**Hatchling Mimic**

*Tiny monstrosity (shapechanger), neutral*

**Armour Class** 12 (Natural Armor)

**Hit Points** 9 (2d8)

**Speed** 10ft.

**STR DEX CON INT WIS CHA**

11(0) 10(0) 11(0) 3(-4) 11(0) 8(-1)

**Skills** Stealth +3

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 10

**Challenge** ⅛ (25xp)

**Traits**

***Shapechanger*** The Hatchling Mimic can use its action to Polymorph its first ingested form 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.

***False Appearance (Object Form Only)*** While the Hatchling Mimic remains motionless, it is indistinguishable from an ordinary object of its size category.

***Grappler*** The Hatchling Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Bite*** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2(1d4) piercing damage, 2(1d4) acid damage.

**Acidic Spittle** Ranged weapon attack +1 to hit, range 10/50 ft., one target. *Hit:* 2 (1d4) acid damage

**Description**

A Hatchling Mimic is a newly spawned monstrosity no bigger than a small bird. Typically amorphous until they gain their first inspirational object. They tend to stay in one place feeding on the small scraps that their spawn mother passes onto them. After consuming enough magical or living material they will eventually metamorphose into a Young Mimic. There have been reported cases where the Guardian Mimic of a nest passes away and the Hatchling Mimics must hunt for themselves.

In the case of the Hatchlings born at The Monster Inn, they take the shape of shot glasses, egg cups, cooking utensils and other small objects. They have also been known to take the shape of tiny chests, perhaps as a way of emulating older, classic chest mimics.

Small but nasty, these baby Mimics will have a finger off your hand before you can finish saying “Isn’t this little mimic cute!”

Mostly at this stage, Hatchling Mimics feed on small rodents, coins and scraps. In time they will progress into their next developmental stage, the Young Mimic.

**Young Mimic**

*Small monstrosity (shapechanger), neutral*

**Armour Class** 12 (Natural Armor)

**Hit Points** 33(5d8+5)

**Speed** 15ft.

**STR DEX CON INT WIS CHA**

15(+2) 12(0) 13(+1) 4(-3) 12(+1) 8(-1)

**Skills** Stealth +4

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 1/8 (10xp)

**Traits**

***Shapechanger*** The Young Mimic can use its action to Polymorph its first ingested form 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 Young Mimic adheres to anything that touches it. A Small or smaller creature adhered to the mimic is also Grappled by it (escape DC 11). Ability Checks made to escape this grapple have disadvantage.

***False Appearance (Object Form Only)*** While the Young Mimic remains motionless, it is indistinguishable from an ordinary object of its size category.

***Grappler*** The Young Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Pseudopod*** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage. If the Young Mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5(1d6+2) piercing damage, 3(1d6) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive

**Acidic Spittle** Ranged weapon attack +3 to hit, range 15/75 ft., one target. *Hit:* 3 (1d6) acid damage

**Description**

A Young Mimic is a growth stage above its newborn form, the Hatchling Mimic. Having gone through metamorphosis it has gained enough strength to begin to hunt on its own, though they do continue to hunt in groups of 2 or 3. About the size of a tavern mug, these Mimics can be extraordinarily dangerous to your average civilian. In larger groups as they are often found, they are no small amount of trouble for adventurers. At this stage, Young Mimics are known to show some carnivorous tendencies, snacking on Hatchling Mimics of different broods if they stray too close.

Within The Monster Inn, they mostly take the form of Mimic Mugs. Raised and trained from a young age to be companions, these Mimics are *relatively* safe to tame. It is advised that you feed a tamed Mimic a very limited diet of rodents and lesser gemstones.

 If it is overfed, the mimic will progress into its next growth stage, the Sub-Adult Mimic. These are much harder to keep as companions, are known to snack on their owners limbs if displeased.

**Adolescent Mimic**

*Medium monstrosity (shapechanger), neutral*

**Armour Class** 12 (Natural Armor)

**Hit Points** 58 (9d8+18)

**Speed** 15ft

**STR DEX CON INT WIS CHA**

17(+3) 12(+1) 15(+2) 5(-3) 13(+1) 8(-1)

**Skills** Stealth +5

**Damage Immunities** Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 2 (450xp)

**Traits**

***Shapechanger*** The Adolescent Mimic can use its action to Polymorph its first ingested form 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 Adolescent Mimic adheres to anything that touches it. A Medium or smaller creature adhered to the mimic is also Grappled by it (escape DC 13). Ability Checks made to escape this grapple have disadvantage.

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

***Grappler*** The Adolescent 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. This attack gains advantage to hit when the target is under the effect of its Adhesive trait.

**Acidic Spittle** Ranged weapon attack +5 to hit, range 20/100 ft., one target. *Hit:* 4 (1d8) acid damage

**Description**

Adolescent Mimics are the next growth stage from Young Mimics. Often appearing as the classical chest Mimic, they are also known to disguise themselves as sets of side tables and chairs. They wait for some unsuspecting prey to take a break from a hard day's work, ambushing them after they get comfortable. In most cases the victim dies before they even realize what's happening.

As the classic chest Mimic, they wait in dungeons and other desirable treasure looting locations. They might even spit out some hoarded gold and gems onto the floor around them as lures for unassuming treasure seekers.

While The Monster Inn does keep a few Adolescent Mimics, they are extraordinarily hard to train. Mostly appearing as Stein Mugs or Chests, they are kept *very* docile with a mixture of potions, alcohol and shiny objects. They are mostly used as a form of defense. Above the doors of The Monster Inn are several buckets of meat in sealed containers. In the event of an attack, the meat is dropped and the owners and guests retreat into the basement until the guard-mimics are done cleaning house.

**Adult Mimic**

*Large monstrosity (shapechanger), neutral*

**Armour Class** 15 (Natural Armor)

**Hit Points** 90 (10d8+42)

**Speed** 20ft

**STR DEX CON INT WIS CHA**

21(+5) 15(+2) 17(+3) 6(-2) 13(+1) 8(-1)

**Skills** Stealth +8

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 13

**Challenge** 3 (700xp)

**Traits**

***Shapechanger*** The Adult Mimic can use its action to Polymorph its first ingested form 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 Adult Mimic adheres to anything that touches it. A Large or smaller creature adhered to the mimic is also Grappled by it (escape DC 15). Ability Checks made to escape this grapple have disadvantage.

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

***Grappler*** The Adult Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Multiattack*** The Adult Mimic can make 2 attacks with its Pseudopod attacks.

***Pseudopod*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage plus 5 (1d10) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive

**Acidic Spittle** Ranged weapon attack +7 to hit, range 30/150 ft., one target. *Hit:* 5(1d4+5) bludgeoning damage 5 (1d10) acid damage

**Description**

Around the size of a horse wagon, it is not recommended that you take on an Adult Mimic alone. Although they do not feed often, Adult Mimics are cunning hunters, and may act as an item for days or even weeks in order to get the highest number of prey. While they do often have a reasonable amount of treasure stored, often several adventurers are needed to take one down, decreasing the overall loot.

Often solitary creatures by this point, it is rare to see Adult Mimics together outside of mating pairs. If a pair is found it is recommended they be eliminated at all cost. Groups of Adult Mimics are to be reported to your local authority IMMEDIATELY.

The Monster Inn owns one Adult Mimic. No, we won’t tell you what it is.

**Dire Mimic**

*Huge monstrosity (shapechanger), neutral*

**Armour Class** 17 (Natural Armor)

**Hit Points** 123 (14d8+60)

**Speed** 30ft

**STR DEX CON INT WIS CHA**

25(+7) 15(+2) 19(+4) 6(-2) 13(+1) 8(-1)

**Skills** Stealth +10

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 13

**Challenge** 6 (2300xp)

**Traits**

***Shapechanger*** The Dire Mimic can use its action to Polymorph its first ingested form 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 Dire Mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also Grappled by it (escape DC 17). Ability Checks made to escape this grapple have disadvantage.

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

***Grappler*** The Dire Mimic has advantage on Attack rolls against any creature Grappled by it.

***Eager Appetite*** Before combat has ended the Dire Mimic must succeed at a DC 15 Wisdom saving throw or continue fighting nearby bystanders or allies. Each new round the Dire Mimic may attempt a new save. An ally can attempt a DC 20 Charisma check to end this effect.

**Actions**

***Multiattack*** The Dire Mimic can make 2 attacks with its Pseudopod attacks.

***Pseudopod*** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 7) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 7) piercing damage plus 10 (3d6) acid damage.

**Acidic Spittle** Ranged weapon attack +10 to hit, range 40/200 ft., one target. *Hit:* 10(1d6+7) bludgeoning damage 10 (3d6) acid damage

**Description**

Although unusual, Adult Mimics can sometimes progress to the Dire Mimic stage. This only happens when there is an abundance of food and treasure, or the Mimic is particularly a particularly successful hunter. Because of this, Dire Mimics are often *EXTREMELY* dangerous. If you are lucky enough to spot one before it eats you, you should get as far away as you can as quickly as possible.

They are often around the size of a small shed. This makes them mostly immobile, as they can't get around unnoticed as they did in their younger stages.

However this does provide some warning a Dire Mimic is in the area. If a shed, outbuilding, or sometimes even some form of large tree or shrubbery appears where there was none, this is a good indicator it could be a Dire Mimic. Like their younger counterparts, they often drop lures outside, be aware that the handsome horse tethered outside the new and shiny outbuilding is either highly unlucky, or part of the Mimic. Mimics are not very good at copying animals, so a good way of checking is to *count the eyes and limbs.*

The Monster Inn neither owns or raises Dire Mimics. Mostly because we like being alive.

**Monstrous Mimic**

*Colossal monstrosity (shapechanger), neutral*

**Armour Class** 19 (Natural Armor)

**Hit Points** 210 (20d8+120)

**Speed** 40ft

**STR DEX CON INT WIS CHA**

28(+9) 15(+2) 22(+6) 6(-2) 13(+1) 8(-1)

**Skills** Stealth +14

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 13

**Challenge** 12 (8200xp)

**Traits**

***Shapechanger*** The Monstrous Mimic can use its action to Polymorph its first ingested form 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 Monstrous Mimic adheres to anything that touches it. A Colossal or smaller creature adhered to the mimic is also Grappled by it (escape DC 20). Ability Checks made to escape this grapple have disadvantage.

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

***Grappler*** The Monstrous Mimic has advantage on Attack rolls against any creature Grappled by it.

***Eager Appetite*** Before combat has ended the Monstrous Mimic must succeed at a DC 25 Wisdom saving throw or continue fighting nearby bystanders or allies. Each new round the Monstrous Mimic may attempt a new save. An ally can attempt a DC 30 Charisma check to end this effect.

***Destructive Blows*** The Monstrous Mimics attacks cause the targets square to become difficult terrain.

**Actions**

***Multiattack*** The Monstrous Mimic can make a Bite attack and 2 attacks with its Pseudopod attacks, or 2 attacks with its Acidic Spittle.

***Pseudopod*** Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) piercing damage plus 21 (6d6) acid damage.

***Acidic Spittle*** Ranged weapon attack +10 to hit, range 50/250 ft., one target. *Hit:* 19(3d6+9) bludgeoning damage 21 (6d6) acid damage. The target must succeed a DC 15 Dexterity saving throw or be knocked prone.

**Description**

Monstrous Mimics are the rarest form of Mimic. Very few Mimics make it past the Dire stage. The only ones that do are the most cunning and sly of the species. They almost always appear as a large building, such as a tavern or an abandoned home. Maintaining a body that large requires a huge amount of food and water, so these Mimics are often found situated near streams. One famous example was a mill, its mouth was under the water line, so it sucked up passing fish and fauna. The miller and his wife lived there for 40 years with no problems. The Monstrous Mimic was well fed, and the millers acted like cleaning parasites, living inside it and keeping it tidy. That is a rare example. Most Monstrous Mimics are not so benevolent and will not wait to eat anything that walks passed their front door. Although as in the example above, they can be reasoned with, for the right price.

These Mimics are often smart enough to simulate the noise of merriment and warm light from inside them, luring in weary travelers and feasting on both them and their horses.

These are the hardest to detect. One way of telling if an Inn is a Mimic is to check the windows, Mimics can rarely avoid showing their eyes tucked behind the glass. Another is that the name of the tavern is usually a bad pun. Nobody has ever figured out why.