SHADOW MIMIC

Medium • Monstrosity • Neutral



Armor Class 13
Initiative +6 (16)
Hit Points 104 (16d8 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	9 (-1)	12 (+1)	10 (+0)

Skills Stealth +9
Damage Resistances necrotic; bludgeoning, piercing, slashing
Condition Immunities grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 11
Languages Common
CR 7 (XP 2,900; PB +3)

Shadow Form. 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.

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

Vessel. An object controlled by the mimic using Control Vessel has AC 10, 20 hit points, and a speed of 30 feet. It otherwise uses the mimic's statistics. A corpse controlled by the mimic doesn't decay, but the mimic has otherwise no ways repair damage dealt to the object. Reducing the vessel to 0 hit points destroys it. Dealing damage to the vessel, doesn't deal damage to the mimic.

ACTIONS

Multiattack. The mimic makes two Vessel Strikes attacks or one Bite attack and one Pseudopod attack.

Bite. *Melee Weapon Attack:* +6 (with advantage if the target is grappled by the mimic), reach 5 ft. *Hit:* 12 (2d8 + 3) piercing damage - or 21 (4d8 + 3) piercing damage if the target is grappled by the mimic - plus 9 (2d8) necrotic damage.

Pseudopod. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Ability checks made to escape this grapple have disadvantage.

Vessel Strike (While Controlling a Vessel). *Melee Weapon Attack:* +6, reach 5 ft. Hit: 16 (3d8 + 3) damage. The GM chooses the damage type based on the vessel. This attack doesn't reveal the mimic as controlling the vessel.

BONUS ACTIONS

Control Vessel. The mimic merges with the shadow of a Small to Large object (including corpses). It then resembles the natural shadow of that object. A creature that hasn't hasn’t observed the mimic using this ability must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary shadow. While merged with a shadow, the mimic can control the object's movement and use its intended functions, but it can't make the object perform movements it wasn't designed to perform. For example, it can make a Humanoid corpse walk like a normal Humanoid or move a wagon by rolling its wheels. The mimic loses control if it is not in the same space as the vessel.

SHADOW MIMIC — WEAKER



Armor Class 12
Initiative +4 (14)
Hit Points 66 (12d8 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, slashing
Condition Immunities grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 10
Languages Common
CR 4 (XP 1,100; PB +2)

Shadow Form. 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.

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

Vessel. An object controlled by the mimic using Control Vessel has AC 10, 15 hit points, and a speed of 30 feet. It otherwise uses the mimic's statistics. A corpse controlled by the mimic doesn't decay, but the mimic has otherwise no ways repair damage dealt to the object. Reducing the vessel to 0 hit points destroys it. Dealing damage to the vessel, doesn't deal damage to the mimic.

ACTIONS

Multiattack. The mimic makes two Vessel Strikes attacks or one Bite attack and one Pseudopod attack.

Bite. *Melee Weapon Attack:* +4 (with advantage if the target is grappled by the mimic), reach 5 ft. *Hit:* 9 (2d6 + 2) piercing damage - or 16 (4d6 + 2) piercing damage if the target is grappled by the mimic - plus 4 (1d8) necrotic damage.

Pseudopod. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 12). Ability checks made to escape this grapple have disadvantage.

Vessel Strike (While Controlling a Vessel). *Melee Weapon Attack:* +4, reach 5 ft. Hit: 11 (2d8 + 2) damage. The GM chooses the damage type based on the vessel. This attack doesn't reveal the mimic as controlling the vessel.

BONUS ACTIONS

Control Vessel. The mimic merges with the shadow of a Small to Large object (including corpses). It then resembles the natural shadow of that object. A creature that hasn't hasn’t observed the mimic using this ability must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary shadow. While merged with a shadow, the mimic can control the object's movement and use its intended functions, but it can't make the object perform movements it wasn't designed to perform. For example, it can make a Humanoid corpse walk like a normal Humanoid or move a wagon by rolling its wheels. The mimic loses control if it is not in the same space as the vessel.

SHADOW MIMIC — STRONGER

Armor Class 14 **Initiative** +8 (18)
Hit Points 135 (18d8 + 54)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	9 (-1)	12 (+1)	10 (+0)

Skills Stealth +12
Damage Resistances necrotic; bludgeoning, piercing, slashing
Condition Immunities grappled, prone, restrained
Senses blindsight 60 ft., passive Perception 12
Languages Common
CR 10 (XP 5,900; PB +4)



Shadow Form. 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.

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

Vessel. An object controlled by the mimic using Control Vessel has AC 10, 30 hit points, and a speed of 30 feet. It otherwise uses the mimic's statistics. A corpse controlled by the mimic doesn't decay, but the mimic has otherwise no ways repair damage dealt to the object. Reducing the vessel to 0 hit points destroys it. Dealing damage to the vessel, doesn't deal damage to the mimic.

ACTIONS

Multiattack. The mimic makes two Vessel Strikes attacks or one Bite attack and one Pseudopod attack.

Bite. *Melee Weapon Attack:* +8 (with advantage if the target is grappled by the mimic), reach 5 ft. *Hit:* 15 (2d10 + 4) piercing damage - or 26 (4d10 + 4) piercing damage if the target is grappled by the mimic - plus 18 (4d8) necrotic damage.

Pseudopod. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Ability checks made to escape this grapple have disadvantage.

Vessel Strike (While Controlling a Vessel). *Melee Weapon Attack:* +8, reach 5 ft. Hit: 22 (4d8 + 4) damage. The GM chooses the damage type based on the vessel. This attack doesn't reveal the mimic as controlling the vessel.

BONUS ACTIONS

Control Vessel. The mimic merges with the shadow of a Small to Large object (including corpses). It then resembles the natural shadow of that object. A creature that hasn't hasn’t observed the mimic using this ability must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary shadow. While merged with a shadow, the mimic can control the object's movement and use its intended functions, but it can't make the object perform movements it wasn't designed to perform. For example, it can make a Humanoid corpse walk like a normal Humanoid or move a wagon by rolling its wheels. The mimic loses control if it is not in the same space as the vessel.