effect, the armor mimic can use its bite attack only on an attached creature.

Damage Transfer While attached to a creature, the mimic only takes half the damage dealt to it (rounded down) and the creature takes the other half.

False Presence While in its object form, the mimic counts as an object for the purposes of divination spells and effects used to identify an object, its magical nature, and its location. If the *Identify* spell is used on a mimic while in this state, the spell reveals information for the respective object that the mimic is disguised as

Actions

Attaching Bite When the mimic uses its bite action while in object form, it can choose to attach to a creature instead of swallowing it.

Reaction

Armor Mimic The mimic can use its reaction to assume the characteristics of armor that is its size or smaller that it can see within range. When it uses this feature, it can benefit from any properties the armor possesses such as AC and resistances (including that of magical armor).

The mimic can retain these properties until it uses this feature again on another armor.

WEAPON MIMIC

- **Challenge Rating** Increases by 1

False Presence While in its object form, the mimic counts as an object for the purposes of divination spells and effects used to identify an object, its magical nature, and its location. If the *Identify* spell is used on a mimic while in this state, the spell reveals information for the respective object that the mimic is disguised as

Reaction

Imitate Weapon The mimic can use its reaction to assume the characteristics of a melee weapon that is its size or smaller that it can see within range. When it uses this feature, it can replace its pseudopod attack with that of the weapon. The mimic can benefit from any properties the weapon possesses (including that of magical weapons or artifacts).

It can replicate a number of weapons at a time equal to the amount of pseudopods it can use on a turn.

The mimic can retain these properties until it uses this feature again to substitute a pseudopod for a new weapon

HOARD EATER MIMIC

False Presence While in its object form, the mimic counts as an object for the purposes of divination spells and effects used to identify an object, its magical nature, and its location. If the *Identify* spell is used on a mimic while in this state, the spell reveals information for the respective object that the mimic is disguised as

Hoard Eater Upon reducing an object (magical or non-magical) to 0 hitpoints, the hoard eater mimic can completely destroy the object by devouring it. This feature does not apply to artifacts.

Loot Sense The mimic can pinpoint the location of all objects within 1 mile of it.

Siege Monster The mimic can deal double damage to buildings, structures, and objects. If the object is a magical item, its attacks count as magical for the purpose of overcoming resistance.

Loot Mimic If the transforms into an object it has devoured, it gains all the unique properties that the object possessed in its normal form. For example, a mimic that devoured a torch would gain the ability to give off light, or a mimic that devours a magic item would gain its respective properties.



ADVANCED MIMICS

Advanced mimics are the absolute masters of their surroundings. They are able to take the form of entire buildings or even the surrounding terrain itself. Unlike other mimics, their ability to shapeshift is particularly resistant against magic and effects that would reverse its polymorphing capabilities thus ruining its disguise.

Most mimics of this category tend to be much larger than their other kin. Their colossal forms tend to attract smaller mimics which make their home within its disguise providing assistance to the larger mimic in exchange for protection.

However, smaller variants of mimics have learned to use these capabilities to prey upon small prey such as tiny fey or fiends.

BUILDING MIMIC

Building mimics are the most common and social of all advanced mimics. As their name suggests, they are able to take the form of any nearly any type of building. Due to the rather complex nature of architecture, building mimics tend to be rather colonial in nature often consisting a dozens or even hundreds of smaller mimics that form smaller components of a building such as doors or furniture. Some of the largest communities even form small neighborhoods hoping to attract unsuspecting visitors.

BUILDING MIMIC TACTICS

Despite their best intentions, some building mimics do not fully understand the utility of their chose disguise. As a result, some may take the appear of uncompleted houses, wherein it may appear as a roof impossibly suspended by a single pylon with a haphazard arrangement of walls. While others may have windows or doorframes at impossible locations.

Arguably enough these failed attempts to disguise themselves seems to still work out as many humanoids still seem to approach these structures to get a closer look at the strange architecture, often leading them to their death.

Some experts even argue that this trait is a sign of the mimic's intelligence, preying off the innate sense of curiosity that most humanoids possess.

VEHICLE MIMICS

Vehicle mimics are probably the most aggressive form advanced mimics. Unlike the rest of their kin, they prefer to actively seek out their prey instead of patiently waiting for a chance to strike. They have been known to travel long distances while disguised in their vehicle form looking for potential hunting grounds.

Sightings of these mimics have prompted many urban legends of haunted carriages or boats patrolling the nearby roads or seas as they seem to move under its own volition with nobody to pilot them. These ghost vehicles have been known to chase down unsuspecting travelers seemingly devouring them leaving no trace behind.

VEHICLE MIMIC TACTICS

Thanks to their immense mobility, vehicle mimics have been known to travel miles to find an ideal hunting grounds. Upon finding an ideal location, it attempts to infiltrate into the region adapting its form to that of the region, for example it may turn into a boat for a coastal region.

However, if its presence seems to attract to much suspicion, its simply leaves in search for a new location to hunt.

TERRAIN MIMICS

Terrain mimics have the unique ability to take the form of natural terrain such as hills, outcroppings, and ponds. Despite their appearance, they are still limited by their inability to take the form of organic objects such as trees. Therefore, these mimics tend to reside in locations such as deserts, mountains, or the coast where they can blend into their surroundings virtually undetected.

TERRAIN MIMIC TACTICS

Just like building mimics, terrain mimics largely rely on the assistance of smaller mimics to flesh out its disguise working together to capture prey. Once a mimic finds an ideal hunting location, it prefers to reside there for its entire life continually altering its appearance to entice prey to approach it.

VEHICLE MIMIC

Chassis While in its object form, creatures at least one size smaller than the mimic can enter into its space without any penalties to its movement speed..

Engulf Whenever the mimic reverts from its object form, all creatures within its space must succeed a Dexterity saving throw $8 +$ the mimic's proficiency bonus $+$ the mimic's Strength bonus are considered swallowed. It cannot use this feature if creatures are the mimic's size or larger.

On a successful saving throw, that creature appears in a space within 5ft. of the mimic.

Immutable Form The mimic is immune to any spell or effect that would alter its form against its will.

Locomotive Form The mimic acquires the movement speed of its respective vehicle form. For example, a boat mimic can acquire an appropriate swimming speed for its form.

Locomotive Adaption While disguised as a vehicle, it gains any special resistances or traits that is vehicle form. However, its hitpoints and ability scores remain the same.

BUILDING MIMIC

Living Hearth(Object Form only) The interior of the mimic has a nearly indistinguishable facade. Objects within looks, sounds, smells, and tastes as if it were the real thing.

Vast Interior (Object Form Only) While in its object form, creatures at least one size smaller than the mimic can enter into its space without any penalties to its movement speed.

Engulf Whenever the mimic reverts from its object form, all creatures within its space must succeed a Dexterity saving throw $8 +$ the mimic's proficiency bonus $+$ the mimic's Strength bonus are considered swallowed. It cannot use this feature if creatures are the mimic's size or larger. On a successful saving throw, that creature appears in a space within 5ft. of the mimic.

Immutable Form The mimic is immune to any spell or effect that would alter its form against its will.

Bonus Actions

Conjure Object(Object Form Only) As an action, the mimic can create a non-magical object that is at least one size smaller than it within its interior. The object looks, sounds, smells, and tastes as if it were the real thing. Objects created in this manner fade when it reverts to its true form or dismissed by the mimic.

TERRAIN MIMIC

False Communion When a creature uses *Commune with Nature* while within the mimic's space, the mimic can convey false information instead, typically leading the user to its doom or concealing the mimic's true identity.

False Terrain(Object Form Only) Anything within the mimic's space is a nearly indistinguishable facade of natural terrain. All objects in this area must be inorganic (such as crystals, rocks, ponds, etc) but looks, sounds, smells, and tastes as if it were the real thing.

Living Terrain(Object Form) While in its object form, creatures at least one size smaller than the mimic can enter into its space without any penalties to its movement speed.

Engulf Whenever the mimic reverts from its object form, all creatures within its space must succeed a Dexterity saving throw equal to $8 +$ the mimic's proficiency bonus $+$ the mimic's Strength bonus are considered swallowed. It cannot use this feature if creatures are the mimic's size or larger.

On a successful saving throw, that creature appears in a space within 5ft. of the mimic

Immutable Form The mimic is immune to any spell or effect that would alter its form against its will.

Actions

Terrain Shift The mimic can force all creatures in its space to make a $8 +$ the mimic's proficiency bonus $+$ the mimic's Strength bonus Strength saving throw equal. On a failed saving throw, it is restrained by the mimic. Restrained creatures can repeat its saving throw at the end of each of its turns to end the effect upon a success.

Bonus Actions

Adaptable Terrain(Object Form only) The mimic can alter its appearance of its form to look, sound, smell, or taste like some sort of natural terrain. This manufactured terrain is indistinguishable from the real thing while the mimic is motionless.

Terrain created in this manner fade when it reverts to its true form or dismissed by the mimic.



SPECIAL MIMICS

Although its nearly impossible to categorize all the possible varieties of mimics, a few special breeds of mimics are worthy of discussion.

BARD MIMIC

Bard mimics get their names due to their strange affinity for disguising themselves as instruments. These mimics have the unique ability to mimic any sound they hear and are able to replicate the most beautiful of music and even voices. Their mastery of vocalist even grants them the ability to project their voice through ventriloquism.

However, their voice can be quite deadly in its allure hypnotizing potential prey to approach it.

BARD MIMIC TACTICS

Although Bard mimics tend to take the form of instruments, they have been known to take the form of any object that gives off sound such as a record player or recorder. Its primary tactic is to use its voice to charm unsuspecting prey while using its ventriloquism to mislead powerful opponents away from it.

CONSTRUCT MIMICS

Some highly evolved mimics have the gained the ability to take the form of a constructs. This form of shape-shifting fully changes the mimics physiology to match that of the constructed form.

As a result, these mimics can be extremely dangerous as they are able to replicate the effect of its construct form. This ability does have its limitation since it does not alter the mimics mental capabilities beyond its standard form.

CONSTRUCT MIMIC TACTICS

Construct mimics use their new form to infiltrate into society to easily pursue prey at its leisure without having to wait patiently as an object. However, their limited intelligence makes it rather hard for them to function in most societies (albeit their appearance as a construct tends to excuse their aberrant behavior). If possible, construct mimics tend to band together in small groups using their forms to fins and pursue prey as well as defend themselves from attackers.

MIMIC UNDINE

Undine mimics are the highest evolved form of all mimics. They ultimately seek to take the form of a living creature. Their primary forms tend to resemble that of a statue or mannequin of a living creature it seeks to imitate. They have the unique ability to change their appearance at will to create a perfect disguise. However, they are still bound by their inability to comprehend organic forms. Their disguised form is always flawed for its appearance may have a defect such as extremely perfect features, unnaturally smooth or glossy skin, or unnatural facial expressions.

MIMIC UNDINE TACTICS

Mimic undines are the most dangerous and clever of all their kin do to their obsession with the forms of living things. Thanks to their statue-like form, they tend to stay inert in populated areas such as town plazas to observe creatures that pass by. When these mimics see a creature whose form they wish to replicate, they become transfixed with tracking and slaying that creature using their ability to shift into objects to quickly track creatures unnoticed until its too late. Before devouring it, the mimic undine attempts to alter its appearance to the best of its ability to match that of its victim.

CONSTRUCT MIMIC

Constructed Disguise The mimic can use its bonus action to polymorph into an construct it has seen or back into its true, amorphous form.

While polymorphed, its statistics matches that of its new form (such as resistances, AC, attacks, etc) except that hitpoint maximum and Intelligence score remains the same as its true form.

Additionally, the mimic cannot cast any spells that its new form may possess.

Any equipment its wearing or carrying isn't transformed. It reverts to its true form if it dies.

BARD MIMIC

Sound Mimic When the mimic takes thunder damage or is subjected to an effect that can charm or frighten it, the mimic takes no damage and is unaffected. It can redirect the effect back at the caster. The mimic can use its Constitution modifier for attack rolls or saving throw DC for these effects

Ventriloquism The mimic can make itself sounds as if it is in a location 30ft. away from it. Creatures must succeed a Wisdom (Perception) check against its Charisma (Deception) check to identify the ruse.

Actions

Scream As an action, the mimic can unleash a blood-curdling scream. Each creature that can hear the mimic within 30 feet of it must make a Wisdom saving throw equal to 8 + the mimic's proficiency bonus + its Constitution modifier.

If the creature fails its saving throw, it is frightened for 1 minute. It can repeat its saving throw at the end of each of its turns to end the effect on a success.

Bonus Actions

Enthralling Music (Object Form only) As a bonus action, creatures within 30ft. radius of the mimic that can hear it must succeed a Wisdom saving throw equal to 8 + the mimic's proficiency bonus + the mimic's Constitution modifier.

On a failed saving throw, creatures are considered charmed by the mimic for 1 minute. A charmed creature can do nothing but use its movement to approach the mimic in a safe manner. While an affected creature is within 5 feet of the mimic, it is considered incapacitated as it is enthralled by the music.

Creatures can repeat the saving throw at the end of each of its turns to end the effect.

UNDINE MIMIC

Alter Appearance (Object Form only) As an bonus action, the mimic undine can change its appearance as a statue of a creature its size or smaller. The mimic determine the specifics of the changes, including its coloration, hair length, scale size, sex, and similar traits.

It can also adjust its height and weight, but not its size. The mimic can make appear as any creature , though none of its statistics change. It can't duplicate the appearance of a creature its never seen, and it must adopt a form that has the same basic arrangement of limbs that its form possesses.

The mimic's form is not perfect as replica and creature can make a Wisdom (Perception) check against the mimic's Charisma (Deception) check to decipher whether its form is believable or not.

The mimic has disadvantage on its ability check to disguise itself as a living creature.

Heightened Intelligence The intelligence score for mimic increases by 10.

Mimicry The mimic can mimic sounds it has heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

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