COLOR MIMIC

Medium • Monstrosity • Neutral



Armor Class 11
Initiative +3 (13)
Hit Points 44 (8d8 + 8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	13 (+1)	8 (-1)	13 (+1)	9 (-1)

Skills Stealth +5
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid
Condition Immunities grappled, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages Understands Common but can't speak
CR 3 (XP 700; PB +2)

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is grappled (escape DC 13).

Dimensional. The mimic can enter another creature's space and vice versa, and it can move through a space as narrow as 1 inch wide without squeezing. If the mimic is not attached to a solid surface, such as a wall, ceiling, or floor, it can't grapple creatures.

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 ordinary color.

Heat and Cold Aversion. When the mimic takes cold or fire damage, checks made to escape the mimic's grapple automatically succeed.

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

ACTIONS

Multiattack. The mimic makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 8 (1d10 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13) and pulled up to 5 feet toward the mimic. Ability checks made to escape this grapple have disadvantage.

Smothering Bite. *Melee Weapon Attack:* +5 (with advantage if the target is grappled by the mimic), reach 5 ft. *Hit:* The mimic attaches to the target. While attached, the target is blinded, can't become invisible, and at the start of each of the mimic's turns, the target takes 7 (1d8 + 3) piercing damage. Additionally, the mimic can't take this action, halves the damage it takes (round down), and the target takes the same amount of damage. The attached mimic moves with the target whenever the target moves, requiring none of the mimic's movement. The mimic can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the mimic with a successful DC 15 Strength check.

BONUS ACTIONS

Shape-Shift. The mimic shape-shifts to resemble a Tiny up to Huge coloring or painted surface while retaining its game statistics, or it returns to its true blob form. This way, the mimic is able to form basic symbols and words. Any equipment it is wearing or carrying isn't transformed.

COLOR MIMIC — WEAKER



Armor Class 10
Initiative +2 (12)
Hit Points 18 (4d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	11 (+0)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +4
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid
Condition Immunities grappled, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages Understands Common but can't speak
CR 1/2 (XP 100; PB +2)

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is grappled (escape DC 12).

Dimensional. The mimic can enter another creature's space and vice versa, and it can move through a space as narrow as 1 inch wide without squeezing. If the mimic is not attached to a solid surface, such as a wall, ceiling, or floor, it can't grapple creatures.

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 ordinary color.

Heat and Cold Aversion. When the mimic takes cold or fire damage, checks made to escape the mimic's grapple automatically succeed.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +4, reach 10 ft. Hit: 5 (1d6 + 2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12) and pulled up to 5 feet toward the mimic. Ability checks made to escape this grapple have disadvantage.

Smothering Bite. Melee Weapon Attack: +4 (with advantage if the target is grappled by the mimic), reach 5 ft. Hit: The mimic attaches to the target. While attached, the target is blinded, can't become invisible, and at the start of each of the mimic's turns, the target takes 2 (1d4) piercing damage. Additionally, the mimic can't take this action, halves the damage it takes (round down), and the target takes the same amount of damage. The attached mimic moves with the target whenever the target moves, requiring none of the mimic's movement. The mimic can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the mimic with a successful DC 13 Strength check.

BONUS ACTIONS

Shape-Shift. The mimic shape-shifts to resemble a Tiny up to Huge coloring or painted surface while retaining its game statistics, or it returns to its true blob form. This way, the mimic is able to form basic symbols and words. Any equipment it is wearing or carrying isn't transformed.

COLOR MIMIC — STRONGER

Armor Class 12 **Initiative** +5 (15)
Hit Points 71 (11d8 + 22)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	8 (-1)	15 (+2)	9 (-1)

Skills Stealth +7
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid
Condition Immunities grappled, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Understands Common but can't speak
CR 6 (XP 2,300; PB +3)



Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is grappled (escape DC 15).

Dimensional. The mimic can enter another creature's space and vice versa, and it can move through a space as narrow as 1 inch wide without squeezing. If the mimic is not attached to a solid surface, such as a wall, ceiling, or floor, it can't grapple creatures.

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 ordinary color.

Heat and Cold Aversion. When the mimic takes cold or fire damage, checks made to escape the mimic's grapple automatically succeed.

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

ACTIONS

Multiattack. The mimic makes two Pseudopod attacks.

Pseudopod. Melee Weapon Attack: +7, reach 10 ft. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 15) and pulled up to 5 feet toward the mimic. Ability checks made to escape this grapple have disadvantage.

Smothering Bite. Melee Weapon Attack: +7 (with advantage if the target is grappled by the mimic), reach 5 ft. Hit: The mimic attaches to the target. While attached, the target is blinded, can't become invisible, and at the start of each of the mimic's turns, the target takes 13 (2d8 + 4) piercing damage. Additionally, the mimic can't take this action, halves the damage it takes (round down), and the target takes the same amount of damage. The attached mimic moves with the target whenever the target moves, requiring none of the mimic's movement. The mimic can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the mimic with a successful DC 17 Strength check.

BONUS ACTIONS

Shape-Shift. The mimic shape-shifts to resemble a Tiny up to Huge coloring or painted surface while retaining its game statistics, or it returns to its true blob form. This way, the mimic is able to form basic symbols and words. Any equipment it is wearing or carrying isn't transformed.