MIMARCH

Huge • Monstrosity • Neutral



Armor Class 18
Initiative +8 (18)
Hit Points 312 (25d12 + 150)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	13 (+1)	16 (+3)	19 (+4)

Saving Throws Dex +8
Skills Perception +9, Stealth +14
Damage Immunities acid
Condition Immunities prone
Senses blindisght 60 ft., passive Perception 19
Languages Common (but rarely speaks)
CR 19 (XP 22,000 or 25,000 in lair; PB +6)

False Appearance. If the mimarch 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 30 Intelligence (Investigation) check to discern that it is more than an ordinary object.

Rapid Shifter. Opportunity attacks made against the mimarch have disadvantage.

Shared Consciousness. The mimarch shares the senses of all allied animated objects and mimics in a 150-foot emanation of it.

Shifting Resistance (2/Day; 3/Day in Lair). If the mimarch fails a saving throw, it can choose to succeed instead. When it does so, 1d3 + 1 animated objects become inert.

ACTIONS

Multiattack. The mimarch makes three Pseudopod attacks and one Bite attack.

Pseudopod. *Melee Weapon Attack:* +12, reach 10 ft. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 21) and pulled up to 10 feet toward the mimarch. Ability checks made to escape this grapple have disadvantage.

Bite. *Melee Weapon Attack:* +12 (with advantage if the target is grappled by the mimarch), reach 5 ft. Hit: 19 (2d12 + 6) piercing damage plus 13 (3d8) acid damage. If the target is an allied animated object or mimic, it immediately dies, is assimilated into the body of the mimarch, and the mimarch regains 20 hit points.

Mimification (1/Day). The mimarch touches a Small or Medium object and turns it into a **mimic**. The mimic is not under the mimarch's control, but always considers it a trusted ally.

BONUS ACTIONS

Shape-Shift. The mimarch shape-shifts to resemble a Medium to Huge object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

REACTIONS

Redirect Attack. *Trigger:* A creature the mimarch can see makes an attack roll against it. *Response:* The mimarch chooses an allied animated object or mimic within 5 feet of itself. The ally becomes the target of the attack instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in lair). Immediately after another creature's turn, the mimarch can expend a use to take one of the following actions. The mimarch regains all expended uses at the start of each of its turns.

Animate. The mimarch casts *animate objects*. It can only target Small or Medium objects and only half the usual amount. The mimarch doesn't require concentration for this spell, and animated objects become inert after 1 minute.

Command Mimics. The mimarch chooses up to four allied animated objects or mimics. The targets can use their reaction to move up to their speed or make one melee attack.

Walls and Maws. The mimarch casts *wall of stone*. The mimarch doesn't require concentration for this spell, and instead lasts until the end of the mimarch's next turn. The mimarch can create only ten 10-foot-by-10-foot panels and can move through these walls as if they weren't there. Further, immediately after the mimarch casts this spell, all creatures adjacent to a wall are subjected to the following effect: *Dexterity Saving Throw:* DC 21. *Failure:* 10 (3d6) piercing damage plus 7 (2d6) acid damage. *Failure or Success:* The mimarch can't take this action again until the start of its next turn.

MIMARCH — WEAKER



Armor Class 17
Initiative +6 (16)
Hit Points 264 (23d12 + 115)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Dex +6
Skills Perception +7, Stealth +11
Damage Immunities acid
Condition Immunities prone
Senses blindisght 60 ft., passive Perception 17
Languages Common (but rarely speaks)
CR 16 (XP 15,000 or 18,000 in lair; PB +5)

False Appearance. If the mimarch 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 object.

Rapid Shifter. Opportunity attacks made against the mimarch have disadvantage.

Shared Consciousness. The mimarch shares the senses of all allied animated objects and mimics in a 100-foot emanation of it.

Shifting Resistance (1/Day; 2/Day in Lair). If the mimarch fails a saving throw, it can choose to succeed instead. When it does so, 1d3 + 1 animated objects become inert.

ACTIONS

Multiattack. The mimarch makes three Pseudopod attacks and one Bite attack.

Pseudopod. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 19) and pulled up to 10 feet toward the mimarch. Ability checks made to escape this grapple have disadvantage.

Bite. *Melee Weapon Attack:* +10 (with advantage if the target is grappled by the mimarch), reach 5 ft. Hit: 16 (2d10 + 5) piercing damage plus 9 (2d8) acid damage. If the target is an allied animated object or mimic, it immediately dies, is assimilated into the body of the mimarch, and the mimarch regains 15 hit points.

Mimification (1/Day). The mimarch touches a Small or Medium object and turns it into a **mimic**. The mimic is not under the mimarch's control, but always considers it a trusted ally.

BONUS ACTIONS

Shape-Shift. The mimarch shape-shifts to resemble a Medium to Huge object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

REACTIONS

Redirect Attack. *Trigger:* A creature the mimarch can see makes an attack roll against it. *Response:* The mimarch chooses an allied animated object or mimic within 5 feet of itself. The ally becomes the target of the attack instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in lair). Immediately after another creature's turn, the mimarch can expend a use to take one of the following actions. The mimarch regains all expended uses at the start of each of its turns.

Animate. The mimarch casts *animate objects*. It can only target Small or Medium objects and only half the usual amount. The mimarch doesn't require concentration for this spell, and animated objects become inert after 1 minute. The mimarch can't take this action again until the start of its next turn.

Command Mimics. The mimarch chooses up to three allied animated objects or mimics. The targets can use their reaction to move up to their speed or make one melee attack.

Walls and Maws. The mimarch casts *wall of stone*. The mimarch doesn't require concentration for this spell, and instead lasts until the end of the mimarch's next turn. The mimarch can create only eight 10-foot-by-10-foot panels and can move through these walls as if they weren't there. Further, immediately after the mimarch casts this spell, all creatures adjacent to a wall are subjected to the following effect: *Dexterity Saving Throw:* DC 21. *Failure:* 7 (2d6) piercing damage plus 3 (1d6) acid damage. *Failure or Success:* The mimarch can't take this action again until the start of its next turn.

MIMARCH — STRONGER



Armor Class 19
Initiative +10 (20)
Hit Points 405 (30d12 + 210)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	15 (+2)	18 (+4)	21 (+5)

Saving Throws Str +14, Dex +10
Skills Perception +11, Stealth +17
Damage Immunities acid
Condition Immunities prone
Senses blindisght 60 ft., passive Perception 21
Languages Common (but rarely speaks)
CR 22 (XP 41,000 or 50,000 in lair; PB +7)

False Appearance. If the mimarch 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 30 Intelligence (Investigation) check to discern that it is more than an ordinary object.

Rapid Shifter. Opportunity attacks made against the mimarch have disadvantage.

Shared Consciousness. The mimarch shares the senses of all allied animated objects and mimics in a 300-foot emanation of it.

Shifting Resistance (3/Day; 4/Day in Lair). If the mimarch fails a saving throw, it can choose to succeed instead. When it does so, 1d3 + 1 animated objects become inert.

ACTIONS

Multiattack. The mimarch makes three Pseudopod attacks and one Bite attack.

Pseudopod. *Melee Weapon Attack:* +14, reach 10 ft. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 23) and pulled up to 10 feet toward the mimarch. Ability checks made to escape this grapple have disadvantage.

Bite. *Melee Weapon Attack:* +14 (with advantage if the target is grappled by the mimarch), reach 5 ft. Hit: 26 (3d12 + 7) piercing damage plus 18 (4d8) acid damage. If the target is an allied animated object or mimic, it immediately dies, is assimilated into the body of the mimarch, and the mimarch regains 25 hit points.

Mimification (1/Day). The mimarch touches a Small or Medium object and turns it into a **mimic**. The mimic is not under the mimarch's control, but always considers it a trusted ally.

BONUS ACTIONS

Shape-Shift. The mimarch shape-shifts to resemble a Medium to Huge object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

REACTIONS

Redirect Attack. *Trigger:* A creature the mimarch can see makes an attack roll against it. *Response:* The mimarch chooses an allied animated object or mimic within 5 feet of itself. The ally becomes the target of the attack instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in lair). Immediately after another creature's turn, the mimarch can expend a use to take one of the following actions. The mimarch regains all expended uses at the start of each of its turns.

Animate. The mimarch casts *animate objects*. It can only target Small or Medium objects and only half the usual amount. The mimarch doesn't require concentration for this spell, and animated objects become inert after 1 minute.

Command Mimics. The mimarch chooses up to five allied animated objects or mimics. The targets can use their reaction to move up to their speed or make one melee attack.

Walls and Maws. The mimarch casts *wall of stone*. The mimarch doesn't require concentration for this spell, and instead lasts until the end of the mimarch's next turn. The mimarch can create only twelve 10-foot-by-10-foot panels and can move through these walls as if they weren't there. Further, immediately after the mimarch casts this spell, all creatures adjacent to a wall are subjected to the following effect: *Dexterity Saving Throw:* DC 21. *Failure:* 14 (4d6) piercing damage plus 10 (3d6) acid damage. *Failure or Success:* The mimarch can't take this action again until the start of its next turn.