

GASEOUS MIMIC

Huge • Monstrosity • Neutral

Armor Class 13

Initiative +7 (17)

Hit Points 147 (14d12 + 56)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +11

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid

Condition Immunities grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages -

CR 9 (XP 5,000; PB +4)



Bloodied - Condensed. While bloodied, the mimic shrinks to Large size, loses its damage resistances, and gains advantage on attack rolls.

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.

Gaseous Form. The mimic can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Wind Susceptibility. The mimic has disadvantage on attack rolls while in moderate or strong wind (such as one created by *gust of wind*). Further, the mimic automatically fails all saves against spells and effects that create such wind.

ACTIONS

Multiattack. The mimic makes two Bite attacks.

Bite. *Melee Weapon Attack:* +7, reach 5 ft. Hit: 16 (3d8 + 3) piercing damage plus 13 (3d8) acid damage.

Fallout (Recharge 5-6). *Constitution Saving Throw:* DC 16, each creature inside the mimic's space. *Failure:* 33 (6d10) acid damage. *Success:* Half damage. *Failure or Success:* The area in a 20-foot emanation of the mimic becomes heavily obscured until the start of its next turn.

BONUS ACTIONS

Shape-Shift. The mimic shape-shifts to resemble a Large to Gargantuan gas while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed. As part of this shift, the mimic can also adjust its body's opacity. If reduced to the minimum, the mimic becomes invisible while not moving or taking actions. If reduced to a maximum, the space it occupies becomes heavily obscured.

REACTIONS

Hinder. *Trigger:* A creature tries to leave the mimic's space. *Response - Strength Saving Throw:* DC 16. *Failure:* The target is unable to leave the mimic's space this turn.

GASEOUS MIMIC — WEAKER

Armor Class 12

Initiative +5 (15)

Hit Points 104 (11d12 + 33)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +8

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid

Condition Immunities grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages -

CR 6 (XP 2,300; PB +3)



Bloodied - Condensed. While bloodied, the mimic shrinks to Large size, loses its damage resistances, and gains advantage on attack rolls.

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.

Gaseous Form. The mimic can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Wind Susceptibility. The mimic has disadvantage on attack rolls while in moderate or strong wind (such as one created by *gust of wind*). Further, the mimic automatically fails all saves against spells and effects that create such wind.

ACTIONS

Multiattack. The mimic makes two Bite attacks.

GASEOUS MIMIC — STRONGER

Armor Class 14

Hit Points 218 (19d12 + 95)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	20 (+5)	6 (-2)	14 (+2)	8 (-1)

Skills Stealth +12

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid

Condition Immunities grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages -

CR 12 (XP 8,400; PB +4)

Bloodied - Condensed. While bloodied, the mimic shrinks to Large size, loses its damage resistances, and gains advantage on attack rolls.

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.

Gaseous Form. The mimic can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Wind Susceptibility. The mimic has disadvantage on attack rolls while in moderate or strong wind (such as one created by *gust of wind*). Further, the mimic automatically fails all saves against spells and effects that create such wind.

ACTIONS

Multiattack. The mimic makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. Hit: 11 (2d8 + 2) piercing damage plus 9 (2d8) acid damage.

Fallout (Recharge 5-6). *Constitution Saving Throw:* DC 14, each creature inside the mimic's space. *Failure:* 22 (5d10) acid damage. *Success:* Half damage. *Failure or Success:* The area in a 15-foot emanation of the mimic becomes heavily obscured until the start of its next turn.

BONUS ACTIONS

Shape-Shift. The mimic shape-shifts to resemble a Large to Gargantuan gas while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed. As part of this shift, the mimic can also adjust its body's opacity. If reduced to the minimum, the mimic becomes invisible while not moving or taking actions. If reduced to a maximum, the space it occupies becomes heavily obscured.

REACTIONS

Hinder. *Trigger:* A creature tries to leave the mimic's space. *Response - Strength Saving Throw:* DC 14. *Failure:* The target is unable to leave the mimic's space this turn.



Initiative +8 (18)

Bite. *Melee Weapon Attack:* +8, reach 5 ft. Hit: 22 (4d8 + 4) piercing damage plus 16 (3d10) acid damage.

Fallout (Recharge 5-6). *Constitution Saving Throw:* DC 17, each creature inside the mimic's space. *Failure:* 44 (8d10) acid damage. *Success:* Half damage. *Failure or Success:* The area in a 30-foot emanation of the mimic becomes heavily obscured until the start of its next turn.

BONUS ACTIONS

Shape-Shift. The mimic shape-shifts to resemble a Large to Gargantuan gas while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed. As part of this shift, the mimic can also adjust its body's opacity. If reduced to the minimum, the mimic becomes invisible while not moving or taking actions. If reduced to a maximum, the space it occupies becomes heavily obscured.

REACTIONS

Hinder. *Trigger:* A creature tries to leave the mimic's space. *Response - Strength Saving Throw:* DC 17. *Failure:* The target is unable to leave the mimic's space this turn.