



Scarecrow Mimic

For hundreds of years, the farmers of the continent relied on the assistance of scarecrows to discourage birds and other creatures from eating their crops. Their popularity was widespread, and each culture developed its own style of scarecrow.

This has now changed. It began with the disappearance of a farmer in the Lyrian Empire five years ago. Other disappearances soon followed; all involving farmers, their families, and most of their animals. The capital sent bailiffs to investigate the matter, who soon discovered the cause behind the wave of missing people ... scarecrow mimics.

Amongst the mimics, the scarecrow is one of the cruelest, loving to toy with its prey for days before moving in for the kill.

According to records, once a scarecrow mimic chooses a farm, it engages in mischievous acts for days, tearing crops from the ground and releasing farm animals at night, thereby eroding the farmer's sanity and tranquility. How many of these mimics exist is unknown. Although authorities have been able to locate their origin.

For decades, a talented wizard called Etzel searched for the origin of the mimics, creatures capable of assuming the shape of mundane objects to lure unsuspecting prey so they can devour them. He traveled to other planes and visited many magic academies, and captured mimics to analyze and experiment on them.

Etzel's laboratory contained more than a thousand specimens of distinctive types before he died from old age. Soon after, the mimics escaped and spread throughout the land.



Scarecrow Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 11 (Natural Armor)

Hit Points 36 (6d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	11 (+0)	13 (+1)	13 (+1)

Skills Stealth +6

Damage Vulnerabilities Fire

Condition Immunities Prone

Senses Passive Perception 15

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance. While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The scarecrow mimic makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



Sword and Anvil Mimic

Known as the “Blacksmiths Banes,” these mimics have caused an unprecedented shortage of weapons and armor on the continent.

The sword and anvil mimic is patient, remaining perfectly still for weeks in a forge or smithy before its assault. Unlike others of its kind, it doesn't play pranks or carry out any other action that might give away its presence.

This is because a smithy is crammed with weapons and tools that could kill or injure it. This disciplined patience makes it one of the most dangerous of its kind.

When the authorities raided Etzel's laboratory, the wizard's notes were spread throughout the tomes. These included diagrams and tidbits of information. However, many of the books were destroyed when the mimics escaped, making any full detailed appraisal of the numbers and types impossible.

During a joust organized by the blacksmiths of Thamarya, a couple of mutilated bodies were discovered hidden behind a rack of weapons. Someone had severely mauled the bodies and removed some of the limbs.

Amongst the spectators was an old inquisitor named Baskervill, who carried out an immediate investigation. By interviewing the competing guilds, it became apparent they were missing some of their members, but because of the event's gaiety, they assumed the missing members had snuck to enjoy the merrymaking.

Afterwards, Baskervill discovered that the culprit were three sword and anvil mimics working in unison.

Rumours of their existence has prompted anxiety in the Dwarven Kingdoms, which now demand special precautions to ensure that none of these mimics sneak into their burning furnaces. This includes a complete ban on the import of foreign weapons and armour, and thorough inspections of discovered items during a dig.

Sword and Anvil Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 52 (9d8+16)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance. While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.





Bourdon Bell Mimic

Few events carry as much shame as the destruction of the monastery of Fossanova. Situated at the top of a mountain in the coldest peaks of the Dragon's Spine, the monastery was considered a masterpiece of low moon elven architecture.

Fossanova boasted one of the oldest lineages of unarmed fighting styles; its monks were renowned for their discipline and resilience to pain, and were respected by friends and foes alike.

A few years ago, villagers around the monastery started disappearing, with very few of the bodies being discovered and no clues as to who was the culprit. The monks ignored the villagers' fears and complaints and carried on with their daily training and business. This lack of empathy was the spark that aroused the locals' fury, who soon blamed the monks and razed the monastery to the ground.

Unknown to the villagers, the offender operated from the monastery, but it was not a monk, but a bourdon bell mimic, a creature whose appetite was only matched by its boldness.

These mimics are masters of subterfuge who infiltrate temples, monasteries, and other structures with bourdon bells. What happens to the original bell is unknown.

Be it from their high positions in towers, or altars in the centre of chambers, the bell mimics will observe the surroundings for days, studying every item and characteristic, and learning the inhabitants' daily routine.

When cornered, the bell mimic swings its clapper, unleashing a blistering chiming that incapacitates surrounding creatures, giving it time to escape.

Bourdon Bell Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 14 (Natural Armor)

Hit Points 35 (6d8+10)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +7

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance. While the mimic remains motionless, it is indistinguishable from an ordinary object.

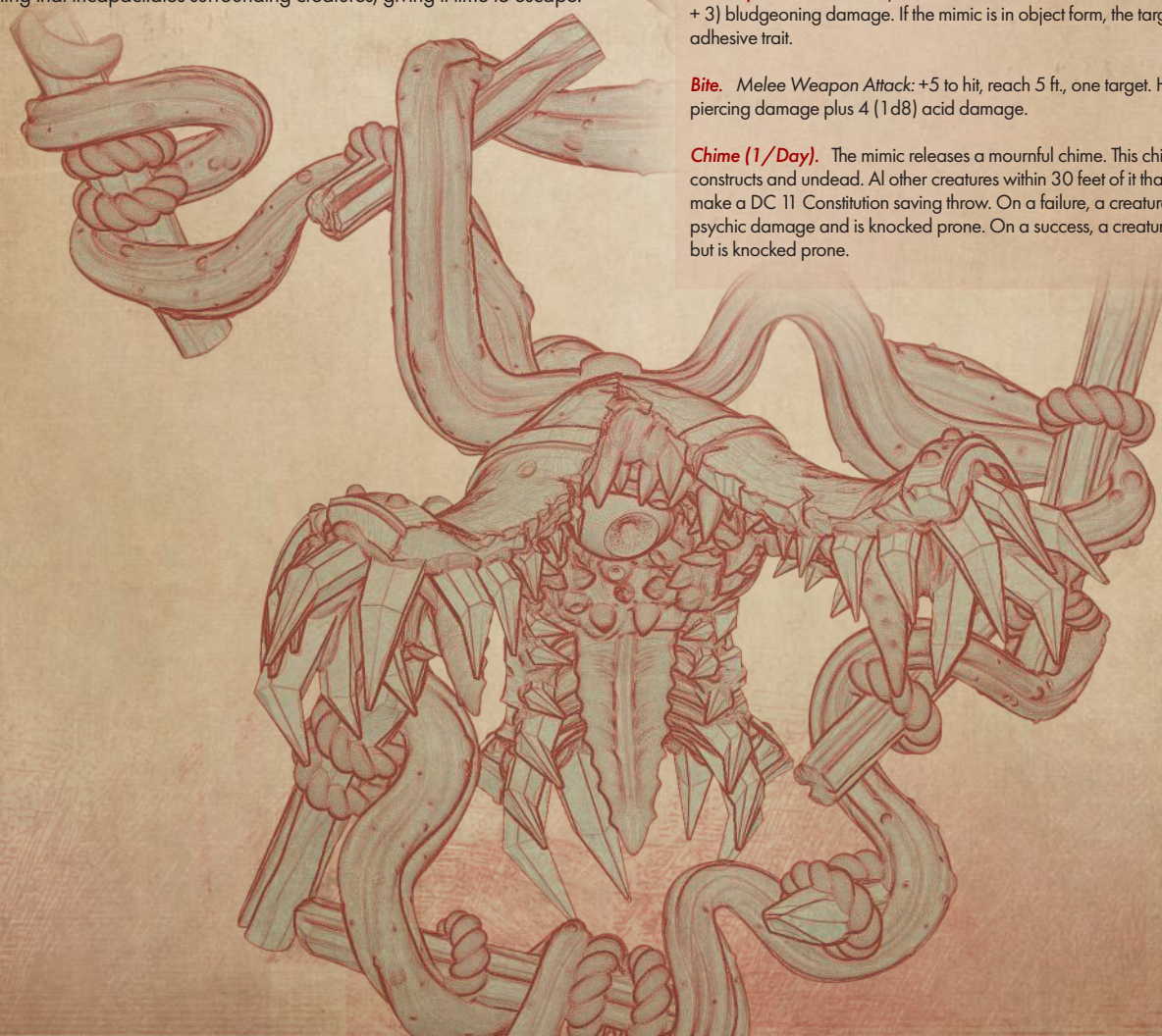
Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Chime (1/Day). The mimic releases a mournful chime. This chime has no effect on constructs and undead. All other creatures within 30 feet of it that can hear it must make a DC 11 Constitution saving throw. On a failure, a creature takes 7 (2d6) psychic damage and is knocked prone. On a success, a creature takes no damage but is knocked prone.





Bookshelf Mimic

Amongst the oddest of its kind, the bookshelf mimic is unique because it prefers to feed off magic, not flesh. This fact has only been discovered recently since encounters with bookshelf mimics are scarce.

Scholars have debated and studied this mimic's diet anomaly, giving rise to the theory that they are the product of Etzel's experiments and not a natural organism. Because these mimics don't always feed off flesh, they can remain unnoticed for longer periods than their counterparts.

The bookshelf mimic feeds off residual magic emanated from books and other magic items placed within its shelves. This feeding is more akin to plants and photosynthesis than creatures.

However, this does not mean that the mimic is peaceful. Quite the contrary, it is very protective of what it perceives to be its hunting ground and will attack anyone removing a book or magic item from one of its shelves.

Another fascinating aspect of the bookshelf mimic is that it has a higher intelligence and can engage in conversation and even debate with other creatures. This and the fact that they protect books has created a craze between spellcasters who are keen on acquiring some as guardians for their libraries. Some have even attempted to recreate Etzel's experiment, but to no avail.

This mimic's most lethal characteristic is its natural resistance against magic.

If fed and reasoned with, bookshelf mimics can assent to being guardians for libraries, though always reminding the other party they are being granted a favour, and should be grateful.



Bookshelf Mimic

Large monstrosity (shapechanger), neutral

Armor Class 15 (Natural Armor)

Hit Points 40 (6d8+13)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	8 (-1)

Skills Arcana +3, Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages Common

Challenge 3 (700 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Magic Resistance. The mimic has advantage on saving throws against spells and other magical effects.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1 d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1 d8 + 3) piercing damage plus 4 (1 d8) acid damage.



Cauldron Mimic

Known for their perverse sense of humour, the cauldron mimic adores to pit individuals against one another as they wait around a campfire for a meal that will never cook.

Many unsuspecting adventurers have fallen victim to this mimic's stratagems, which sneers in delight whilst smoke and steam hide its deformed features and the adventurers argue as hunger and frustration build inside them.

The cauldron mimic is a professional prankster, building up the tension with a series of minute moves until it ends in bloodshed between individuals seated around the cauldron.

At first, the water boils with normality as the ingredients, and species are tossed inside. This is part of the ruse, as the mimic desires a false feeling of mundanity to enthrall its victims.

When hunger sets in, the mimic puffs the aroma of the meal cooking inside it. Soon after, the cruelties are unleashed.

The cauldron mimic opens with simple things, blowing out the fire on numerous occasions. This is soon followed by the expulsion of some of the meal, especially meat or large vegetables. Tempers clash at this moment, as accusations of bad cooking practices are traded and hunger destroys any sense of civility.

Only after blows have been traded -preferably ending with a fatality- does the mimic strike. By this moment, it has gotten its fill of laughter and the victims are weakened or distracted enough for it to finish them with ease.

Uncommon amongst others of its kind, this mimic prefers to "hunt" multiple prey as it gets kicks from the conflict it creates.

Single prey are still targeted, but the pranks tend to be simpler and lack the passions and twists that can spring from a conflict between two different individuals.

Cauldron Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 14 (Natural Armor)

Hit Points 48 (7d8+13)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.





Tombstone Mimic

We know all mimics for their astuteness and few do it such honor as the cunning tombstone mimics.

Unlike others of their kind, these mimics are not fussy eaters, preferring to eat corpses who have no way of fighting back.

It was in a respectable cemetery that the first encounter with a tombstone mimic occurred. The creature had made its abode where it remained undetected for years.

The groundskeeper was an old human who had been an elven knight's squire for decades. After the knight died, the squire built a magnificent tomb in a regal garden and looked after it ever since. Other people started burying their loved ones in the area and they made the old man the cemetery's official groundskeeper.

By the time the mimic made the cemetery its feeding ground, the groundskeeper was forgetful and did not notice the strange happenings.

Every night, the mimic would creep through the cemetery, dig up the most recently buried corpse and eat them, returning the coffin and covering it up after.

It wasn't until a gang of grave robbers plundered the cemetery that the tombstone mimic was discovered. The gang lost two of their own during the encounter.

This mimic can assume the shape of any style of tombstone; its rocklike skin grants it a formidable natural defense and its teeth can crunch through flesh and bone with ease.

One peculiar aspect of this creature is that its bite is poisonous because of the bacteria caused by its corpse diet.

Tombstone Mimic

Large monstrosity (shapechanger), neutral

Armor Class 17 (Natural Armor)

Hit Points 51 (8d8+14)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	10 (+0)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.





Toilet Mimic

The toilet mimic has one of the highest kill ratios amongst all of its kind. It usually only takes one bite -thanks to the prey's inconvenient position- to kill an individual.

This creature is the stuff of jokes and dread. Dying while relieving oneself is amongst the most humiliating deaths one can have. What was once seen as comical is now viewed with angst and veracity. After their existence was confirmed, many people started poking the toilet with a weapon or stick before sitting down.

Amongst the fatalities is the renowned bandit The Tiger of Juliath, who for many years terrorized the roads and woods around Thamarya. Nobility, guilds, merchants, and none of the wealthy were safe from the bandit.

It was during one dark night after a successful robbery that the bandit and his minions disguised themselves and celebrated in Vik's, Thamarya's most celebrated tavern.

Constipation had beset the tiger so severely that not even magic had alleviated his condition. He ordered a stout known for its high alcohol level, which assisted digestion.

After six of these pints, the bandit felt the urge to relieve himself and rushed to the toilet. After ten minutes, a ghastly scream silenced the inn's jovial atmosphere. Suspecting something wrong, the minions scrambled to the toilet area and found their beloved leader dead. The body was missing the groin area.

Apparently, the mimic -who preferred to strike during closing time when there were fewer patrons- attacked as a reaction to the bandit's odorous discharge.



Toilet Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 31 (5d8+12)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Feces Spray (1/Day). Each creature in a 15-foot cone originating from the mimic must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.



Guillotine Mimic

Revolutions in Eluan are a bloody affair, and the goblin uprising of Drulbathom Cavern was no exception.

The cavern was blessed with a generous deposit of precious metals and stones. It had been a goblin settlement for centuries before a gang of violent and renegade dwarves attacked and “freed” the goblins from the tyrannical Goblin Lords.

It wasn't long before the dwarves started behaving worse than the lords and forced the goblins to work under the most horrific conditions.

After a decade of hardship, the goblins revolted and invented the guillotine to kill the dwarves.

Whether the wizard Etzel discovered or created the guillotine mimic is unclear.

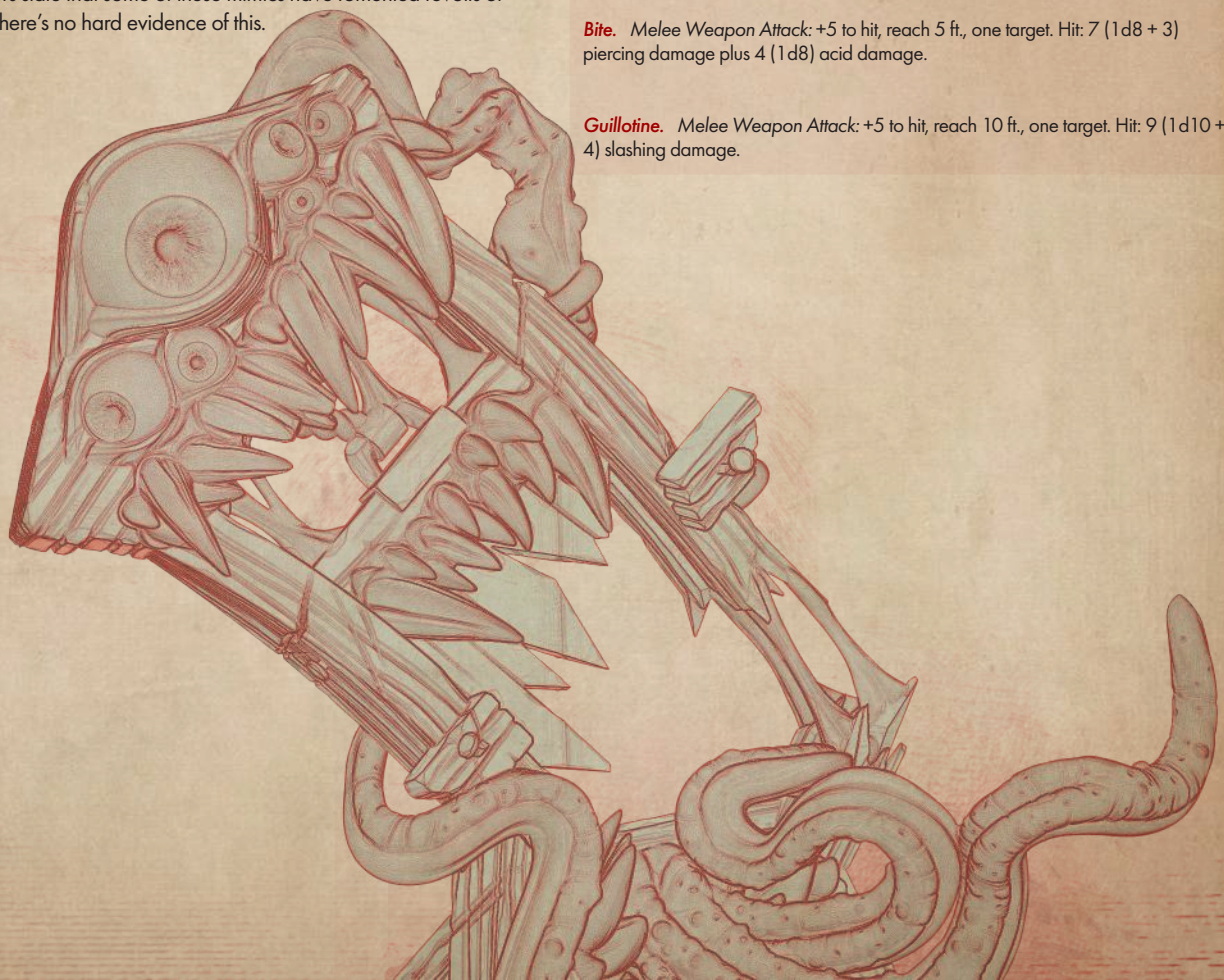
Since the guillotine is used for killing, this mimic does not need to hunt for prey. People place food (prisoners) on it. After the heads are chopped off, the mimic feeds off the spilt blood, requiring no more sustenance.

While it can reveal its identity, it usually stays camouflaged, indicating a strong instinct to remain unseen.

The only instances when these mimics have been discovered are when no executions have taken place, forcing the creatures to attack any nearby targets once the hunger has become excruciating.

Guillotine mimics look for places of strife, knowing that food will be placed before their blade with no fear of exposure.

Some rumours state that some of these mimics have fomented revolts or revolutions, but there's no hard evidence of this.



Guillotine Mimic

Large monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 40 (6d8+13)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	10 (+0)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Damage Vulnerabilities Fire

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Guillotine. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) slashing damage.



Chair Mimic

A common type of mimic, it can be found in almost any urban setting. Not as strong or resilient as others of its kind, these mimics are amongst the highest of devourers of their species.

From taverns to royal households, the chair mimic can haunt any adobe and individuals within.

It is believed that after the treasure chest, the chair mimic was the second to come into existence or appear on the continent of Eluan.

Before it strikes, the mimic ascertains that both the prey and it are alone. After which it releases its glue-like substance, adhering the victim to it.

Once paralyzed, the mimic will proceed to devour the prey, starting with the feet to ensure that escape is impossible.

Rumours that chair mimics made of other materials other than wood circulated for years have now been debunked. Wood is the only material they can imitate, although the reason for this is unknown.

A peculiar method for discovering these mimics has arisen in the households of the Frostlands.

It is believed the creatures have an inclination for song, especially the rugged and out-of-tune style of the region. People searching for the creatures will sing as loud as possible while looking at any sign of movement from the chairs.

How successful this method is has not been thoroughly studied yet.



Chair Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 27 (4d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



Table Mimic

Before meeting a gruesome death, the table mimic's victims are driven to insanity as a result of its love of mischief.

Taking their time, they will toy with their victims for days; rearranging or hiding objects placed on top of them.

At first, the victim doesn't notice. It always starts with small things: cutlery in other positions, bowls and plates placed on the edge, so any minor contact makes them fall.

After these minor antics, the mimic raises the ante, knocking lit candles or placing them close to flammable items to create a fire. As the avalanche of pranks increases, frustration followed by self-doubt overcomes the prey. At this point, the mimic chooses to savor its meal.

According to Etzel, the first documented sighting of this mimic is hundreds of years old. According to the document, Qaimish, a dragonian barbarian warlord, loved arranging banquets in her tent made of a silver dragon's bones.

At the end of the event, everyone but a few designated guests would remain to discuss the tribe's next raid. Inebriated by this time, the guests listened to their commander as her words took a darker turn.

What began as a military discussion became a trial as Qaimish accused one guest of plotting against her. At that moment, the guest discovered his arms were stuck to the table.

The table would then reveal a wide mouth with a set of sharp teeth. Screams would echo far beyond the tent as the mimic devoured the suspected traitor while Qaimish glared with delight.

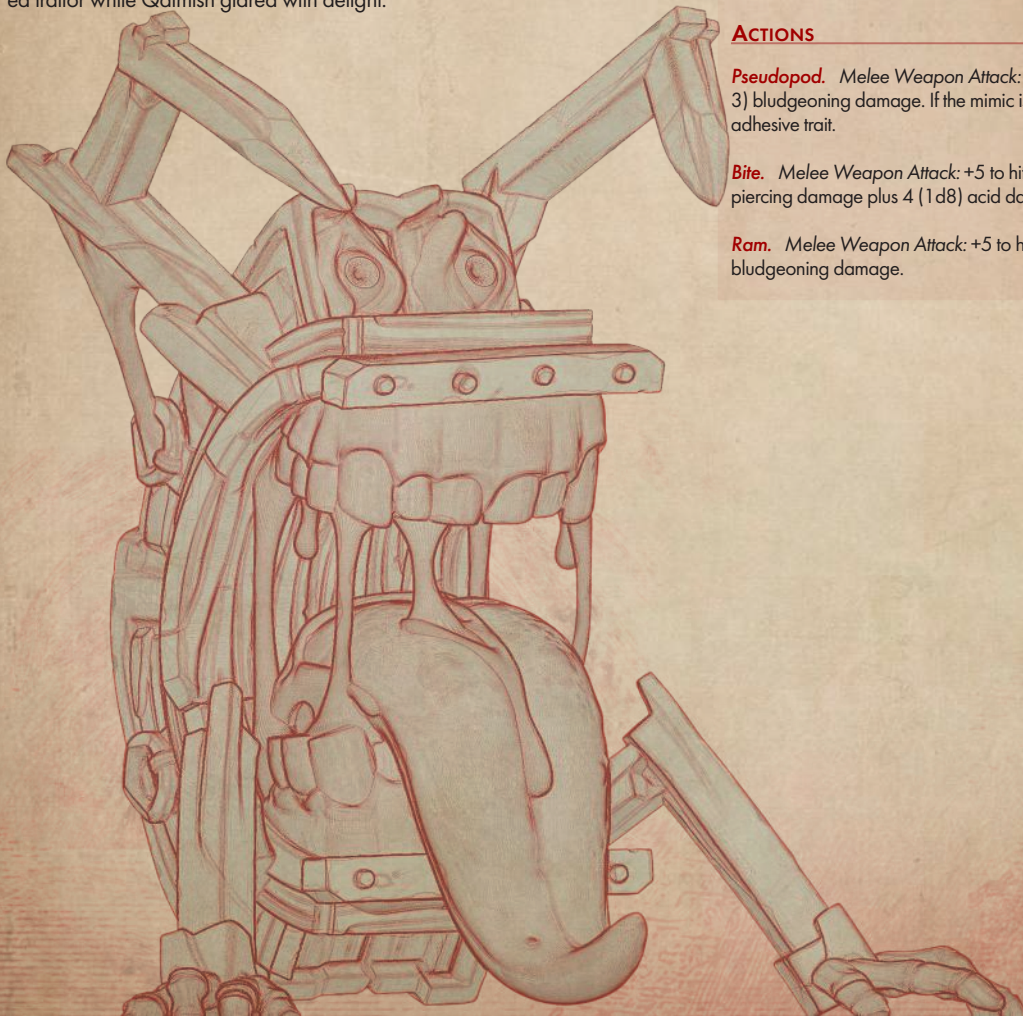


Table Mimic

Large monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 40 (6d8+13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Charge. If the mimic moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 3) bludgeoning damage.



Book Mimic

This is without a doubt one of the wizard's creations. The book mimic is an unusual creature, even by mimic standards. It is considered a pest in magical academies, where numerous novices have met their deaths under the creature's sharp fangs.

The first known specimen was discovered in a magical academy five years after Etzel's death. The creature had hidden amongst the wizard's box of books that the aforementioned institution had claimed.

Inside, it remained undetected and unmolested for years, living off rats and other rodents, which the "focused" wizards ignored. When it wasn't eating, the book mimic hid in the bookshelves closest to the study areas, eavesdropping on students reading their lessons out loud, including the repetition of some spells which the mimic learned.

This mimic is the only one of its species that learned to clone itself: creating other versions of itself which then spread throughout the land by unsuspecting spell casters who, upon arrival at their destination, noticed that one of their tomes was missing.

The book mimic is not aggressive and is amongst the smartest of its kind. It can imitate the content of any book nearby, no matter if it understands the language that it is written in.

The animosity between this mimic and the bookshelf mimic is brutal, with both revealing their identities on the spot and attacking each other on sight, giving rise to the question of what do mimics do when they are not being watched?



Book Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 21 (3d8+7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	5 (-3)	13 (+1)	12 (+2)

Skills Arcana +3, Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Innate Spellcasting. The mimic's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *confusion, dancing lights, minor illusion, phantasmal force, vicious mockery*

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



Gingerbread Man Mimic

It is a fact that this mimic is an accidental creation, as evidenced in one of Etzel's notebooks. While studying mimics, the wizard traveled to a demiplane hidden in the entrails of the Elven woodlands.

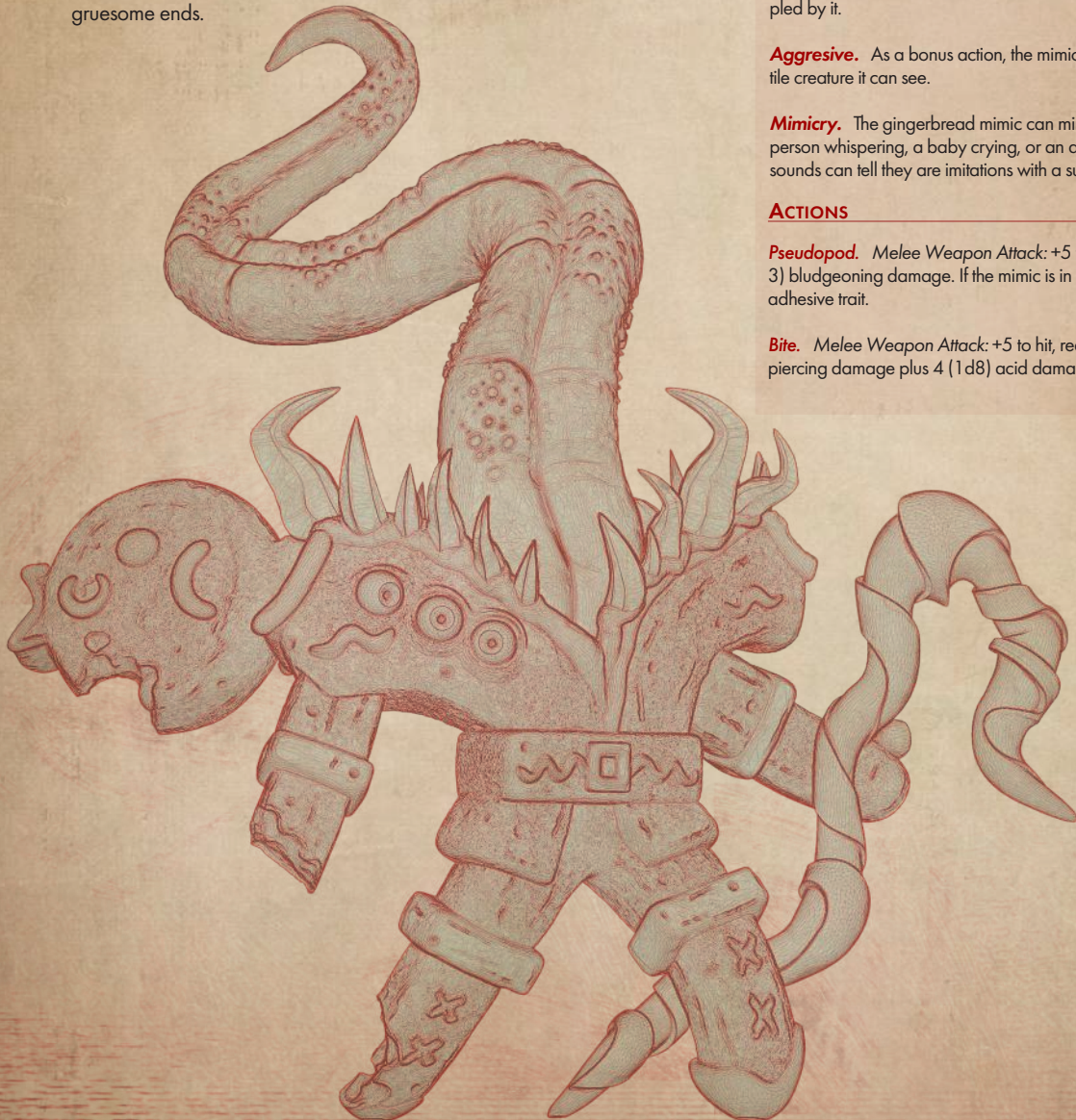
A powerful sorceress lived in this place, and people believed she knew the secret behind the natural origin of mimics. Not only did she not know the origin, but she imprisoned Etzel in her home. For weeks, the wizard was tortured and forced to relinquish his magical secrets. Amongst these was the creation of minor mimics.

In his account, the wizard explains how he escaped by transforming a gingerbread biscuit into a mimic while the sorceress was away. The creature destroyed the magical sigils that bonded Etzel, who made his escape.

The gingerbread mimic awaited the sorceress' return, slaying her and then making its way into Eluan.

The gingerbread mimic's appetite is legendary, capable of devouring two prey within days from each other. Etzel wrote in his diary that the creature requires a weekly dosage of fresh blood to keep its flour lubricated. If it were to dry up completely, the creature would lose all awareness of self and become a normal everyday cookie.

It might look sweet and tender, but the gingerbread mimic is an extremely dangerous foe. Many adventurers have underestimated it and met with gruesome ends.



Gingerbread Man Mimic

Large monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 21 (3d8+7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Aggressive. As a bonus action, the mimic can move up to its speed towards a hostile creature it can see.

Mimicry. The gingerbread mimic can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight check)

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



Garden Gnome Mimic

This gnome is the product of elven magic, something which they deny, but that Etzel claims to have found conclusive evidence of their involvement.

The forests and valleys of the Elven Woodlands are known for the density of the trees' foliage and the rainbow colours of the plants and bushes that grow therein.

About three hundred years ago, a plague of vermin started devouring the plants and the flowers of the Elven Woodlands. Incapable of dealing with the plague, a coven of elven wizards gathered and created the dreaded garden gnome mimic.

A deeply guarded secret to this day: elves have garden gnomes. Such is their obsession with hiding the fact that they spread false rumors that made out the halflings as the group obsessed with garden gnomes.

Sole amongst the mimics, the garden gnomes operate in pairs and groups, never alone. This coordinated action makes them dangerous and comparable to larger mimics.

Various farms and settlements have been wiped out by gnome mimics.

A survivor's testimony exposed the gnome mimics' frightening modus operandi. At first, one mimic supplants a single garden gnome. When it has surveyed the area and the targets, it will call others of its kind, like a beacon.

More gnomes are then substituted. And even when the numbers are surpassed, the mimics will keep coming.

By the time the targets realize that something is off, it is already too late. The gnome mimics will then engage in a feeding frenzy that is seen in only the most vicious predators.



Garden Gnome Mimic

Small monstrosity (shapechanger), neutral

Armor Class 13 (Natural Armor)

Hit Points 21 (3d8+7)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Sylvan

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Pack Tactics. The mimic has advantage on an attack roll against any creature if at least of the mimic's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



Fisher Troll Mimic

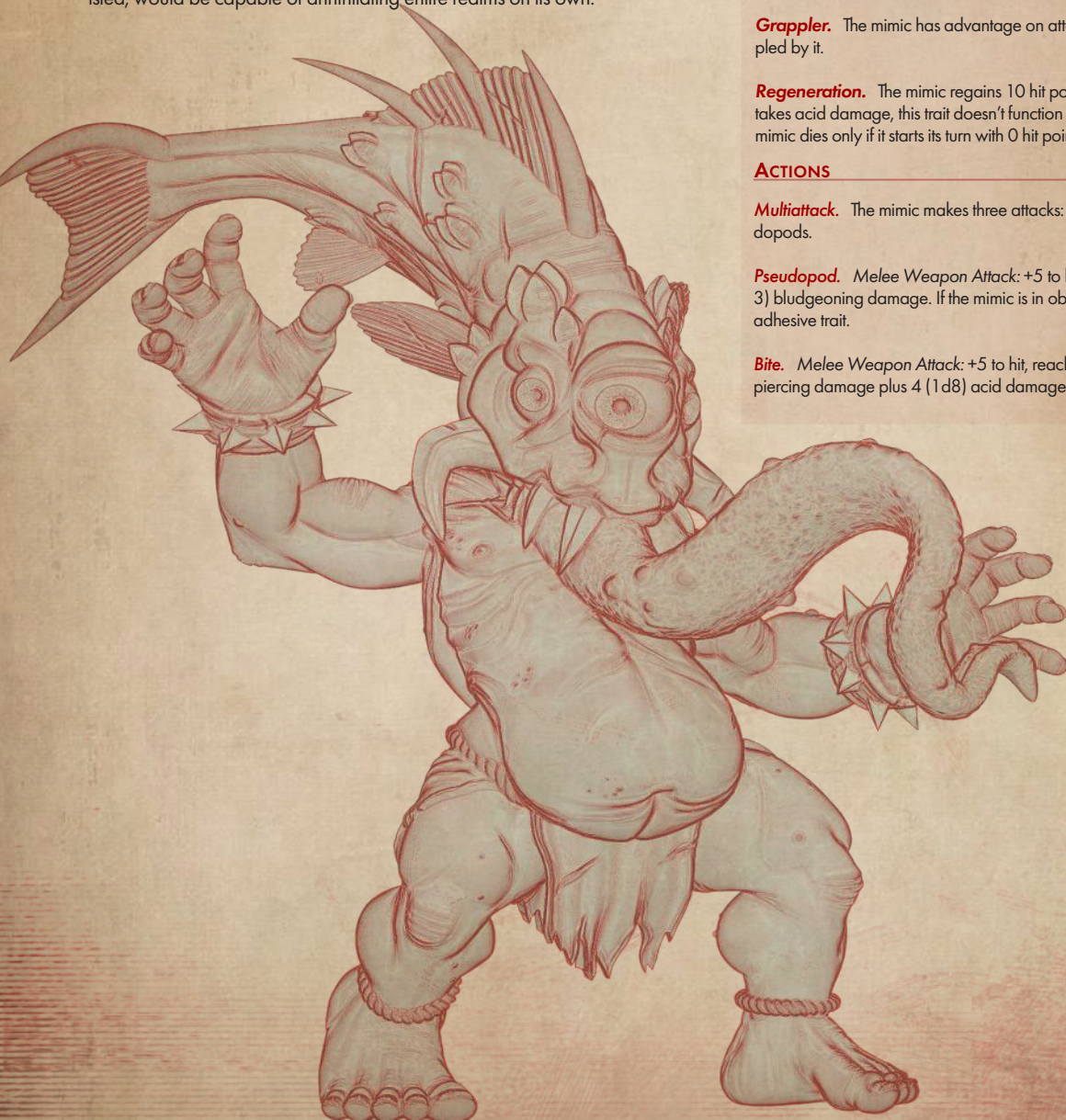
This creature's origin is an accident of nature, a deadly one for few mimics -or trolls- can match this creature's power and malevolence.

According to Etzel's research, this mimic (which had assumed the shape of a fish) was spawned after it devoured a troll. The creature, unaware of the trolls' famed regenerative qualities, ate it before it was fully dead. As the troll's flesh healed, it fused to the mimic, creating one of the strangest and deadliest predators in Eluan.

The body might be that of a troll holding a fish, but the mind is that of a mimic. A fine freak cannibal, this mimic searches for troll flesh above all others. It does not reject other humanoid or creatures if a chance to eat presents itself; it just craves troll flesh above others and will ignore potential options if there's a troll present.

Its existence is an indicator that the mimics can imitate any shape they see fit. However, there is an unknown parameter or rule that impedes them from transforming into anything else once they have settled on a shape. Some scholars argue that it is a curse, or a limitation imposed by the entities responsible for their creation, whether they be gods or devils.

Even the strongest warriors and spellcasters are filled with despair at the idea of a mimic being able to look like many things. Such a creature, if it existed, would be capable of annihilating entire realms on its own.



Fisher Troll Mimic

Huge monstrosity (shapechanger), neutral

Armor Class 14 (Natural Armor)

Hit Points 61 (9d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Regeneration. The mimic regains 10 hit points at the start of its turn. If the mimic takes acid damage, this trait doesn't function at the start of the mimic's next turn. The mimic dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The mimic makes three attacks: one with its bite and two with its pseudopods.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



Wizard Mimic

Amongst the most fascinating of mimics is the wizard mimic. It was the first mimic that Etzel experimented on, marvelling at its resilience.

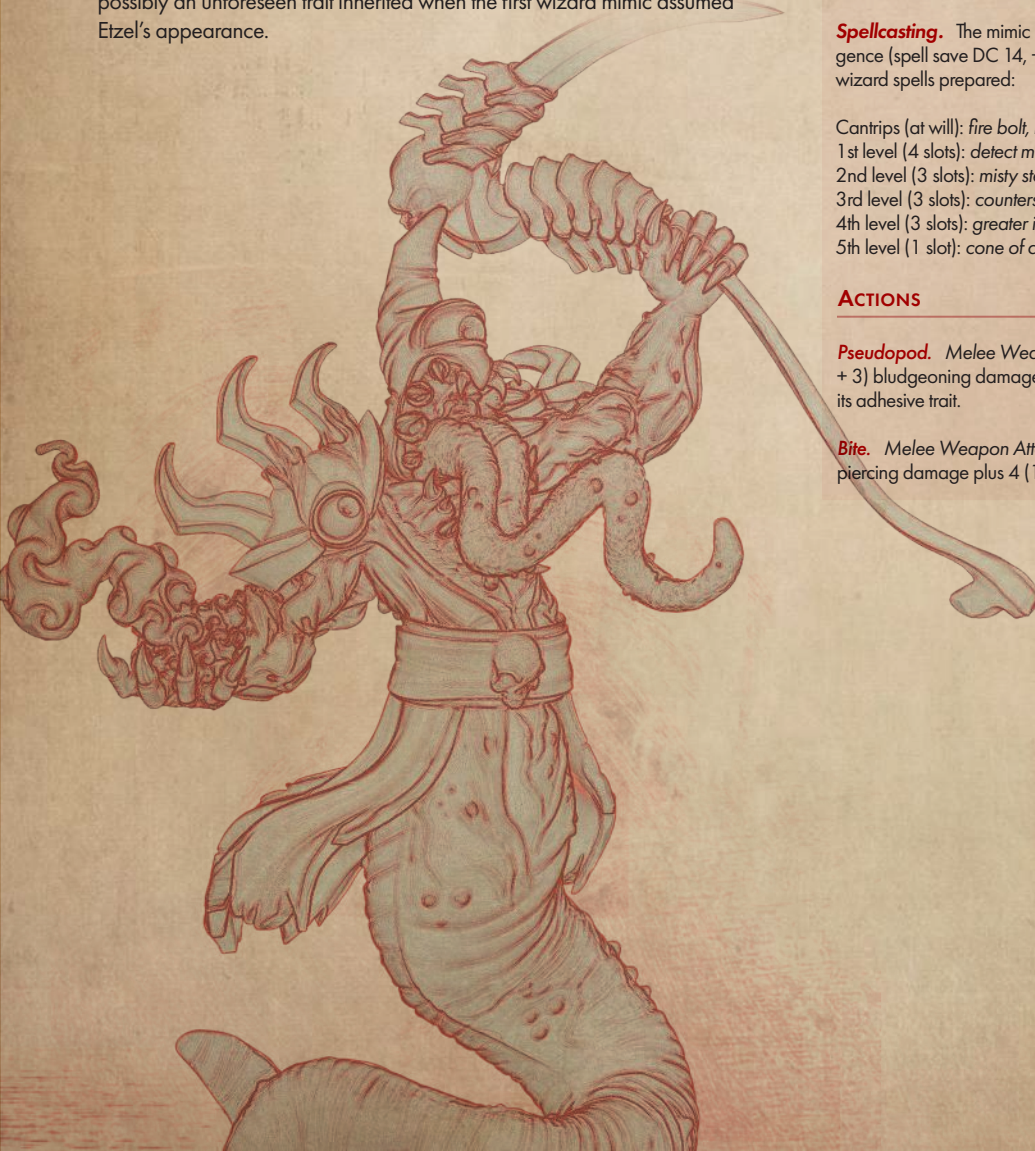
A strong bond developed between the two as time passed. However, it was all a ruse. The creature never forgot the pain inflicted on it by the wizard and bided its time, learning some of Etzel's craft while waiting for the opportunity to exact a vicious revenge.

The time never came as the wizard died of old age. Consumed by wrath, the mimic swore it would exact its vengeance on other spellcasters instead. One by one, it released the other mimics in the laboratory before assuming Etzel's appearance and making its own escape.

With the knowledge gained from Etzel, the wizard mimic became a powerful and cruel spellcaster. It disguises itself and preys on unsuspecting magic users in Eluan. Along the way, the mimic learned to reproduce itself, creating others also capable of wielding magic. Fortunately, the process is painful and long, and few of these types of mimics exist.

In all appearances, the wizard mimic does not differ from the humanoid shape it assumes. It can reason and act like any regular spellcaster. Its deadliest characteristic is its otherworldly patience. Other mimics are governed by their appetite and need to feed constantly. This mimic, however, can spend months without nourishment.

One curious aspect of this creature is that it craves knowledge. This is possibly an unforeseen trait inherited when the first wizard mimic assumed Etzel's appearance.



Wizard Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 14 (Natural Armor)

Hit Points 31 (5d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	17 (+3)	13 (+1)	12 (+2)

Skills Arcana +6, History +6, Stealth +6

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Prone

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Celestial, Sylvan, Draconic, Infernal

Challenge 7 (2,900 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to it is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Spellcasting. The mimic is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mimic has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.