**Hatchling Mimic**

*Tiny monstrosity (shapechanger), neutral*

**Armour Class** 12 (Natural Armor)

**Hit Points** 9 (2d8)

**Speed** 10ft.

**STR DEX CON INT WIS CHA**

11(0) 10(0) 11(0) 3(-4) 11(0) 8(-1)

**Skills** Stealth +3

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 10

**Challenge** ⅛ (25xp)

**Traits**

***Shapechanger*** The Hatchling Mimic can use its action to Polymorph its first ingested form 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.

***False Appearance (Object Form Only)*** While the Hatchling Mimic remains motionless, it is indistinguishable from an ordinary object of its size category.

***Grappler*** The Hatchling Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Bite*** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2(1d4) piercing damage, 2(1d4) acid damage.

**Acidic Spittle** Ranged weapon attack +1 to hit, range 10/50 ft., one target. *Hit:* 2 (1d4) acid damage

**Description**

A Hatchling Mimic is a newly spawned monstrosity no bigger than a small bird. Typically amorphous until they gain their first inspirational object. They tend to stay in one place feeding on the small scraps that their spawn mother passes onto them. After consuming enough magical or living material they will eventually metamorphose into a Young Mimic. There have been reported cases where the Guardian Mimic of a nest passes away and the Hatchling Mimics must hunt for themselves.

In the case of the Hatchlings born at The Monster Inn, they take the shape of shot glasses, egg cups, cooking utensils and other small objects. They have also been known to take the shape of tiny chests, perhaps as a way of emulating older, classic chest mimics.

Small but nasty, these baby Mimics will have a finger off your hand before you can finish saying “Isn’t this little mimic cute!”

Mostly at this stage, Hatchling Mimics feed on small rodents, coins and scraps. In time they will progress into their next developmental stage, the Young Mimic.

**Young Mimic**

*Small monstrosity (shapechanger), neutral*

**Armour Class** 12 (Natural Armor)

**Hit Points** 33(5d8+5)

**Speed** 15ft.

**STR DEX CON INT WIS CHA**

15(+2) 12(0) 13(+1) 4(-3) 12(+1) 8(-1)

**Skills** Stealth +4

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 1/8 (10xp)

**Traits**

***Shapechanger*** The Young Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Young Mimic adheres to anything that touches it. A Small or smaller creature adhered to the mimic is also Grappled by it (escape DC 11). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Young Mimic remains motionless, it is indistinguishable from an ordinary object of its size category.

***Grappler*** The Young Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Pseudopod*** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage. If the Young Mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5(1d6+2) piercing damage, 3(1d6) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive

**Acidic Spittle** Ranged weapon attack +3 to hit, range 15/75 ft., one target. *Hit:* 3 (1d6) acid damage

**Description**

A Young Mimic is a growth stage above its newborn form, the Hatchling Mimic. Having gone through metamorphosis it has gained enough strength to begin to hunt on its own, though they do continue to hunt in groups of 2 or 3. About the size of a tavern mug, these Mimics can be extraordinarily dangerous to your average civilian. In larger groups as they are often found, they are no small amount of trouble for adventurers. At this stage, Young Mimics are known to show some carnivorous tendencies, snacking on Hatchling Mimics of different broods if they stray too close.

Within The Monster Inn, they mostly take the form of Mimic Mugs. Raised and trained from a young age to be companions, these Mimics are *relatively* safe to tame. It is advised that you feed a tamed Mimic a very limited diet of rodents and lesser gemstones.

 If it is overfed, the mimic will progress into its next growth stage, the Sub-Adult Mimic. These are much harder to keep as companions, are known to snack on their owners limbs if displeased.

**Adolescent Mimic**

*Medium monstrosity (shapechanger), neutral*

**Armour Class** 12 (Natural Armor)

**Hit Points** 58 (9d8+18)

**Speed** 15ft

**STR DEX CON INT WIS CHA**

17(+3) 12(+1) 15(+2) 5(-3) 13(+1) 8(-1)

**Skills** Stealth +5

**Damage Immunities** Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 2 (450xp)

**Traits**

***Shapechanger*** The Adolescent Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Adolescent Mimic adheres to anything that touches it. A Medium or smaller creature adhered to the mimic is also Grappled by it (escape DC 13). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Adolescent Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Adolescent Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Pseudopod*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive trait.

**Acidic Spittle** Ranged weapon attack +5 to hit, range 20/100 ft., one target. *Hit:* 4 (1d8) acid damage

**Description**

Adolescent Mimics are the next growth stage from Young Mimics. Often appearing as the classical chest Mimic, they are also known to disguise themselves as sets of side tables and chairs. They wait for some unsuspecting prey to take a break from a hard day's work, ambushing them after they get comfortable. In most cases the victim dies before they even realize what's happening.

As the classic chest Mimic, they wait in dungeons and other desirable treasure looting locations. They might even spit out some hoarded gold and gems onto the floor around them as lures for unassuming treasure seekers.

While The Monster Inn does keep a few Adolescent Mimics, they are extraordinarily hard to train. Mostly appearing as Stein Mugs or Chests, they are kept *very* docile with a mixture of potions, alcohol and shiny objects. They are mostly used as a form of defense. Above the doors of The Monster Inn are several buckets of meat in sealed containers. In the event of an attack, the meat is dropped and the owners and guests retreat into the basement until the guard-mimics are done cleaning house.

**Adult Mimic**

*Large monstrosity (shapechanger), neutral*

**Armour Class** 15 (Natural Armor)

**Hit Points** 90 (10d8+42)

**Speed** 20ft

**STR DEX CON INT WIS CHA**

21(+5) 15(+2) 17(+3) 6(-2) 13(+1) 8(-1)

**Skills** Stealth +8

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 13

**Challenge** 3 (700xp)

**Traits**

***Shapechanger*** The Adult Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Adult Mimic adheres to anything that touches it. A Large or smaller creature adhered to the mimic is also Grappled by it (escape DC 15). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Adult Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Adult Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Multiattack*** The Adult Mimic can make 2 attacks with its Pseudopod attacks.

***Pseudopod*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) bludgeoning damage. If the mimic 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: 10 (1d10 + 5) piercing damage plus 5 (1d10) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive

**Acidic Spittle** Ranged weapon attack +7 to hit, range 30/150 ft., one target. *Hit:* 5(1d4+5) bludgeoning damage 5 (1d10) acid damage

**Description**

Around the size of a horse wagon, it is not recommended that you take on an Adult Mimic alone. Although they do not feed often, Adult Mimics are cunning hunters, and may act as an item for days or even weeks in order to get the highest number of prey. While they do often have a reasonable amount of treasure stored, often several adventurers are needed to take one down, decreasing the overall loot.

Often solitary creatures by this point, it is rare to see Adult Mimics together outside of mating pairs. If a pair is found it is recommended they be eliminated at all cost. Groups of Adult Mimics are to be reported to your local authority IMMEDIATELY.

The Monster Inn owns one Adult Mimic. No, we won’t tell you what it is.

**Dire Mimic**

*Huge monstrosity (shapechanger), neutral*

**Armour Class** 17 (Natural Armor)

**Hit Points** 123 (14d8+60)

**Speed** 30ft

**STR DEX CON INT WIS CHA**

25(+7) 15(+2) 19(+4) 6(-2) 13(+1) 8(-1)

**Skills** Stealth +10

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 13

**Challenge** 6 (2300xp)

**Traits**

***Shapechanger*** The Dire Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Dire Mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also Grappled by it (escape DC 17). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Dire Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Dire Mimic has advantage on Attack rolls against any creature Grappled by it.

***Eager Appetite*** Before combat has ended the Dire Mimic must succeed at a DC 15 Wisdom saving throw or continue fighting nearby bystanders or allies. Each new round the Dire Mimic may attempt a new save. An ally can attempt a DC 20 Charisma check to end this effect.

**Actions**

***Multiattack*** The Dire Mimic can make 2 attacks with its Pseudopod attacks.

***Pseudopod*** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 7) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 7) piercing damage plus 10 (3d6) acid damage.

**Acidic Spittle** Ranged weapon attack +10 to hit, range 40/200 ft., one target. *Hit:* 10(1d6+7) bludgeoning damage 10 (3d6) acid damage

**Description**

Although unusual, Adult Mimics can sometimes progress to the Dire Mimic stage. This only happens when there is an abundance of food and treasure, or the Mimic is particularly a particularly successful hunter. Because of this, Dire Mimics are often *EXTREMELY* dangerous. If you are lucky enough to spot one before it eats you, you should get as far away as you can as quickly as possible.

They are often around the size of a small shed. This makes them mostly immobile, as they can't get around unnoticed as they did in their younger stages.

However this does provide some warning a Dire Mimic is in the area. If a shed, outbuilding, or sometimes even some form of large tree or shrubbery appears where there was none, this is a good indicator it could be a Dire Mimic. Like their younger counterparts, they often drop lures outside, be aware that the handsome horse tethered outside the new and shiny outbuilding is either highly unlucky, or part of the Mimic. Mimics are not very good at copying animals, so a good way of checking is to *count the eyes and limbs.*

The Monster Inn neither owns or raises Dire Mimics. Mostly because we like being alive.

**Monstrous Mimic**

*Colossal monstrosity (shapechanger), neutral*

**Armour Class** 19 (Natural Armor)

**Hit Points** 210 (20d8+120)

**Speed** 40ft

**STR DEX CON INT WIS CHA**

28(+9) 15(+2) 22(+6) 6(-2) 13(+1) 8(-1)

**Skills** Stealth +14

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 13

**Challenge** 12 (8200xp)

**Traits**

***Shapechanger*** The Monstrous Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Monstrous Mimic adheres to anything that touches it. A Colossal or smaller creature adhered to the mimic is also Grappled by it (escape DC 20). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Monstrous Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Monstrous Mimic has advantage on Attack rolls against any creature Grappled by it.

***Eager Appetite*** Before combat has ended the Monstrous Mimic must succeed at a DC 25 Wisdom saving throw or continue fighting nearby bystanders or allies. Each new round the Monstrous Mimic may attempt a new save. An ally can attempt a DC 30 Charisma check to end this effect.

***Destructive Blows*** The Monstrous Mimics attacks cause the targets square to become difficult terrain.

**Actions**

***Multiattack*** The Monstrous Mimic can make a Bite attack and 2 attacks with its Pseudopod attacks, or 2 attacks with its Acidic Spittle.

***Pseudopod*** Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) piercing damage plus 21 (6d6) acid damage.

***Acidic Spittle*** Ranged weapon attack +10 to hit, range 50/250 ft., one target. *Hit:* 19(3d6+9) bludgeoning damage 21 (6d6) acid damage. The target must succeed a DC 15 Dexterity saving throw or be knocked prone.

**Description**

Monstrous Mimics are the rarest form of Mimic. Very few Mimics make it past the Dire stage. The only ones that do are the most cunning and sly of the species. They almost always appear as a large building, such as a tavern or an abandoned home. Maintaining a body that large requires a huge amount of food and water, so these Mimics are often found situated near streams. One famous example was a mill, its mouth was under the water line, so it sucked up passing fish and fauna. The miller and his wife lived there for 40 years with no problems. The Monstrous Mimic was well fed, and the millers acted like cleaning parasites, living inside it and keeping it tidy. That is a rare example. Most Monstrous Mimics are not so benevolent and will not wait to eat anything that walks passed their front door. Although as in the example above, they can be reasoned with, for the right price.

These Mimics are often smart enough to simulate the noise of merriment and warm light from inside them, luring in weary travelers and feasting on both them and their horses.

These are the hardest to detect. One way of telling if an Inn is a Mimic is to check the windows, Mimics can rarely avoid showing their eyes tucked behind the glass. Another is that the name of the tavern is usually a bad pun. Nobody has ever figured out why.

**Mindflayer Mug**

*Tiny monstrosity (shapechanger), neutral*

**Armour Class** 16 (Natural Armor)

**Hit Points** 89 (14d8+26)

**Speed** 20ft

**STR DEX CON INT WIS CHA**

11(+0) 17(+3) 16(+2) 19(+4) 17(+3) 17(+3)

**Saving Throws:** Int +7, Wis +6, Cha +6

**Skills** Stealth +6, Deception +6, Insight +6, Perception +6, Persuasion +6,

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 120ft, Passive Perception 16

**Languages** Deep Speech, Undecommon, Telepathy 120ft

**Challenge** 9 (8200xp)

**Traits**

***Shapechanger*** The Mindflayer Mug can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Mindflayer Mug adheres to anything that touches it. A Small or smaller creature adhered to the mindflayer is also Grappled by it (escape DC 15). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Mindflayer Mug remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Mindflayer Mug has advantage on Attack rolls against any creature Grappled by it.

***Innate Spellcasting (Psionics)*** The Mindflayer Mugs innate spellcasting ability is Intelligence (spell save DC15) It can instantly cast the following spells, requiring no components:

At will: Detect thoughts, Levitate

1/day each: Dominate monster, Plane shift (self only)

***Magic Resistance*** The Mindflayer Mug has advantage on saving throws against spells and other magic effects.

**Actions**

***Tentacles*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 30 (3d6+4) bludgeoning damage. If the Mindflayer Mug is in object form, the target is subjected to its Adhesive trait.

***Extracting Bite*** Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the Mindflaying Mimic. Hit: 55 (10d10) piercing damage plus 10 (3d6) acid damage. If this damage reduces the target to 0 hit points, the Mindflayer Mug kills the target by eating the brain of the victim.

***Mind Blast (Recharge 5 rounds)*** The Mindflaying Mimic magically emits psychic energy in a 60ft cone. Each creature in that area must succeed a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature may repeat this saving throw at the end of each of its turns, ending the stun effect on a success.

**Description**

This mimic-like creature seems to have inherited some of its master psionic traits upon being created. The tale goes that after taking inspiration from the creation known as the “mimic”, some crazed Mindflayer attempted to improve on the design. Upon awakening, the Mindflayer Mug murdered its creator and is now on a minor planar rampage with few people escaping its onslaught to attempt to warn the world, their attempts thwarted by the sheer ludicrousness of their claims! Now seen as a myth the original creation has had time to feed and spawn hatchlings of its own. With intelligence surpassing the average human… This is truly a planar threat.

**Monoculus-Mimic Mug**

*Small monstrosity (shapechanger), neutral*

**Armour Class** 14 (Natural Armor)

**Hit Points** 58 (9d8+18)

**Speed** 15ft

**STR DEX CON INT WIS CHA**

17(+3) 12(+1) 15(+2) 5(-3) 13(+1) 8(-1)

**Skills** Stealth +5

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 2 (450xp)

**Traits**

***Shapechanger*** The Monoculus-Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Monoculus-Mimic adheres to anything that touches it. A Small or smaller creature adhered to the mimic is also Grappled by it (escape DC 13). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Monoculus-Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Monoculus-Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Pseudopod*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the Monoculos-Mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive trait.

***Acidic Spittle*** Ranged weapon attack +5 to hit, range 20/100 ft., one target. *Hit:* 4 (1d8) acid damage

***Mesmeric Gaze*** The Monoculus-Mimic eyes glow with power as it gazes at up to four targets. The targets must succeed a Wisdom saving throw (DC 14) or begin to feel the Psionic pressure or the Four-eyed Mimic’s power taking 4 (1d8) psychic damage and gain disadvantage to attacks against the Monoculus-Mimic until the start of the Monoculus-Mimic’s next turn.

**Description**

The Monoculus, or One Eyed Mimic, is the most common variant of Mimic hatched at The Monster Inn. Usually displaying two long, sharp tusks, they also occasionally form with anything up to six teeth. Although most often appearing with blue or green, Monoculus Mimics can appear with any colour of eye. Each eye colour hints at different abilities these Mimics have, which can be discovered through trial and error.

Rarely, if the eye is damaged, a Monoculus Mimic can form the extremely rare Oracle Mimic. These Mimics can see several future timelines at once and they use this to avoid danger, even when blind. Oracle Mimics are highly prized for this power, and if they feel loyalty to their owner, they will use their premonition to help them avoid danger.

**Two-eyed Mimic Mug**

*Small monstrosity (shapechanger), neutral*

**Armour Class** 14 (Natural Armor)

**Hit Points** 58 (9d8+18)

**Speed** 15ft

**STR DEX CON INT WIS CHA**

17(+3) 12(+1) 15(+2) 5(-3) 13(+1) 8(-1)

**Skills** Stealth +5

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 2 (450xp)

**Traits**

***Shapechanger*** The Four-eyed Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Four-eyed Mimic adheres to anything that touches it. A Small or smaller creature adhered to the mimic is also Grappled by it (escape DC 13). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Four-eyed Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Four-eyed Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Pseudopod*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the Four-eyed Mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive trait.

***Acidic Spittle*** Ranged weapon attack +5 to hit, range 20/100 ft., one target. *Hit:* 4 (1d8) acid damage

***Dastardly Double Eyed Glare*** The Two-eyed Mimic eyes glow with power as it gazes at up to four targets. The targets must succeed a Wisdom saving throw (DC 14) or begin to feel the Psionic pressure or the Two-eyed Mimic’s power taking 4 (1d8) psychic damage and gain disadvantage to attacks against the Two-eyed Mimic until the start of the Two-eyed Mimic’s next turn.

**Description**

The Two Eyed Mimic variant is the most diverse of the different Mimic forms. When red or black eyed, these Mimics are often violent warriors. Much like their Four Eyed brothers and sisters, these Mimics are ready and willing to attack anything they perceive as food, or a threat. Green and blue eyed ones are often more docile and calm, useful mostly for loot storage. No pickpocket will get through that defense. Rarely they come with purple eyes, these are not to be trusted. Think of them as the bards of the Mimic species.

Other eye colour variants have either not yet been discovered or their general demeanor has not been studied in detail.

**Four-eyed Mimic Mug**

*Small monstrosity (shapechanger), neutral*

**Armour Class** 14 (Natural Armor)

**Hit Points** 58 (9d8+18)

**Speed** 15ft

**STR DEX CON INT WIS CHA**

17(+3) 12(+1) 15(+2) 5(-3) 13(+1) 8(-1)

**Skills** Stealth +5

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 2 (450xp)

**Traits**

***Shapechanger*** The Four-eyed Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Four-eyed Mimic adheres to anything that touches it. A Small or smaller creature adhered to the mimic is also Grappled by it (escape DC 13). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Four-eyed Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Four-eyed Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Pseudopod*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the Four-eyed Mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive trait.

***Acidic Spittle*** Ranged weapon attack +5 to hit, range 20/100 ft., one target. *Hit:* 4 (1d8) acid damage

***Spiteful Many Eyed Glare*** The Four-eyed Mimic eyes glow with power as it gazes at up to four targets. The targets must succeed a Wisdom saving throw (DC 14) or begin to feel the Psionic pressure or the Four-eyed Mimic’s power taking 4 (1d8) psychic damage and gain disadvantage to attacks against the Four-eyed Mimic until the start of the Four-Eyed Mimic’s next turn.

**Description**

Four eyed Mimic Mugs are often in the Young or Sub-Adult stages of their development. Often some of the angriest forms of Mimic Mug, they will attack anything they perceive as a threat, even if it's not edible. Four Eyed Mimics often make good companion pets if you often go into battle, as in a pinch they can be thrown at the head of approaching enemies. Just take care to take a step back to avoid the blood splatter. Although they most often form with black-red eyes, they do rarely show other eye colour variations. These rarities should be prized, as the different colours are often indicators of different skills or powers.

The Four Eyed variant is a common Mimic hatched at the Inn. Its ferocity and loyalty make the highly prized by adventuring teams looking for a bit of extra protection. Just take care to ALWAYS be kind to them. Anything other than complete love and affection might make this Mimic variation turn quickly against you, with very mortal results.

**Multi-Eyed Mimic Mug**

*Small monstrosity (shapechanger), neutral*

**Armour Class** 14 (Natural Armor)

**Hit Points** 58 (9d8+18)

**Speed** 15ft

**STR DEX CON INT WIS CHA**

17(+3) 12(+1) 15(+2) 5(-3) 13(+1) 8(-1)

**Skills** Stealth +5, Perception +5

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 2 (450xp)

**Traits**

***Shapechanger*** The Multi-Eyed Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Multi-Eyed Mimic adheres to anything that touches it. A Small or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Multi-Eyed Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Multi-Eyed Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Pseudopod*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the Multi-Eyed Mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive trait.

***Acidic Spittle*** Ranged weapon attack +5 to hit, range 20/100 ft., one target. *Hit:* 4 (1d8) acid damage

***Spiteful Many Eyed Glare*** The Multi-Eyed Mimic eyes glow with power as it gazes at up to six targets. The targets must succeed a Wisdom saving throw (DC 14) or begin to feel the Psionic pressure or the Four-eyed Mimic’s power taking 4 (1d8) psychic damage and gain disadvantage to attacks against the Multi-Eyed Mimic until the start of the Multi-Eyed Mimic’s next turn.

***Eyes On the Ball*** The Multi-Eyed Mimic is immune to Flanking and gains a +2 Armour class against ranged attacks

**Description**

Multi-Eyed Mimic Mugs are often in the Young or Sub-Adult stages of their development. These Mimics are extraordinarily hard to sneak up on and often have several powers that are linked to their eyes. This usually differs based on the colour of their eyes. Because of this, Multi-Eyed Mimics with many different eye colours are extraordinarily powerful creatures.

It is currently unknown what each eye colour does, as various researchers have yet to be successful in approaching and befriending this Mimic variant without loss of limb or life.

We at The Monster Inn decided a while ago to stop asking the Mimics to show us their powers like parlor tricks, as whenever we did someone usually died. We refuse to take legal responsibility for any damage or death caused by the purchase of a Multi-Eyed Mimics from us.

**Grumples the Mushroom**

*Small Plant, Lawful Neutral*

**Armour Class** 12 (Natural Armor)

**Hit Points** 9 (2d8)

**Speed** 10ft.

**STR DEX CON INT WIS CHA**

10(0) 10(0) 12(+1) 10(0) 13(+1) 15(+2)

**Skills** Stealth +3

**Damage Immunities** Acid, Posion

**Senses** Darkvision 120ft, Passive Perception 10

**Challenge** ½ (100 XP)

**Traits**

***Distress Spores*** When a Grumple takes damage, all other Grumples within 240 ft can sense its pain and will come over to investigate. If they conclude the pain was caused purposefully, they will attack.

**Alarm Call** If a Grumple is not surprised at the beginning of combat, all Grumples within 240 ft are also unable to be surprised.

***Innate Spellcasting*** Grumples are innately magical creatures (spell save DC 12, +4 to hit with spell attacks), they can cast the following spells with no material components:

At will: *Poison Spray, Animal Friendship, Druidcraft*

One day each: *Natures Binding, Fog cloud, Barkskin*

**Actions**

***Fist*** *Melee Weapon Attack:* +2 to hit, 5ft reach, one target. *Hit*: 5 (2d4 bludgeoning damage plus 5 (2d4) poison damage.

***Rapport Spores*** A 20 ft range of spores extends from the Grumple, these spores can go around corners and affect creatures of 2 Intelligence and above (not including undead or elementals) Affected creatures can communicate telepathically within 30 feet of each other for 1 hour.

***Poison Spores*** These spores have a 30 ft circular range around the Grumple, each creature affected must succeed a DC 11 Dexterity saving throw or take 3 (1D6) poison damage at the start of each Grumples turn. The saving throw can be repeated at the end of each players turn (effects friend and foe).

**Reborn** At the point of their death, a Grumple with swell to three times its size, shooting spores outward in a circular 50ft radius. Players must do DC 10 saving throw or take 3 (1D6) physical damage. If all spores are not cleaned from the player, a group of Grumples will spawn over the next week. They will not be hostile towards the players and will operate as a new colony.

**Description**

Grumples come in several different varieties depending on the species of mushroom they originate from, however they all follow the same basic principles. The are small, sentient class and commonly found in woodlands and forests. They abhor violence and will only attack if provoked, rather they prefer to spend their time in the companies of others, they are often found with small animal companions such as snails and grasshoppers. Some Gumples have even been observed with larger companions protecting their colonies such as cats and dogs. One report even tells of a dragon that had made friends with an entire colony.

Related to the Myconids of the Underdark, they are also a peaceful race, and seek only to live quietly among the plants they cultivate. Like their underground cousins, they also exist in groups known as Melds. Melds are a form of communal meditation that allows groups of up to 50 Gumples to induce a shared dream state. This allows for entertainment, conversation, and the reaching of a higher state of intelligence and consciousness. Meld groups of more than 25 individuals can be considered to have an intelligence of 20.

**Demilich Mug**

*Tiny monstrosity (shapechanger), neutral***Armour Class** 20 (Natural Armour)

**Hit Points** 80 (20d4)

**Speed** 0ft, fly 30ft (hover)

**STR DEX CON INT WIS CHA**

1(-5) 20(+5) 10(0) 20(+5) 17(+3) 20(+5)

**Saving Throws:** Con +6, Int +11, Wis +9, Char +11

**Damage Resistance** bludgeoning, Piercing, Slashing from Magic Weapons

**Damage Immunities** Necrotic, Poison, Psychic, Bludgeoning, Piercing, Slashing from non magical weapons

**Condition Immunities** charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned, prone, stunned

**Senses** Truesight 120ft

**Challenge** 18 (20,000 XP)

**Traits**

**Avoidance** If the demilich is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
**Legendary Resistance (3/Day)** If the demilich fails a saving throw, it can choose to succeed instead.
**Turn Immunity** The demilich is immune to effects that turn undead.

**Actions**

**Howl (Recharge 5-6)** The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

**Life Drain** The demilich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

**Legendary Actions**
The demilich 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 demilich regains spent legendary actions at the start of its turn.

**Flight** The demilich flies up to half its flying speed.

**Cloud of Dust** The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

**Energy Drain (Costs 2 Actions)** Each creature with in 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the greater restoration spell or similar magic.

***Vile Curse (Costs 3 Actions)*** The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

**Description**

Great [wizards](https://forgottenrealms.fandom.com/wiki/Wizard) and [sorcerers](https://forgottenrealms.fandom.com/wiki/Sorcerer) usually became liches in order to continue their pursuit of magic and power beyond death. Demiliches were those who were close to reaching the end of their arcane journey; who understood the nature of magic and reality in a way no mortal could conceive. Unfortunately this wizard made a mistake, and somehow managed to turn himself into both a mug, and a monster. Due to the nature of the spell, the more alcohol you put in his head the more powerful he becomes. Subsequently, he has taken to hanging around in bars hoping for some drunken revellers to pick him up and take them on their adventures.

**Tower of the Vainglorious Glutton**

*Colossal monstrosity (shapechanger), neutral*

**Armour Class** 16 (Natural Armor)

**Hit Points** 725 (50d20+200)

**Speed** 10ft

**STR DEX CON INT WIS CHA**

26(+8) 12(+1) 66(+6) 10(+0) 16(+3) 12(+1)

**Skills** Stealth +13

**Damage Immunities** Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 12, Tremor sense 10ft

**Languages** COMMON, Deep Speech

**Challenge** 28

**Traits**

***Shapechanger*** The mimic can use its action to polymorph its exterior or interior (typically rooms) 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.

***Adhesive (Object Form Only)*** The mimic adheres to anything that touches it. A creature adhered to the mimic is also grappled by it (escape DC 21). Ability checks made to escape this grapple have disadvantage.

***False Appearance*** (Object Form Only) While the mimic remains motionless, it is indistinguishable from an ordinary wizard tower and internally it is indistinguishable from ordinary rooms and objects.

***Grappler*** The Four-eyed Mimic has advantage on Attack rolls against any creature Grappled by it.

***Freedom of Movement*** The mimic ignores difficult terrain, and magical effects can’t reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

**Actions**

***Mulitiattack*** The Mimic makes 4 Pseudopod attacks, one of which it can replace with a Crushing Jaws attack.

**Pseudopod** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 25 (4d8+7) bludgeoning damage. The target must succeed on a DC 17 Dexterity saving throw or be restrained and dragged to the mouth of the mimic. (Made this DC lower for the initial attack, but once it has you, the adhesive trait kicks in and the DC goes up to 21). If the mimic is in object form, the target is subjected to its Adhesive trait

***Bite*** Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 25 (4d8+7) piercing damage. If the target is a Large or smaller creature Grappled by the Mimic externally, that creature is swallowed, and the grapple ends. While swallowed, the creature is Blinded and Restrained, it has total cover against attacks and other Effects outside the Mimic, and it takes 35 (10d6) acid damage at the start of each of the Mimic's turns. If the Mimic takes 40 damage or more on a single turn from a creature inside it, the Mimic must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Mimic. If the Mimic dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 15 feet of Movement, exiting prone. (Took this directly from the text of the Kraken, seemed an appropriate ability considering the size and nature of this mimic)

***Crushing Jaws*** Melee Weapon Attack: +19 to hit, reach interior of the Mimic, all creatures or objects inside the Mimic. Hit: 25 (4d8+7) piercing damage and 18 (4d8) acid damage. When the Mimic chooses to attack in this manner, all creatures hit by this attack are considered swallowed, and any grapples currently affecting targets hit by this attack are ended. While swallowed, creatures are Blinded and Restrained, they have total cover against attacks and other Effects outside the Mimic, and it takes 35 (10d6) acid damage at the start of each of the mimic's turns. If the Mimic takes 40 damage or more on a single turn from a creature inside it, the Mimic must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Mimic. If the creatures are not on the ground level of the Mimic, they are regurgitated through various windows or the trapdoor for the top level to fall to the ground within 10 ft. of the Mimic, taking 1d6 fall damage per level of the Mimic and landing prone. If the Mimic dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 15 feet of Movement, exiting prone.

***Spiteful Many Eyed Glare*** The towers eyes glow with power as it gazes at up to four targets. The targets must succeed a Wisdom saving throw (DC 17) or begin to feel the Psionic pressure or the Mimic’s power taking 4 (1d8) psychic damage and gain disadvantage to attacks against the Mimic until the start of the Mimic’s next turn.

**Description**

There are several reasons that the creation of constructs is usually left to arch mages in general, but the \*Tower of the Vainglorious Glutton\* is one very specific example of what can go wrong when a mere journeyman wizard attempted to hasten the process.

Despite being warned and advised on the process, Bernard Vannath, an understudy of Brielbara, forged the body of a flesh golem out of experimental organs thought to be helpful to different races (such as a dragonborn throat, the brain of an elf, swim bladder of a Sahuaghin, etc.) in an attempt to make a superior flesh golem with more abilities.

It is unknown as to what actually happened on the fateful day in which this tower came into sentience, but it is assumed that in an attempt to garner favor and circumvent both the litany of spells expensive reagents Bernard actually attempted to bind a soul to the golem to essentially create a warforged. Because of the thrown together nature of the golem, the imprecision used in the spellcasting, and not having a prearranged participant soul, the spellcasting went awry and pulled a "soul" for lack of a better term from the Far Realm.

Due to the incompatibility of the flesh golem parts and being unable to attach itself to Bernard directly, it is thought that the magic at play caused the soul from the Far Realm to bind to the tower itself, turning it into the lumbering mimic monstrosity it is today.

Many stories are used to warn and frighten novice and apprentice wizards, and while knowledge of the actual tower itself has been lost to the ages, the story of its creation is used to warn even experienced wizards not to meddle with powers beyond their ken, as it is thought that Bernard was the first victim of his own creation. Rumors abound that Bernard's corpse, as well as the amalgamated body of his flesh golem, still exist within the mimic as enticements for would be adventurers attempting that would attempt to restart the research that was being conducted on improved flesh golems.