# GREATER MIMIC

*Gargantuan • Monstrosity • Neutral*



**Armor Class** 17
**Initiative** +2 (12)
**Hit Points** 227 (13d20 + 91)
**Speed** 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 27 (+8) | 4 (-3) | 25 (+7) | 9 (-1) | 10 (+0) | 16 (+3) |

**Skills** Stealth +7
**Damage Immunities** acid
**Condition Immunities** prone
**Senses** blindsight 60 ft., passive Perception 10
**Languages** Common (but rarely speaks)
**CR** 14 (XP 11,500; PB +5)

**Damage Threshold.** The mimic has a damage threshold of 20 against damage from outside its body, and 10 against damage from creatures inside it.

***Colossal Form.*** The mimic can occupy a space greater than the standard 20x20 feet. Further, it can't be forcibly moved.

***Complex Interior.*** A creature can occupy the same space as the mimic. Creatures inside the mimic's body must spend up to 80 feet of movement to reach an exit (exact distance determined by the GM). This movement can be spread across multiple turns.

***False Appearance.*** If the mimic is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the mimic move or act, that creature must succeed on a DC 25 Intelligence (Investigation) check to discern that it is more than an ordinary structure.

***Slow Shifter.*** With 24 hours of time, the mimic can change its exterior appearance or form, including door or window-like exits.

***Towering Resistance (2/Day).*** If the mimic fails a saving throw, it can choose to succeed instead. When it does so, one creature inside of it can use its reaction to leave the mimic's body and move into an unoccupied space within 5 feet of it.

## ACTIONS

***Multiattack.*** The mimic makes three Internal Bite attacks.

***Internal Bite.*** *Melee Weapon Attack:* +13, reach 0 ft. *Hit:* 15 (2d6 + 8) bludgeoning or piercing damage (mimic's choice).

***Structure Slam.*** *Constitution Saving Throw:* DC 21, each creature in a 5-foot radius centered on a point outside the mimic's body within 20 feet of it. *Failure:* 47 (6d12 + 8) bludgeoning damage. A Huge or smaller creature is knocked prone. *Success:* Half damage.

***Spellcasting.*** The mimic casts one of the following spells, requiring no components and using Consitution as the spellcasting ability (spell save DC 20):

At will: *prestidigitation*, silent image

## BONUS ACTIONS

***Long Tongue.*** *Dexterity Saving Throw:* DC 21, one Large or smaller creature within 50 feet of the mimic that it can see. *Failure:* The target is pulled inside the mimic's body.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the mimic can expend a use to take one of the following actions. The mimic regains all expended uses at the start of each of its turns.*

**Internal Bite.** The mimic makes one Internal Bite attack.

**Interior Shift.** *Strength or Dexterity Saving Throw* (creature's choice)*:* DC 20, each creature of the mimic's choice inside its body. *Failure:* The target's distance to an exit is increased by 20 feet (up to a maximum of 80 feet), and it is grappled (escape DC 21). *Success:* The target's distance to an exit is increased by only 10 feet. *Failure or Success:* The mimic can’t take this action again until the start of its next turn.

**Violent Shaking.** *Constitution Saving Throw:* DC 20, each creature of the mimic's choice inside its body. *Failure:* The target is knocked prone. *Failure or Success:* A creature climbing on the mimic falls and lands in an unoccupied space within 5 feet of it. Further, the mimic can’t take this action again until the start of its next turn.

# GREATER MIMIC — WEAKER



**Armor Class** 16
**Initiative** +1 (11)
**Hit Points** 181 (11d20 + 66)
**Speed** 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 25 (+7) | 4 (-3) | 23 (+6) | 9 (-1) | 10 (+0) | 14 (+2) |

**Skills** Stealth +5
**Damage Immunities** acid
**Condition Immunities** prone
**Senses** blindsight 60 ft., passive Perception 10
**Languages** Common (but rarely speaks)
**CR** 11 (XP 7,200; PB +4)

**Damage Threshold.** The mimic has a damage threshold of 15 against damage from outside its body, and 7 against damage from creatures inside it.

***Colossal Form.*** The mimic can occupy a space greater than the standard 20x20 feet. Further, it can't be forcibly moved.

***Complex Interior.*** A creature can occupy the same space as the mimic. Creatures inside the mimic's body must spend up to 60 feet of movement to reach an exit (exact distance determined by the GM). This movement can be spread across multiple turns.

***False Appearance.*** If the mimic is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the mimic move or act, that creature must succeed on a DC 25 Intelligence (Investigation) check to discern that it is more than an ordinary structure.

***Slow Shifter.*** With 24 hours of time, the mimic can change its exterior appearance or form, including door or window-like exits.

***Towering Resistance (1/Day).*** If the mimic fails a saving throw, it can choose to succeed instead. When it does so, one creature inside of it can use its reaction to leave the mimic's body and move into an unoccupied space within 5 feet of it.

### ACTIONS

***Multiattack.*** The mimic makes three Internal Bite attacks.

***Internal Bite.*** *Melee Weapon Attack:* +11, reach 0 ft. *Hit:* 10 (1d6 + 7) bludgeoning or piercing damage (mimic's choice).

***Structure Slam.*** *Constitution Saving Throw:* DC 19, each creature in a 5-foot radius centered on a point outside the mimic's body within 20 feet of it. *Failure:* 33 (4d12 + 7) bludgeoning damage. A Huge or smaller creature is knocked prone. *Success:* Half damage.

***Spellcasting.*** The mimic casts one of the following spells, requiring no components and using Consitution as the spellcasting ability (spell save DC 18):

At will: *prestidigitation*, silent image

### BONUS ACTIONS

***Long Tongue.*** *Dexterity Saving Throw:* DC 19, one Large or smaller creature within 40 feet of the mimic that it can see. *Failure:* The target is pulled inside the mimic's body.

### LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the mimic can expend a use to take one of the following actions. The mimic regains all expended uses at the start of each of its turns.*

**Internal Bite.** The mimic makes one Internal Bite attack.

**Interior Shift.** *Strength or Dexterity Saving Throw* (creature's choice)*:* DC 18, each creature of the mimic's choice inside its body. *Failure:* The target's distance to an exit is increased by 20 feet (up to a maximum of 80 feet), and it is grappled (escape DC 19). *Success:* The target's distance to an exit is increased by only 10 feet. *Failure or Success:* The mimic can’t take this action again until the start of its next turn.

**Violent Shaking.** *Constitution Saving Throw:* DC 18, each creature of the mimic's choice inside its body. *Failure:* The target is knocked prone. *Failure or Success:* A creature climbing on the mimic falls and lands in an unoccupied space within 5 feet of it. Further, the mimic can’t take this action again until the start of its next turn.

## GREATER MIMIC — STRONGER

**Armor Class** 18 **Initiative** +3 (13)
**Hit Points** 296 (16d20 + 128)
**Speed** 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 29 (+9) | 4 (-3) | 27 (+8) | 9 (-1) | 10 (+0) | 18 (+4) |

**Skills** Stealth +9
**Damage Immunities** acid
**Condition Immunities** prone
**Senses** blindsight 60 ft., passive Perception 10
**Languages** Common (but rarely speaks)
**CR** 17 (XP 18,000; PB +6)



**Damage Threshold.** The mimic has a damage threshold of 30 against damage from outside its body, and 15 against damage from creatures inside it.

***Colossal Form.*** The mimic can occupy a space greater than the standard 20x20 feet. Further, it can't be forcibly moved.

***Complex Interior.*** A creature can occupy the same space as the mimic. Creatures inside the mimic's body must spend up to 100 feet of movement to reach an exit (exact distance determined by the GM). This movement can be spread across multiple turns.

***False Appearance.*** If the mimic is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the mimic move or act, that creature must succeed on a DC 25 Intelligence (Investigation) check to discern that it is more than an ordinary structure.

***Slow Shifter.*** With 24 hours of time, the mimic can change its exterior appearance or form, including door or window-like exits.

***Towering Resistance (3/Day).*** If the mimic fails a saving throw, it can choose to succeed instead. When it does so, one creature inside of it can use its reaction to leave the mimic's body and move into an unoccupied space within 5 feet of it.

## ACTIONS

***Multiattack.*** The mimic makes three Internal Bite attacks.

***Internal Bite.*** *Melee Weapon Attack:* +15, reach 0 ft. *Hit:* 19 (3d6 + 9) bludgeoning or piercing damage (mimic's choice).

***Structure Slam.*** *Constitution Saving Throw:* DC 23, each creature in a 5-foot radius centered on a point outside the mimic's body within 20 feet of it. *Failure:* 61 (8d12 + 9) bludgeoning damage. A Huge or smaller creature is knocked prone. *Success:* Half damage.

***Spellcasting.*** The mimic casts one of the following spells, requiring no components and using Consitution as the spellcasting ability (spell save DC 22):

At will: *prestidigitation*, silent image

## BONUS ACTIONS

***Long Tongue.*** *Dexterity Saving Throw:* DC 23, one Large or smaller creature within 60 feet of the mimic that it can see. *Failure:* The target is pulled inside the mimic's body.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3. Immediately after another creature's turn, the mimic can expend a use to take one of the following actions. The mimic regains all expended uses at the start of each of its turns.*

**Internal Bite.** The mimic makes one Internal Bite attack.

**Interior Shift.** *Strength or Dexterity Saving Throw* (creature's choice)*:* DC 22, each creature of the mimic's choice inside its body. *Failure:* The target's distance to an exit is increased by 20 feet (up to a maximum of 80 feet), and it is grappled (escape DC 23). *Success:* The target's distance to an exit is increased by only 10 feet. *Failure or Success:* The mimic can’t take this action again until the start of its next turn.

**Violent Shaking.** *Constitution Saving Throw:* DC 22, each creature of the mimic's choice inside its body. *Failure:* The target is knocked prone. *Failure or Success:* A creature climbing on the mimic falls and lands in an unoccupied space within 5 feet of it. Further, the mimic can’t take this action again until the start of its next turn.