## POLYFORM MIMIC

*Large or Huge • Monstrosity • Neutral*



**Armor Class** 14
**Initiative** +5 (15)
**Hit Points** 136 (16d10 + 48)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 14 (+2) | 16 (+3) | 9 (-1) | 14 (+2) | 9 (-1) |

**Skills** Perception +5, Stealth +8
**Damage Immunities** acid
**Condition Immunities** prone
**Senses** darkvision 60 ft., passive Perception 15
**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).

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

***Flanking.*** The mimic has advantages on attack rolls against a creature it has hit this turn with an attack roll already.

***Multiple Bodies.*** The mimic is displayed as four Medium-sized creatures connected by umbilical cords instead of one Large-sized body. Each body must stay adjacent or up to 10 feet away from the next body. Effects that target multiple bodies at once only affect the mimic once, but it has disadvantage on the saving throw to resist the effect.

### ACTIONS

***Multiattack.*** The mimic makes four Pseudopod attacks. It can replace two of these attacks with a use of Bites.

***Pseudopod.*** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Ability checks made to escape this grapple have disadvantage.

***Bites.*** *Constitution Saving Throw:* DC 15, one grappled creature within 5 feet of the mimic. *Failure:* 13 (2d8 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if the target is grappled by the mimic, plus 9 (2d8) acid damage. *Success:* Half damage.

### BONUS ACTIONS

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

### REACTIONS

***Split Off.*** *Trigger:* The mimic takes damage from an attack. *Response:* The mimic sets the damage to 10 and can move up half its speed. Additionally, it has disadvantage on its next attack roll it makes before the end of its next turn.

## POLYFORM MIMIC — WEAKER



**Armor Class** 13
**Initiative** +3 (13)
**Hit Points** 67 (9d10 + 18)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 14 (+2) | 9 (-1) | 12 (+1) | 9 (-1) |

**Skills** Perception +3, Stealth +5
**Damage Immunities** acid
**Condition Immunities** prone
**Senses** darkvision 60 ft., passive Perception 13
**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).

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

***Flanking.*** The mimic has advantages on attack rolls against a creature it has hit this turn with an attack roll already.

***Multiple Bodies.*** The mimic is displayed as four Medium-sized creatures connected by umbilical cords instead of one Large-sized body. Each body must stay adjacent or up to 10 feet away from the next body. Effects that target multiple bodies at once only affect the mimic once, but it has disadvantage on the saving throw to resist the effect.

### ACTIONS

***Multiattack.*** The mimic makes three Pseudopod attacks. It can replace two of these attacks with a use of Bites.

***Pseudopod.*** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Ability checks made to escape this grapple have disadvantage.

***Bites.*** *Constitution Saving Throw:* DC 13, one grappled creature within 5 feet of the mimic. *Failure:* 10 (2d6 + 3) piercing damage, or 13 (3d6 + 3) piercing damage if the target is grappled by the mimic, plus 7 (2d6) acid damage. *Success:* Half damage.

### BONUS ACTIONS

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

### REACTIONS

***Split Off.*** *Trigger:* The mimic takes damage from an attack. *Response:* The mimic sets the damage to 10 and can move up half its speed. Additionally, it has disadvantage on its next attack roll it makes before the end of its next turn.

## POLYFORM MIMIC — STRONGER



**Armor Class** 15 **Initiative** +7 (17)
**Hit Points** 180 (19d10 + 76)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 16 (+3) | 18 (+4) | 9 (-1) | 16 (+3) | 9 (-1) |

**Skills** Perception +7, Stealth +11
**Damage Immunities** acid
**Condition Immunities** prone
**Senses** darkvision 60 ft., passive Perception 17
**Languages** Understands Common but can't speak
**CR** 9 (XP 5,000; PB +4)

***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 17).

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

***Flanking.*** The mimic has advantages on attack rolls against a creature it has hit this turn with an attack roll already.

***Multiple Bodies.*** The mimic is displayed as four Medium-sized creatures connected by umbilical cords instead of one Large-sized body. Each body must stay adjacent or up to 10 feet away from the next body. Effects that target multiple bodies at once only affect the mimic once, but it has disadvantage on the saving throw to resist the effect.

### ACTIONS

***Multiattack.*** The mimic makes four Pseudopod attacks. It can replace two of these attacks with a use of Bites.

***Pseudopod.*** *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 4 (1d8) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Ability checks made to escape this grapple have disadvantage.

***Bites.*** *Constitution Saving Throw:* DC 17, one grappled creature within 5 feet of the mimic. *Failure:* 18 (3d8 + 5) piercing damage, or 23 (4d8 + 5) piercing damage if the target is grappled by the mimic, plus 13 (3d8) acid damage. *Success:* Half damage.

### BONUS ACTIONS

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

### REACTIONS

***Split Off.*** *Trigger:* The mimic takes damage from an attack. *Response:* The mimic sets the damage to 10 and can move up half its speed. Additionally, it has disadvantage on its next attack roll it makes before the end of its next turn.

### REMARKS

VTT-Token for Medium Forms: [Link]