

# LIQUID MIMIC

Tiny or Small • Monstrosity • Neutral

**Armor Class** 12

**Initiative** +4 (14)

**Hit Points** 31 (7d6 + 7)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	5 (-3)	12 (+1)	8 (-1)

**Skills** Stealth +6

**Damage Immunities** acid

**Condition Immunities** grappled, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** -

**CR** 1 (XP 200; PB +2)



**Amorphous.** The mimic can move through a space as narrow as 1 inch wide without squeezing.

**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 15 Intelligence (Investigation) check to discern that it is more than an ordinary liquid.

**Liquid Body.** The mimic can be ingested like a potion or similar liquid. While inside a creature, its attacks hit automatically. Whenever the mimic deals damage to a creature this way, that creature can make a DC 15 Constitution saving throw to regurgitate the mimic.

**Spider Climb.** The mimic can climb difficult surfaces, including along ceilings, without needing to make an ability check.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4, reach 5 ft. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) acid damage.

## BONUS ACTIONS

**Shape-Shift.** The mimic shape-shifts to resemble a Small or Tiny liquid while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

# LIQUID MIMIC — WEAKER

**Armor Class** 10

**Initiative** +2 (12)

**Hit Points** 10 (3d6)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	10 (+0)	5 (-3)	10 (+0)	8 (-1)

**Skills** Stealth +4

**Damage Immunities** acid

**Condition Immunities** grappled, prone, restrained

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

**Languages** -

**CR** 1/8 (XP 25; PB +2)



**Amorphous.** The mimic can move through a space as narrow as 1 inch wide without squeezing.

**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 15 Intelligence (Investigation) check to discern that it is more than an ordinary liquid.

**Liquid Body.** The mimic can be ingested like a potion or similar liquid. While inside a creature, its attacks hit automatically. Whenever the mimic deals damage to a creature this way, that creature can make a DC 13 Constitution saving throw to regurgitate the mimic.

**Spider Climb.** The mimic can climb difficult surfaces, including along ceilings, without needing to make an ability check.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3, reach 5 ft. Hit: 2 (1d4) piercing damage.

## BONUS ACTIONS

**Shape-Shift.** The mimic shape-shifts to resemble a Small or Tiny liquid while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

# LIQUID MIMIC — STRONGER

**Armor Class** 14

**Initiative** +6 (16)

**Hit Points** 71 (13d6 + 26)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	5 (-3)	14 (+2)	8 (-1)

**Skills** Stealth +8

**Damage Immunities** acid

**Condition Immunities** grappled, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** -

**CR** 4 (XP 1,100; PB +2)



**Amorphous.** The mimic can move through a space as narrow as 1 inch wide without squeezing.

**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 15 Intelligence (Investigation) check to discern that it is more than an ordinary liquid.

**Liquid Body.** The mimic can be ingested like a potion or similar liquid. While inside a creature, its attacks hit automatically. Whenever the mimic deals damage to a creature this way, that creature can make a DC 17 Constitution saving throw to regurgitate the mimic.

**Spider Climb.** The mimic can climb difficult surfaces, including along ceilings, without needing to make an ability check.

## ACTIONS

**Multiattack.** The mimic makes two Bite attacks.

**Bite.** *Melee Weapon Attack:* +6, reach 5 ft. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) acid damage.

## BONUS ACTIONS

**Shape-Shift.** The mimic shape-shifts to resemble a Small or Tiny liquid while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.