



BENEOS TOKENS

MIMIC



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

MIMICS

It is unclear how exactly Mimics came to be. The leading theory proposes that a Wizard sought a way to secure his riches and enchanted a chest to simply make it come alive and eat intruders, which, knowing wizards, does not seem too far fetched. How we ended up with the voracious ambush predators taking all manner of shapes or forms still poses some unanswered questions. Similarly unclear is how Mimics reproduce, even if the thought of pocket-sized chests with big eyes is delightful. Some theorize that Mimic eggs eerily resemble gold coins, allowing Mimics to mix their brood into the treasures they guard.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

MIMIC

Medium monstrosity (Shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

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 60 ft., Passive Perception 11

Challenge 3

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.

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

Adhesive (Object Form Only). The Mimic adheres to anything that touches it. A Huge 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 Mimic remains motionless, it is indistinguishable from an ordinary object.

ACTIONS

Tongue. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait. Upon grappling a creature with its tongue, the Mimic can make a Bite attack as a bonus action. While grappling a creature with its tongue, the Mimic can't use its tongue to make attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) piercing damage plus 4 (1d8) acid damage. A

medium or smaller target must succeed on a DC 13 Strength saving throw or be swallowed by the Mimic. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the Mimic, and takes 5 (2d4) acid damage at the start of each of the Mimic's turns. The Mimic can hold up to 1 medium or 2 small creatures in its gullet. If the Mimic takes 10 damage or more during a single turn from a creature inside it, the Mimic must succeed on a DC 20 Constitution saving throw at the end of its turn or disgorge all swallowed creatures, each of which falls prone within 5 feet of the Mimic. If the Mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement.

Scratch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage.

Sleep Spores (2/Day). The Mimic produces a burst cloud of soporific spores, filling a 15-foot-sphere centered on itself. Roll 5d8; the total is how many hit points of creatures the spores can affect. Creatures within the area are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this effect falls unconscious until its next turn ends, the sleeper takes damage, or someone uses an action to wake the sleeper. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by the spores.

Acid Reflux (Recharge 5-6). The Mimic regurgitates burning acid to pre-digest eventual prey. Creatures within a 15-foot-cone must succeed on a DC 13 Constitution saving throw, suffering 9 (2d8) acid damage on a failed save or half as much on a successful one.

REACTIONS

Close Lid. If the Mimic is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it can its reaction to make a Constitution saving throw instead, taking no damage if it succeeds on the saving throw, as it closes its sturdy lid to protect its vulnerable insides.

HOW TO RUN A MIMIC

1. OFFENSIVELY.

- Start off hidden, then ambush with a **Tongue** attack. If this hits, follow up with a **Bite** in an attempt to swallow the creature.
- Your priority should always be to grapple (**Tongue**) and swallow (**Bite**) creatures, Scratch is more something to do if there's the maximum amount of creatures swallowed and grappled.
- **Sleep Spores** is more a way to end an encounter than to begin one. Weakened enemies have less hit points, increasing the effectiveness of the Spores. It's also the Mimic's only real way of escaping, as it has only 15 ft. of movement. However, if you ambush an already weakened party the Spores are a *great* starting move. In any case, one use should be reserved for the escape.
- **Acid Reflux** is a simple AoE ability, best used to set up **Sleep Spores**.

2. DEFENSIVELY.

- The Mimic does not have much staying power, its all about the first few rounds of combat to shape the encounter on its terms, the players need to react to being grappled, swallowed and put to sleep. If they manage to get their bearings, they will quickly gang up on the Mimic and end things.
- The element of surprise and a good gameplan are the Mimic's best defensive options, as it is rather feeble without both. Pick your Tongue/Bite targets for maximum impact and hope that you can disrupt your party long enough to stake out an escape route - best via use of **Sleep Spores**.

3. GENERAL NOTES

- Its easy to buff a Mimic by increasing its size, so it can swallow more creatures. Increase the damage dealt by its attacks and abilities by one damage die per size level and you're good to go.
- There are also a lot of fun opportunitites for spells to trigger in tandem with a Mimic encounter, like *animate objects* or *reverse gravity*.

