



DREAD AND BREAKFAST

CHAPTER 11

4TH, 9TH, OR 14TH LEVEL

"MAKE YOURSELF AT HOME"

INTRODUCTION

This adventure, *Dread and Breakfast*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 3, 8, or 13. Characters who complete this adventure should earn enough experience to progress xxx of the way to 4th, 9th, or 14th level. The adventurers must find and end the menace causing a spate of disappearances within the Tanglepines, a shadowy, overgrown forest.

After finding the gorey remains of several travellers and caravans, the party stumbles across a homely looking tavern. The tavern is, in fact, an enormous mimic: Dr. Stein's unscrupulous half-brother, Jonjo Starr. After dealing with the resident mimics and being shrunk down to the size of a gold coin, the party must choose to either destroy the congealed, mimified remains of Jonjo Starr, or perform a ritual to summon Dr. Stein to clean up the mess.

BACKGROUND

The Tanglepines are a long stretch of dark, root-filled woods. A narrow area in this forested expanse, known as the Neck, is the shortest route between two nearby trading hubs. Though Dr. Stein's experiments regularly escape his wizard's tower, his magical wards around this trading route redirect his chimeric creations, keeping trade flowing and the local nobility happy. However, lately trade caravans have been going missing and rumours abound of a deadly creature: the Tanglepine Terror.

Though everyone has heard of the infamous golemancer and progenitor of the school of biomancy, Dr. Francis Norman Stein, few are familiar with his half-brother, Jonjo Starr. Tired of relying on Stein's magical artifice to extend his life, Jonjo decided to put his limited wizardly expertise to the test and pursue a path towards lichdom. While house-sitting in Stein's wizard tower, Jonjo took the opportunity to create his phylactery using his favourite, perpetually-refilling amphora. Unfortunately, he confused a mimic with this vessel and the ritual went awry, dragging the biomancy-infused wizard tower into a maelstrom of magic.

The combination of biomancy, humanoid, necromancy, and mimic now roams the forest feasting on unwitting travellers as a shapeshifting building: the Tanglepine Terror. Due to Jonjo's shared genet-

ic heritage with Stein, the Terror is immune to the doctor's wards and has been preying on creatures in and around the Neck.

After one too many caravans failed to emerge from the Neck, Dr. Stein has come under pressure from the local trade magnates and has requested Heliana's help in ridding the forest of the Terror. In addition, he asks for help in finding his half-brother and home, which he appears to have misplaced (his memory isn't what it used to be). Unbeknownst to Stein, the two events are linked and the party will have a choice as to how the adventure concludes: can Jonjo be saved or must the menace be murdered!?

FUTURE HOOKS: DR. STEIN

Though not explored in this hunt, the inventions of Dr. Stein can be found plaguing many towns, regions, and biomes. Feel free to use Stein as the (ignorant and inadvertent) cause of any chimeric menace or monstrous pest.

SUMMARY

Here's the main info to digest:

- ♦ **Which Monster?** The Tanglepines Terror, a tavern mimic that takes the form of a homely tavern.
- ♦ **Monster's Motivation.** To consume enough creatures to sustain itself. Jonjo Starr previously wanted to become a lich and gain immortality.
- ♦ **Monster's Previous Actions.** Several dozen travellers have gone missing (and been eaten by the tavern). In addition, Dr. Stein's tower, along with his half-brother, Jonjo, are also missing.
- ♦ **Where's the Monster?** Deep in the Tanglepines, a gloomy, dense forest. When it gets hungry, it positions itself at conspicuous crossroads in the Neck, where travellers may be tempted to take a rest.

ADVENTURE HOOKS

Two seemingly disconnected events in the same location can be a tempting prospect for most parties; who doesn't like to be efficient when adventuring?

- ♦ **Curiosity: Moving House.** Dr. Stein has lost his tower, along with his half-brother, Jonjo. *"Houses don't typically just disappear. In fact, the term 'moving house' is quite a misnomer when you think about it,"* says Dr. Stein to any who will listen. *"Well, it's possible the latent biomantic magic caused the stones to gain sentience and wander off, or maybe my memory isn't what it used to be, but I can't find my tower anywhere. Or my half-brother. Mum will go mad, if I ever re-animate her..."*
- ♦ **Morality: Lost in the Woods.** Travellers have been going missing in the Tanglepines. As patron of the woods, Stein feels responsible for the protection of those that travel through it. It wouldn't be unusual for one of his inventions to have escaped again... The travellers' belongings are often entirely untouched, ruling out bandits or robbery. It's likely that it's some sort of hunting predator that needs to become a monster hunter's prey.
- ♦ **Compensation: Patron of the Pines.** The shortest route between nearby trading hubs, safe passage through the Tanglepines has become an economic necessity. Local nobility put up with Stein's eccentric ways so long as the trade route was kept clear. Now that whatever magic he previously relied upon has obviously failed, they're putting pressure on him to clear it up or clear out. In response, he offers a hearty reward to any who can kill the Tanglepine Terror.

Dr. Stein. This infamous biomancy wizard is now more arcanomechanical life-support system than flesh. As Patron of the Pines, Stein acts as the party's liaison for the quest hooks above. In addition, he provides them with a small painting of his half-brother and a *blob of biomatter*, a magical device that allows the party to establish a transponder to which Stein can rapidly teleport. He states that this is only to be used if they find his house or his half-brother.

QUEST REWARDS

Suggested Reward for:

Adventure Level	Restoring Safety to the Neck	Finding Stein's House and/or Brother	XP Reward Per Character*
3rd	1,000 gp	500 gp	900
8th	5,000 gp	2,200 gp	3,500
13th	14,000 gp	6,000 gp	6,700

*Includes all scripted monsters, averaged for 4 player characters

TANGLEPINES

Once a rich source of ruler-straight lumber, the conifers of this forest have become gnarled and twisted over the years. The cause of this change is, of course, Dr Stein. Biomantic magic seeping from his laboratory acted to accelerate the *"perfectly-normal natural selection that would have occurred anyway"*. As lumberjacks seek only the straightest timbers to fell, it is the more twisted trees that would survive to propagate, producing more twisted offspring. What Stein articulately fails to mention is that this should happen *between* generations; the trees shouldn't be choosing to change their morphology in an act of defiance!

TRACKING

Finding the Tanglepine Terror isn't particularly difficult; meandering back and forth across the Neck, a half-day's journey, will eventually bring any travellers into contact with it. The trick is identifying what the Terror *is* and reaching it before it eats anyone else. The Terror is clever enough to retreat away from the Neck while it digests and assimilates its latest prey. To this end, you can present the party with a choice: patrol the main trade route of the Neck, or venture into the deep of the forest.

- ♦ **The Neck.** If the party stays in the Neck, they need four Tracking checks and zero successes. Failed checks don't result in any random encounters; the Neck's magic and reputation precludes hostile encounters. However, to up the ante, whenever a Tracking check is failed, you can have an interaction with some other traveller who mentions another group having disappeared.
- ♦ **The Deep.** If the party strays away from the Neck into the deep of the Tanglepines, they need two checks and two successes. The size

of the Terror and the density of the woodland makes its tracks fairly obvious; Tracking checks made away from the Neck have advantage. Regardless of whether the Tracking check is a failure or not, the party has a hostile encounter.

You can unveil the clues in the Know Thy enemy section after the third tracking check (if the adventurers explore the Neck) or after the first success (if they explore the Deep). You can use random encounters from the Forest section of the Chapter XX: Tracking (page xx - xx). Each Tracking check is suggested to take one day.

UNIQUE FLORA & FAUNA

The Tanglepines are home to all manner of Stein's experiments. Let your imagination run wild: if a unique chimaera of different beasts could be conceived, it probably exists in the Tanglepines. Here are some examples:

Owlboars. *Wizarding Weekly*, the premier monthly wizarding newspaper (they miss a lot of deadlines) did a feature on 'Owbears'. An apparently accidental fusion of mammal and bird, it went on to flourish in the wild forests of the world. Not to be outdone, Dr. Stein attempted to recreate the feat. Unfortunately, words were never his strong suit; the letters always got mixed around. Thus, the owlboar was born.

Aggressive from birth, owlboars get no less combative as they age. The owlboar is amongst the few flying species that dive at their targets with the intention of hitting them head first, a strategy that might prove fatal to both parties, if not for the owlboar's thick, muscular neck.

Froption. No phylum is safe from Dr. Francis Norman Stein. Adored by chefs, deplored by fisherfolk, the half-frog-half-scorpion is as deadly as it is tasty. This amphibisect is widely regarded as Dr. Stein's most irritating creation, after the overly-territorial owlboar. While its muscular hind legs—a delicacy in many locales—are a plyometric masterpiece, its barbed, prehensile tongue is the real danger and the downfall of many a waterman. With grasping pincers, a potent venom, and corrosive stomach acid, little trace is left of those that encounter a froption unprepared.

Changeberry. This colourful shrub can be spotted in the Tanglepines' undergrowth. Its golden, plum-sized fruit continuously matures year-round and has a unique property: its taste can't be predicted. For this reason, *Auranus variflava* has become known as the "Every Flavoured Berry Bush", and eating the fruit is a popular dare amongst teenagers that live close to the Tanglepines. At least... it's popular until it's not.



FROPTION



OWLBOAR

KNOW THY ENEMY

While searching the Tanglepines, the party can come across a clearing with the remains of the Terror's last meal (a pile of bones and metal), a confusing set of footprints, and a survivor: Guthric, a caravaner's apprentice. Investigating these and talking to Guthric can divulge the following information about the Terror:

- It is a shape-changing building, a mimic.
- The mimic deals acid damage.
- Stein's wards keep it from being damaged from the exterior; it must be entered to be fought. Once inside, anything can be targeted to harm the tavern mimic.

When the party arrives at the clearing you can read the following:

Arriving in a clearing, you observe three things: a roughly rectangular outline in the dirt, a pile of bleached bones and shiny metal, and a patch of burned and blackened earth. A loaded cart sits under the canopy of the surrounding trees, its harness splintered and broken. A 40-foot-wide path of trampled ground leads off into the forest.

Guthric (LG male human **commoner**) hides behind the cart. He is scared and alone, despite displaying an outwardly stoic demeanour. His presence is detected by creatures with a passive Wisdom (Perception) score of 15 or higher. He approaches the party if he overhears them talking about tracking a monster, eager to impart his experience.

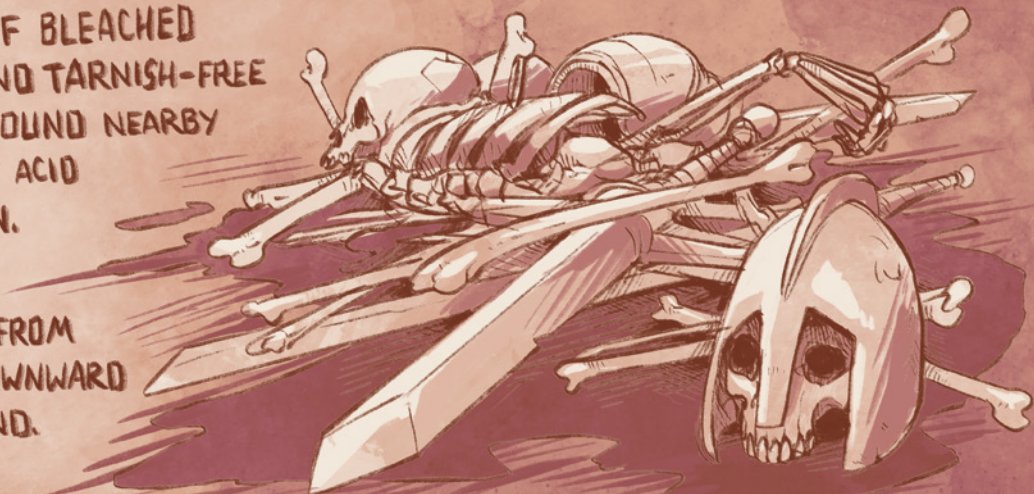
CLUE 1: MIMIC TAVERN

The Tanglepine Terror is a mimic that takes the shape of a warm and inviting tavern. When it moves, it does so on hundreds of feet, trampling undergrowth and toppling trees.

Footprints. Around the edge of the clearing are hundreds of footprints, all facing outwards, away from the bones. Tracing the line of the footprints reveals a rectangular perimeter, around 100 feet by 40 feet. The footprints are each obviously unique: some are small, others large, some have claws, others look to be webbed. A successful **DC 14 Wisdom (Survival)** check identifies that the footprints are all humanoid.

A PILE OF BLEACHED BONES AND TARNISH-FREE METALS FOUND NEARBY CAUSED BY ACID CORROSION.

NO BONES FROM THE HIP DOWNWARD WERE FOUND.



CLUE 11A

CLUE 2: ACID

The Tanglepine Terror consumes those who enter it, amputating their feet and dissolving their flesh to fuel its quest for immortality. The pile of bones and metal is its excrement, inorganic solids that it can't digest. A successful **DC 12 Intelligence (Nature)** check identifies the bleaching on the bones and the tarnish-free metal to be products of acid damage. In addition, a successful **DC 14 Wisdom (Medicine)** check reveals that the bones don't contain any bones from the ankle downwards (the feet and ankles of all the creatures were amputated and used to move the Terror).



CLUE 11 B

CLUE 3: WARDED

Dr. Stein placed multiple arcane wards on his wizard's tower. Some prevent erosion, others hinder thieves, and a few make it smell nice. The sum of these effects is that the tower, and now the Tanglepine Terror, is functionally immune to being attacked from the outside. It must be entered to be defeated.

Guthric. Guthric's caravaner master, an elf named Scilva, never paid for Guthric or the guards

to sleep in any inns, including the one the caravan stopped by last night. Accordingly, he was sleeping outside with his colleagues when the screams started in the tavern. The guards ran inside, but never emerged, and when Guthric threw a bottle of alchemist's fire at the building, it was deflected to one side, causing the patch of burned and blackened ground. Before the curtains were drawn, all Guthric could see were shapes swinging weapons at the walls and furniture.



CLUE 11C

LAIR: TAVERN'S TRADE ROUTE

A tavern mimic positions itself at a point of greatest traffic, typically a crossroads or busy trade route.

A clever tavern mimic provides a decent service to travellers, with comfy beds and tasty (long) pork stews. It only consumes vagabonds and wayfarers that it thinks won't be missed.

REGIONAL EFFECTS

The area within **6 miles** of the tavern mimic's favourite spot (e.g., its preferred crossroads) has the following properties:

- ♦ **Trampled Terrain.** Trampled ground consisting of hundreds of unique footprints can be found criss-crossing the region. Tracking checks that aim to follow footprints other than the tavern mimic's have **disadvantage**.
- ♦ **Bleached Bones.** Piles of bleached bones and inorganic matter, such as coins and gemstones, can be found in small piles in the region. Sometimes, gold coins among these caches are mimic eggs (see **swarm of baby mimics**, page xx).
- ♦ **Odd Stories.** Folks that have travelled through the region often inadvertently take shelter inside the mimic. They tell tales of strange proprietors and bartenders that communicate with one another without talking, of especially comfortable beds, and of fellow travellers that "leave before the crack of dawn" and are never seen again.

Helping Hand. At any time during the battle, an owl animal messenger belonging to Dr. Stein can fall down the tavern's chimney, before distributing *potions of healing* (normal, greater, or superior at 3rd, 8th, or 13th level respectively) to any number of party members and exploding in a puff of feathers.

LAIR ACTIONS

While the tavern mimic lives, it can take the following lair actions. The saving throw DC and damage of the lair actions depend on the level at which you run the adventure, as shown in the following table.

LEVEL-BASED LAIR ACTION STATISTICS

Adventure Level	Save DC	Damage
3rd	12	3 (1d6)
8th	14	7 (2d6)
13th	16	14 (4d6)

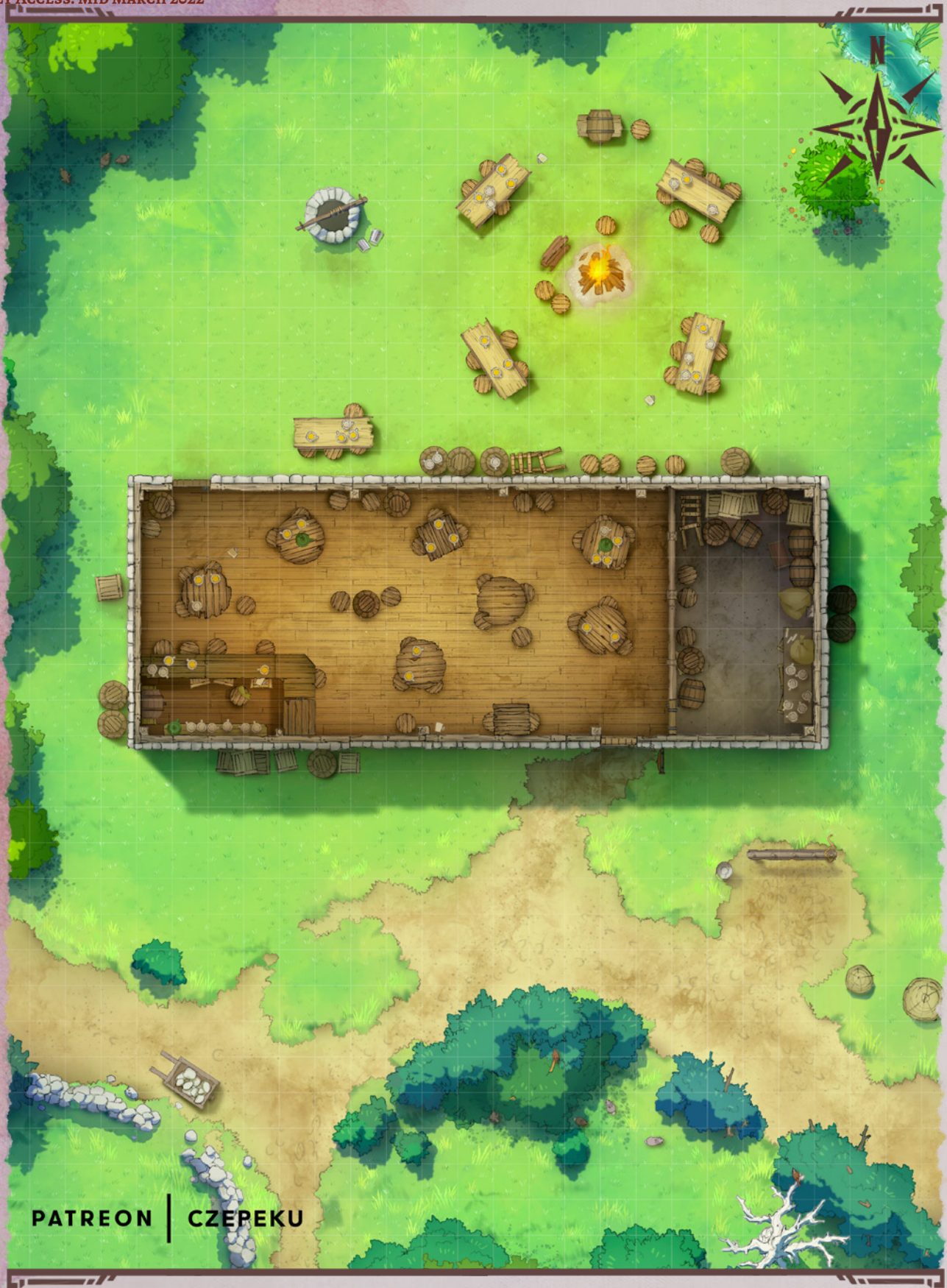
GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

Lair Actions. On initiative count 20 (losing initiative ties), the tavern mimic takes a lair action to cause one of the following effects. See the table above for the damage and save DC.

- ♦ **Drool.** The tavern mimic secretes acid from a part of its ceiling in a **30-foot square**. Each creature directly under the area must make a **Dexterity saving throw**, taking acid damage equal to the lair action damage on a failure, or half as much damage on a success.
- ♦ **Peristalsis.** A wave shudders through the tavern mimic as its hidden musculature contracts. Each non-mimic creature in the tavern must make a **Dexterity saving throw**. On a failure, a creature is pushed **15 feet** in a direction of the tavern mimic's choice, where it falls **prone** and takes bludgeoning damage. On a success it is moved **5 feet** in a direction of the tavern mimic's choice but takes no damage and doesn't fall prone.
- ♦ **Sink.** A **10-foot square** of the tavern mimic's floor becomes incredibly soft and sticky. Each creature on the floor in the area, or that enters the area for the first time on a turn, must succeed on a **Strength saving throw** or become **restrained**. A creature that ends its turn while restrained in this way sinks **2 feet** into the tavern's floor and takes acid damage. A creature that sinks below its height can't breathe.

A creature within **5 feet** of a creature restrained in this way, including the restrained creature, can make a Strength check against the lair action save DC, freeing the stuck creature and pulling it to the nearest non-sinking area on a success. The area is difficult terrain for all non-mimic creatures until the tavern mimic finishes a short or long rest.



MAP 11A. THE TAVERN

CARTOGRAPHER:
CZE & PEKU

1 SQUARE = 5 FEET

THE BATTLE AHEAD

This hunt is a bit different. Instead of fighting the creature in its lair, the tavern mimic is its own lair. The party can only harm the tavern mimic by entering it and fighting it from within.

Inside the Belly of the Beast. There are two types of creature that can be targeted by the player characters inside the tavern mimic: the smaller mimic creatures (**swarms of baby mimics**, **mimics**, and **mirrormimics**) and the tavern itself. The patrons, walls, furniture, and floor are all part of the tavern mimic; treat them as having an AC and saving throw modifiers equal to the relevant tavern mimic stat block (see Wave 3, page xx). The tavern mimic automatically fails Dexterity saving throws. For ongoing effects that trigger when a creature “first enters the area”, treat the tavern mimic as having an initiative count of 0.

Waves. A wave ends when the party has dealt a certain amount of damage to the tavern or its mimic inhabitants. Be sure to keep track of this. Areas of effects count towards this total in a slightly different manner: only the first instance of the damage dealt each round by an effect is added to the total.

For example, if a character casts *moonbeam* on two mimics, it would also target the tavern floor below them. In this case, only count the damage dealt to the first of the two mimics towards the total required to progress to the next wave. If the mimics were to die before the damage triggered that round, the tavern mimic would then make a **Constitution saving throw** against the effect on initiative count 0 and count that damage towards the total.

DAMAGE THRESHOLD TOTALS FOR WAVE END

Adventure Level	Wave 1	Wave 2
3rd	xx	xx
8th	xx	xx
13th	xx	xx



ENTERING THE TAVERN

When the party finally finds the tavern (after their fourth Tracking check in the Neck, or their second successful check in the Deep, see Tracking, page xx), it isn't immediately obvious that it is a mimic. Inside is a warm, inviting light and the sound of mirth and laughter. You can read the following:

The sound of laughter and merriment echoes from a warmly lit wooden building in a forest clearing ahead. The shapes of cavorting drinkers can be observed, silhouetted through the sackcloth curtains inside the inn. Hundreds of differing footprints lead right up to the building's walls, where they suddenly stop.

When the party enters the tavern, you can read the following:

The dozen or so patrons of this tavern look to be having a rip roaring time as a smokeless fire burns in a hearth, a pot of something astringent bubbling over it. Despite the fire, the air is cold and stale. "Ah, new customers!" says the landlady from behind the bar, lifting enough filled tankards up to the bar's countertop for the entire party in an impossible display of digital strength and dexterity. "First one's on the house!" she exclaims, fixing them with an unblinking smile.

Trap: Tankards. The tankards are filled with acid, not beer, and a character that drinks from it takes acid damage equal to the lair action damage.

Something's Wrong. After the party enters, a patron shuts the door, which seals shut. Shortly after this, the player character with the highest passive **Wisdom (Perception)** score notices an eye appear in a wall, and then disappear. The character with the highest passive **Wisdom (Insight)** score notices that all the patrons have the same fixed smile, tone of voice, and pattern of speech. A minute after this, the character with the highest passive **Intelligence (Investigation)** score notices that everyone seems to be repeating the same gestures and phrases, as if in a loop. Investigating the fire reveals that it produces no heat.

WAVE 1: FURNITURE

If the player characters act in a hostile manner or try to leave the tavern, the smaller mimics inside the building attack them.

Waiting Outside. After the door has sealed, a creature that touches the tavern from the outside must succeed on a **Strength saving throw** against the lair action DC or be sucked inside the tavern.

ENEMIES

The enemies in wave 1 are smaller mimics inside the tavern:

Level 3. At 3rd level, the wave 1 combatants are:

- ♦ 1 **mimic** (CR 2)
- ♦ 2 **swarms of baby mimics** (CR 1/2)

Level 8. At 8th level, the wave 1 combatants are:

- ♦ 1 **mirrormimic** (CR 6)
- ♦ 3 **mimics** (CR 2)
- ♦ 3 **swarms of baby mimics** (CR 1/2)

Level 13. At 13th level, the wave 1 combatants are:

- ♦ 4 **mirrormimics** (CR 6)
- ♦ 6 **mimics** (CR 2)

TACTICS

The mimics always try to take advantage of their traits by first hitting a creature with a pseudopod attack, subjecting it to their Adhesive trait, and then trying to bite the target (hopefully with **advantage**, thanks to their Grappler trait). The mirrormimics position themselves to target as many creatures as possible with their Distort action, and favour targeting creatures that look away with their pseudopod and bite attacks.

WAVE 2: SHRINK

On initiative count 20 after the damage threshold for wave 1 is reached, the tavern mimic produces a table and shrinks the adventurers and their equipment to be 2 inches tall, transporting them to the table. Baby mimics—knives, forks, coins, and other table-top paraphernalia—assail the player characters. Due to the change in size, these baby mimics have statistics equivalent to their bigger cousins (use the stated stat blocks in Enemies, below, but flavour them as baby mimics). The table is the equivalent of 100 feet tall.

With a lurch, a long table sprouts out of the floor and a bizarre feeling of vertigo takes over each of you. Everything looms larger as you realise you've been shrunk! The table's various accoutrements stir, small pseudopods drawing them closer!

ENEMIES

In wave 2, the enemies are baby mimics with the stat blocks of their larger cousins, **mimics** and **mirrormimics**.

Level 3. At 3rd level, the wave 2 combatants are:

- 4 low-threat **mimics** (CR 1; half normal hit point maximum)

Level 8. At 8th level, the wave 2 combatants are:

- 5 high-threat **mimics** (CR 3; **100 hit points**, speed of **30 feet**, +7 attack modifier and a new action: "**Multiattack**. The mimic makes two attacks: one with its pseudopod and one with its bite.")
- 2 **mimics**

Level 13. At 13th level, the wave 2 combatants are:

- 4 **mirrormimics** (CR 6)
- 3 high-threat **mimics** (CR 3; see above).

TACTICS

The mimics surround the player characters and quickly close in. As in the previous wave, the mimics use their pseudopodia first before resorting to their bite. The mirrormimics precede this by using their Distort action.



WAVE 3: JONJO STARR

When the damage threshold of wave 2 is reached, the table disappears and the players return to normal size. That's when Jonjo Starr materialises out of one of the tavern walls, and the final fight begins. You can read the following to narrate the end of the second wave:

As the world seems to shrink around you, a humanoid figure extrudes itself from the wall of the tavern. Webs of pale lilac filaments stretch taunted as the discoloured but unmistakable face of Jonjo Starr looms over you. The building shudders with his hoarse voice: "You're proving to be quite the nuisance...".

Blob of Biomatter. The party has a choice. They can defeat Jonjo's tavern mimic form through combat, or summon Stein using the *blob of biomatter* they were given earlier. To activate the blob, each round, one creature must use its action to manip-

ulate it. On initiative count 0 of the third round an action is taken, Dr. Stein appears and traps his brother-tavern mimic in a magical locket around his neck, returning the party to the forest outside.

Central Nervous System. Jonjo Starr is the central nervous system of this tavern mimic. If the nervous system takes damage, it takes additional psychic damage (see stat block)

ENEMIES

In wave 3, the enemy is the tavern mimic, Jonjo Starr, and some mimic allies.

Level 3. At 3rd level, the wave 3 combatants are:

- 1 **emaciated tavern mimic** (CR 3)
- 1 low-threat **mimic** (CR 2; half normal hit point maximum)

Level 8. At 8th level, the wave 3 combatants are:

- 1 **tavern mimic** (CR 9)
- 1 **mirrormimic** (CR 6)

Level 13. At 13th level, the wave 3 combatants are:

- 1 **nourished tavern mimic** (CR 15)
- 2 **mirrormimics** (CR 6)



TACTICS

The mimic uses its lair and legendary actions to control the battlefield, grouping player characters before unleashing devastating area of effect attacks. The first step is to restrain creatures using the Sink lair action or the spell *the binding*. The second step is to cast a spell like *acid rain* or, if the mimic is concentrating on another spell, to use the Drool lair action or Immune Response legendary action. The mimic reserves its actions to counter spellcasters using its *zippit!* spell, or to raise its AC with the *shield* spell. Defensively, the mimic moves Jonjo Starr, its central nervous system, out of harm's way as a bonus action on each of its turns.

OPTIONAL ENDING: DIGESTIF

If you're running a one-shot, there might not be much point in continuing the game after the epic boss battle. Instead, you can use this optional ending to give an even-more-climactic conclusion to the hunt. If the party resolves the situation 'peacefully' by summoning Stein, you can describe it as only the Jonjo Starr portion of the mimic being trapped in the locket; the party still has to escape from the tavern. When the mimic is slain, or when Stein captures his half-brother, the tavern begins to implode:

With a sound like a hundred wet farts, the structure of the tavern begins to fold in on itself, squeezing the air through the flapping doors that flutter loosely in their frames. Astrigent gases bubble out of the floor, filling the room with a stinging humidity. The floor compresses under the weight of your footsteps, making movement almost impossible. A yellow liquid begins filling the room at an alarming rate as the furniture turns into shapeless mush.

Mechanics. The tavern becomes difficult terrain and, at initiative count 0 of each round, the tavern fills with 1 foot of potent acid. Each creature still in the tavern at initiative count 0 takes acid damage equal to the lair action damage for each foot of acid in the tavern. At the start of each creature's turn, they must succeed on a **Strength saving throw** against the lair action save DC or fall **prone**. At the end of the 3rd round after the tavern mimic is defeated, the structure entirely collapses and stops filling with acid. A creature that fails the Strength saving throw at the start of its turn has its speed reduced to 0 until the start of its next turn.

AFTERMATH

Here are some possible developments after the adventure concludes:

- The surrounding nobles don't grant Stein planning permission for a new tower and he seeks more isolated lands where his creations won't cause so much havoc.
- With Stein gone, his wards eventually give way and the Neck becomes too dangerous! Alternative transport such as airships and an underground 'locomotive' are developed by Baron Bodrum Businesses Inc.
- In addition, there are plenty of escort opportunities for a party of mercenaries, as well as hunt contracts for the deadly chimeras of the Tanglepines.
- Stein pays the agreed compensation and, if his half-brother is saved, offers to teach any wizard in the party one biomancy spell free of charge (see Appendix B).
- Stein's mimic and chimeric creations spread across the lands. Feel free to make new monsters by giving features of beasts and monstrosities to other creatures!
- Baby mimics in the form of gold coins disperse themselves courtesy of the traders and scavengers who pass through the Tanglepines. Occasionally, when a party member tries to pay for something, they get bitten by one on the coins and take 1 piercing damage.



MAUL OF MAULING

CACAPHONICS

When the party returns to the Loot Tavern, the resident bard, Cacaphonics, badgers the party for details of their adventure. Upon hearing the tale of the tavern he becomes very quiet and isn't seen for a few days, as investigates the Loot Tavern for signs of mimicry. Eventually, he appears back on stage with the following song.

You can scan or click the QR code to hear the music live:



This tale begins amongst the trees
Our heroes travel peacefully
But there's no others to be seen
And then appears a tavern

They're cautious so they enter slow
The tavern puts on quite a show
But something feels wrong down below
This monster has tempted them in

The building starts to move and quake
The monster's belly is awake
Our heroes must fight to escape
But what can they do to attack

The ceiling starts by raining down
And everything seems larger now
They draw their weapons navigate
And fight through this shapeshifting monster

Our friends have shown their bravest side
Battled monsters from inside
Courageous til the end of fight
And so ends the tale of the tavern



HEADBANGER
LUTE

TREASURE

In the remains of the tavern mimic is a variety of bright and shiny coins, as well as an oiled blue silk umbrella: a magic wand known as a *gentleman's umbershield*.

Adventure Level	Coins (gp)	Gentleman's Umbershield rarity
4th	3d6 x 50	Uncommon
9th	3d6 x 100	Rare
14th	3d6 x 200	Very rare



MIMICKEY

HARVEST

The tavern mimic has the following unique components. In the remains of the tavern mimic is a keyring which requires only harvesting supplies to preserve (if you use that optional rule) and can be socketed on any held or worn item.

TAVERN MIMIC HARVEST TABLE

Component DC	Components
5	<i>Tavern eye</i> ^{E+} (∞), <i>phial of tavern blood</i> ^{E+} (∞)
10	<i>Pouch of tavern teeth</i> (∞)
15	<i>Tavern tongue</i> ^{E+M} (2), <i>tavern stomach</i> (4)
20	<i>Tavern brain</i> (1), <i>tavern skin</i> (5)

Bold components are required for unique items. M required for unique magical meal (see page xx). E indicates edible component, E+ indicates edible and craftable.

CRAFTING

The following unique items can be crafted from the tavern mimic's components.

TAVERN MIMIC CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Magical Components	Essence	Cost
<i>Breastplank</i>	Armour (breastplate, half plate, or plate)	Uncommon	Required	<i>Tavern skin</i>	<i>Frail</i>	1,200 gp
		Rare			<i>Fair</i>	3,200 gp
		Very rare			<i>Potent</i>	11,500 gp
<i>Headbanger Lute</i>	Club or greatclub	Uncommon	Required	<i>Tavern stomach</i>	<i>Frail</i>	800 gp
		Very rare			<i>Potent</i>	9,600 gp
<i>Maul of Mauling</i>	Weapon (any hammer)	Uncommon	—	<i>Pouch of tavern teeth</i>	<i>Frail</i>	650 gp
		Rare			<i>Fair</i>	1,600 gp
<i>Spelleater Tome</i>	Wondrous item	Uncommon	Required	<i>Tavern brain</i>	<i>Frail</i>	850 gp
		Rare			<i>Fair</i>	2,700 gp

3 — DREAD AND BREAKFAST

BREASTPLANK

Armour (breastplate, half plate, or plate), uncommon (requires attunement)

The mundane appearance of this suit of armour belies the danger of its true nature. The wood feels soft and sticky to the touch, and eyes and teeth spontaneously form all over its surface as the mimic grows bolder... and hungrier.

Sticky Situation. While you're wearing this armour, creatures have **disadvantage** on ability checks made to avoid or escape being **grappled** by you. A creature grappled by you takes **1d10** acid damage at the start of each of its turns.

Rare variant: Increase the acid damage to **1d12**. The item has the Quick Grip property.

Quick Grip. While wearing this armour, you can attempt to grapple a creature as a bonus action.

Very rare variant: Increase the acid damage to **1d12**. The item has the Quick Grip and Tongue Lash properties.

Tongue Lash. While wearing this armour, you can use a bonus action to cause the mimic's tongue to elongate and attempt to pull a creature you can see within **15 feet** of you. The target must succeed on a **DC 16 Strength saving throw** or take **1d6** bludgeoning damage and be pulled up to **15 feet** towards you. If this property pulls a creature to within **5 feet** of you, you can immediately attempt to grapple it as part of the same bonus action.



HEADBANGER LUTE

Club or greatclub, uncommon (requires attunement)

The shapechanging abilities of the mimic infuse this musical instrument, a lute, with the propensity to subtly alter its shape and produce excellent acoustics. It also exudes a corrosive acid that can be a useful addition when the musician's plan to charm a foe with a sweet serenade doesn't go to plan.

This magic weapon deals an additional **1d8** acid damage to the first target that it hits on a turn. If you have proficiency with lutes, you're considered proficient with this weapon as well.

Ventriloquism. As a bonus action while holding the lute, you can command it to mimic simple sounds it has been exposed to, such as a person whispering, swords clashing, or simple melodies. You can choose for the sounds to originate from any point within **30 feet** of you that you can see. A creature that hears the sounds can tell they're imitations with a successful **DC 13 Intelligence (Investigation)** check.

Very rare variant: Increase the **DC** to **16**. The lute has the Club Music property.

Club Music. As an action while holding the lute, you can play one of two brief but powerful songs. Once a song has been played, you can't play that song again until the next dawn.

Panic! at the Tavern. You let loose a fast, chaotic melody that sows panic in the minds of your foes, forcing each creature of your choice that can hear you within **15 feet** of you to make a **DC 16 Wisdom saving throw**. On a failed save, a creature takes **6d6** psychic damage and is **frightened** of you for **1 minute**. On a successful save, a creature takes half as much damage and isn't frightened. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Mithrallica. You unleash an ear-shattering power chord that blows your foes away, forcing each creature in a **25-foot cone** to make a **DC 16 Strength saving throw**. On a failed save, a creature takes **6d6** thunder damage and is thrown back **20 feet**, knocked **prone**, and **deafened** for **1 minute**. On a successful save, a creature takes half as much damage and suffers no other effects. A creature can repeat this saving throw at the end of each of its turns, ending the deafened condition on itself on a success.



MAUL OF MAULING

Weapon (any hammer), uncommon

Burning with ravenous hunger and unquenchable hanger, this mimic-infused weapon struggles relentlessly against the sturdy iron chains that bind it. Loosening the chains stimulates the weapon's digestive juices which, if not quenched, can have caustic consequences for its wielder.

Mimic Unleashed. As a bonus action while holding the hammer, you can loosen the chains restraining the mimic, leaving it free to mercilessly maul your foes. While the chains are loose, the hammer bites targets that it hits, dealing an extra **1d4** piercing damage.

If you end your turn holding the hammer while the chains are loose, and you didn't hit a creature with an attack using the hammer that turn, the hammer's excess digestive juices pour down the handle and you take **1d4** acid damage. The chains tighten on their own if the hammer isn't held for **1 minute** or if you use a bonus action while holding the weapon.



Rare variant: Increase the extra piercing damage to **1d6** and the acid damage you take to **1d6**. The hammer has the Bileous Blow property.

Bileous Blow. When you roll a 20 on an attack roll made with this hammer, the mimic spews bile all over the target, covering it completely. A creature covered in bile takes **1d4** acid damage, or **2d4** acid damage if the chains were loose when the hammer hit, at the start of each of its turns until it or another creature uses its action to scrape or wash the bile off.

MIMICKEY

Wondrous item, common (socketable)

This bone and flesh keyring can be socketed on any weapon or held item. Holding the item by the keyring and spinning it in a circle causes the socketed item to shrink to the size of a key. Spinning it once more causes the item to enlarge back to its normal size.

SPELEATER TOMES

Wondrous item, uncommon (requires attunement)

Learning and developing new spells can be a tedious and time-consuming process. Luckily, the spelleater tome is a shortcut to becoming a spell slinging savant. Originally a creation of Jonjo Starr, the tome has become a favourite among lazy wizarding apprentices the world over.

This book has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Living Library. This tome is capable of copying and storing magical information. As an action, you can give it a spell scroll of 1st or 2nd level, which it devours, destroying the scroll and adding the spell to its pages. While holding the book, you can cast one of the spells stored within it by expending a number of charges equal to the spell's level (**save**

DC 13, +5 to hit). The tome can store up to five spells in this way. If storing a new spell would take it above this maximum, you can choose one of its current spells to be replaced. When found, the book already contains one 1st-level spell and one 2nd-level spell, randomly determined.

Rare variant: Increase the **save DC** to **15**, the spell attack modifier to **+7**, and the number of spells the book can hold to seven. The tome can devour spell scrolls of between 1st and 5th level. Additionally, the tome has the Arcane Feast property.

Arcane Feast. You can allow the book to consume the corpse of a spellcaster over the course of **10 minutes**, after which it regains **2** expended charges. Once this property of the book has been used, it can't be used again until the next dawn.



MIMICKEY

SPELEATER
TOME

MIMICS

MIRRORMIC

Large monstrosity (shapechanger), neutral

Armour Class 15 (natural armour)

Hit Points 153 (18d10 + 54)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +7

Damage Immunities acid

Senses passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Adhesive (Object Form Only). The mirrormic adheres to anything that touches it. A Huge or smaller creature adhered to the mirrormic is also grappled by it (**escape DC 15**). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). If the mirrormic is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the mirrormic move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the mirrormic is animate.

Grapppler. The mirrormic has **advantage** on attack rolls against any creature grappled by it.

Shapechanger. The mirrormic 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.

ACTIONS

Multiattack. The mirrormic uses Distort if available, and then makes two attacks.

Distort (Object Form Only; Recharge 4-6). The mirrormic projects a **15-foot cone** of distortion until the start of its next turn. Each creature in the area that can see the mirrormic must succeed on **DC 14 Wisdom saving throw** or lose balance and fall **prone**. A creature that fails by 5 or more (**DC 9**) is **incapacitated** until the end of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see the mirrormic until the start of the mirrormic's next turn, when it can avert its eyes again. The mirrormic projects a **15-foot cone** of distortion until the start of its next turn..

Pseudopod. *Melee Weapon Attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 13 (**2d8 + 4**) bludgeoning damage. If the mirrormic 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:* 13 (**2d8 + 4**) piercing damage plus 9 (**2d8**) acid damage.

Mimica mutafigura are patient predators that use disguise as a means of attracting unwary creatures. A mimic will then adhere themselves to their prey making up for their slow speed and inability to pursue a quarry.

Biomancy. Exposure to high levels of biomatic magic has led to subspecies of mimics, *Mimica destorquera*, that distort light to unbalance their foes. Their elongated pseudopodia let them strike at a greater range before closing the distance and exogenously digesting prey using their hyper-corrosive stomach acid.

SWARM OF BABY MIMICS

Large swarm of Tiny monstrosities (shapechangers), neutral

Armour Class 12 (natural armour)

Hit Points 32 (5d10 + 5)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	3 (-4)	10 (+0)	8 (-1)

Skills Stealth +1

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Adhesive (Object Form Only). The swarm adheres to anything that touches it. A Huge or smaller creature adhered to the swarm is also grappled by it (**escape DC 13**). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the swarm is animate.

Grapppler. The swarm has **advantage** on attack rolls against any creature grappled by it.

Shapechanger. The swarm 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.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mimic. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* **+4** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (**2d6**) piercing damage plus 5 (**2d4**) acid damage, or 3 (**1d6**) piercing damage plus 2 (**1d4**) acid damage if the swarm has half of its hit points or fewer.

EMACIATED TAVERN MIMIC

Gargantuan monstrosity (shapechanger), varies

Armour Class 14 (natural armour)

Hit Points 72 (5d20 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	3 (-4)	18 (+4)	14 (+2)	10 (+0)	8 (-1)

Saving Throws Str +5, Con +6, Wis +2

Damage Immunities acid

Condition Immunities charmed, paralysed, prone, stunned

Senses blindsight 5 ft., darkvision 60 ft., passive Perception 10

Languages Common plus three other languages

Challenge 3 (700 XP)

Proficiency Bonus +2

Central Nervous System. The first time the central nervous system takes damage on a turn, it takes an additional 3 (1d6) psychic damage. As a bonus action on its turn, the mimic can relocate its nervous system to any location within itself.

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

Legendary Resistance (2/Day). If the mimic fails a saving throw, it can choose to succeed instead.

Sensitive Cut. The mimic's blindsight extends throughout its interior structure.

Shapechanger. The mimic can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren't transformed. It reverts to its true form if it dies.

Warded. The mimic can't be harmed or affected by attacks or effects that originate from outside of it.

ACTIONS

Multiattack. The mimic makes two attacks, one with its pseudopod and one with its squirt.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Squirt. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) acid damage.

Spellcasting. The mimic casts one of the following spells, using Intelligence as the spellcasting ability (spell **save DC 12**, +4 to hit with spell attacks).

At will: *create food and water, dancing lights, minor illusion, pins & needles, thaumaturgy*

2/day each: *grease, inflict wounds, shield, the binding^{c*}*,

1/day each: *darkness^c, major image, zippit!*

*see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

LEGENDARY ACTIONS

The mimic can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mimic regains spent legendary actions at the start of its turn.

Attack. The mimic makes one attack.

Cast a Spell (Costs 2 Actions). The mimic uses Spellcasting.

Immune Response (Costs 2 Actions). A torrent of pus gushes from a 10-foot-radius area of the mimic's ceiling. Each creature directly under that area must make a **DC 14 Constitution saving throw**, taking 7 (2d6) necrotic damage on a failure, or half as much damage on a success.



TAVERN MIMICS

One of the rarest forms of mimic, tavern mimics are living structures that provide hospitality, benign or otherwise, in the remote wilds. These shapechanging buildings move using a variety of mechanisms: slug-like convulsions, millions of tiny cilia, or even hundreds of humanoid feet.

Biomantic Origins. Tavern mimics occur when strong biomantic fields in the presence of a large structure, an unattached mind, and a mimic receive a sudden burst of magical energy. The most famous example is Jonjo Starr who, in attempting to create a lich phylactery in the biomantic laboratory of his half brother, Dr. Francis Norman Stein, accidentally fused himself to the building. Such creations are often referred to as ‘mymlacteries’.

Dark Contest. Tavern mimics often experience strong internal conflict. The basal, voracious

appetite of the mimic desires only to consume and grow, while the mind with which its fused often has more complex desires. Not all tavern mimics are evil; some enjoy existence as hub of activity, selling shelter and buying the produce on which they feed. Others aim to deceive travellers, giving into their basal instincts and feeding on them as they sleep. Clever tavern mimics are selective and opportunistic predators, feeding only on strays and vagabonds who will not be missed.

Lifecycle. Like all mimics, tavern mimics lay eggs. These baby mimics have a limited number of forms they can take, and often appear as a pile of gold coins. This coin form is, in fact, their dispersal strategy. Mixed into a traveller’s purse, a baby mimic can quickly find itself miles from home, and able to feed on the fingertips of consumers and pickpockets alike. Like the common cuckoo bird, a baby mimic will often push normal coins and other baby mimics out of a purse to ensure it is more likely to spent.

TAVERN MIMIC

Gargantuan monstrosity (shapechanger), varies

Armour Class 15 (natural armour)

Hit Points 124 (8d20 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	3 (-4)	21 (+5)	17 (+3)	10 (+0)	8 (-1)

Saving Throws Str +9, Con +9, Wis +4

Damage Immunities acid

Condition Immunities charmed, paralysed, prone, stunned

Senses blindsight 5 ft., darkvision 60 ft., passive Perception 10

Languages Common plus three other languages

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Central Nervous System. The first time the central nervous system takes damage on a turn, it takes an additional 7 (2d6) psychic damage. As a bonus action on its turn, the mimic can relocate its nervous system to any location within itself.

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

Legendary Resistance (3/Day). If the mimic fails a saving throw, it can choose to succeed instead.

Sensitive Gut. The mimic’s blindsight extends throughout its interior structure.

Shapechanger. The mimic can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren’t transformed. It reverts to its true form if it dies.

Warded. The mimic can’t be harmed or affected by attacks or effects that originate from outside of it.

ACTIONS

Multiaction. The mimic makes two attacks, one with its pseudopod and one with its squirt.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Squirt. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 14 (2d8 + 5) acid damage.

Spellcasting. The mimic casts one of the following spells, using Intelligence as the spellcasting ability (spell **save DC 15**, +7 to hit with spell attacks).

At will: *create food and water*, *dancing lights*, *darkness*^c, *minor illusion*, *thaumaturgy*, *pins & needles*, *the binding*^{c*} (2nd-level)
2/day each: *acid rain*^{c*}, *darkness*^c, *shield*, *zippit!*
1/day each: *cloudkill*^c, *seeming*, *stoneskin*^c

*see Appendix B, **bold** indicates combat spells, ‘c’ indicates concentration.

LEGENDARY ACTIONS

The mimic can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The mimic regains spent legendary actions at the start of its turn.

Attack. The mimic makes one attack.

Cast a Spell (Costs 2 Actions). The mimic uses Spellcasting.

Immune Response (Costs 2 Actions). A torrent of pus gushes from a 15-foot-radius area of the mimic’s ceiling. Each creature directly under that area must make a **DC 17 Constitution saving throw**, taking 14 (4d6) necrotic damage on a failure, or half as much damage on a success.

NOURISHED TAVERN MIMIC

Gargantuan monstrosity (shapechanger), varies

Armour Class 15 (natural armour)

Hit Points 210 (12d20 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	3 (-4)	24 (+7)	19 (+4)	10 (+0)	8 (-1)

Saving Throws Str +11, Con +12, Wis +5

Damage Immunities acid

Condition Immunities charmed, paralysed, prone, stunned

Senses blindsight 5 ft., darkvision 60 ft., passive Perception 10

Languages Common plus three other languages

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Central Nervous System. The first time the central nervous system takes damage on a turn, it takes an additional 10 (3d6) psychic damage. As a bonus action on its turn, the mimic can relocate its nervous system to any location within itself.

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

Legendary Resistance (3/Day). If the mimic fails a saving throw, it can choose to succeed instead.

Sensitive Cut. The mimic's blindsight extends throughout its interior structure.

Shapechanger. The mimic can use its action to polymorph into a different building or back into its true, tavern form. Its statistics are the same in each form. Any equipment or creatures it is wearing or carrying aren't transformed. It reverts to its true form if it dies.

Warded. The mimic can't be harmed or affected by attacks or effects that originate from outside of it.

ACTIONS

Multiaction. The mimic makes two attacks, one with its pseudopod and one with its squirt.

Pseudopod. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (4d4 + 6) bludgeoning damage.

Squirt. *Ranged Weapon Attack:* +12 to hit, range 20/60 ft., one target. *Hit:* 17 (4d4 + 7) acid damage.

Spellcasting. The mimic casts one of the following spells, using Intelligence as the spellcasting ability (spell **save DC 17, +9** to hit with spell attacks).

At will: *create food and water, dancing lights, darkness^c, minor illusion, pins & needles, thaumaturgy, the binding^{c*}* (3rd-level)

2/day each: *acid rain^{c*}, major image, shield, zippit!*

1/day each: *cloudkill^c, programmed illusion, stonesskin^c, teleport*

*see Appendix B, **bold** indicates combat spells, 'c' indicates concentration.

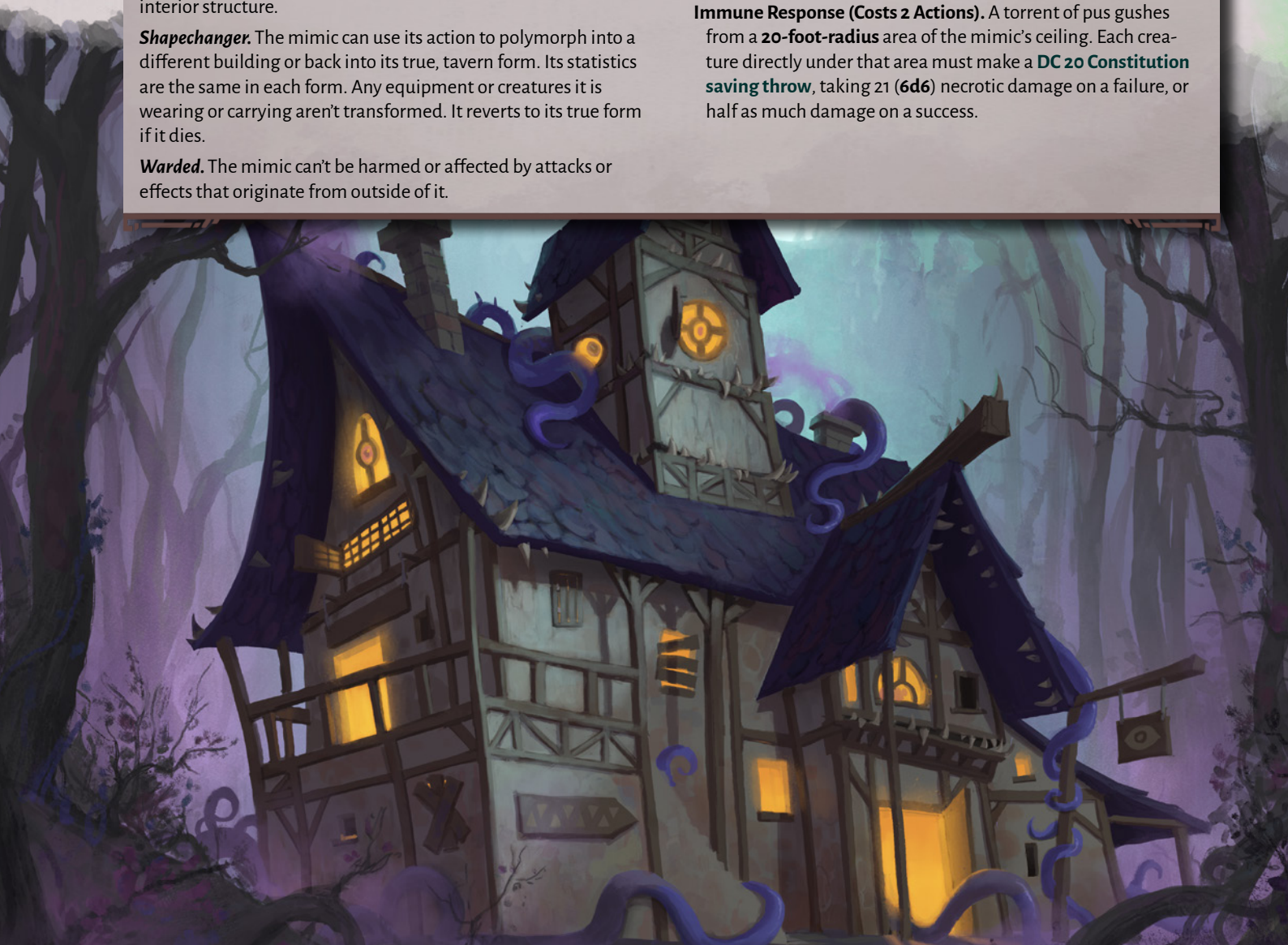
LEGENDARY ACTIONS

The mimic can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mimic regains spent legendary actions at the start of its turn.

Attack. The mimic makes one attack.

Cast a Spell (Costs 2 Actions). The mimic uses Spellcasting.

Immune Response (Costs 2 Actions). A torrent of pus gushes from a **20-foot-radius** area of the mimic's ceiling. Each creature directly under that area must make a **DC 20 Constitution saving throw**, taking 21 (6d6) necrotic damage on a failure, or half as much damage on a success.



A TAVERN MIMIC'S LAIR

Tavern mimics set up shop along busy trade routes, at well-travelled crossroads, or in mountain passes where no other respite is available. Benign tavern mimics often become recognised features in the landscape, valued by travellers and traders. More hostile tavern mimics will move frequently, lest their malevolent existence be discovered.

REGIONAL EFFECTS

The area within **6 miles** of the tavern mimic's favourite spot has the following properties:

- **Trampled Terrain.** Trampled ground consisting of hundreds of unique footprints can be found criss-crossing the region. Tracking checks that aim to follow footprints other than the tavern mimic's have **disadvantage**.
- **Bleached Bones.** Piles of bleached bones and inorganic matter, such as coins and gemstones, can be found in small piles in the region. Some gold coins among these caches are **baby mimics**.

- **Odd Stories.** Folks that have travelled through the region often inadvertently take shelter inside the mimic. They tell tales of strange proprietors and bartenders that communicate with one another without talking, of especially comfortable beds, and of fellow travellers that “leave before the crack of dawn” and are never seen again.

LAIR ACTIONS

While the tavern mimic lives, it can take the following lair actions. The saving throw DC and damage of the lair actions depend on the level at which you run the adventure, as shown in the following table.

LEVEL-BASED LAIR ACTION STATISTICS

Adventure Level	Save DC	Damage
3rd	12	3 (1d6)
8th	14	7 (2d6)
13th	16	14 (4d6)



Lair Actions. On initiative count 20 (losing initiative ties), the tavern mimic takes a lair action to cause one of the following effects. See the table above for the damage and save DC.

- **Drool.** The tavern mimic secretes acid from a part of its ceiling in a **30-foot square**. Each creature directly under the area must make a **Dexterity saving throw**, taking acid damage equal to the lair action damage on a failure, or half as much damage on a success.
- **Peristalsis.** A wave shudders through the tavern mimic as its hidden musculature contracts. Each non-mimic creature in the tavern must make a **Dexterity saving throw**. On a failure, a creature is pushed **15 feet** in a direction of the tavern mimic's choice, where it falls prone and takes bludgeoning damage. On a success it is moved **5 feet** in a direction of the tavern mimic's choice but takes no damage and doesn't fall prone.
- **Sink.** A **10-foot square** of the tavern mimic's floor becomes incredibly soft and sticky. Each creature on the floor in the area, or that enters the area for the first time on a turn, must succeed on a **Strength saving throw** or become **restrained**. A creature that ends its turn while restrained in this way sinks **2 feet** into the tavern's floor and takes acid damage. A creature that sinks below its height can't breathe.

A creature within **5 feet** of a creature restrained in this way, including the restrained creature, can make a Strength check against the lair action save DC, freeing the stuck creature and pulling it to the nearest non-sinking area on a success. The area is difficult terrain for all non-mimic creatures until the tavern mimic finishes a short or long rest.

