

TAVERN MIMIC

Tiny monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Point 7 (3d4)

Speed 20 ft., climb 20 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	16 (+3)	11 (+0)	4 (-3)	10 (+0)	8 (-1)

Saving Throws Dex +5

Skills Stealth +7

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge ½ (100 xp)

Shapechanger. The tiny mimic can use its action to polymorph into tiny objects 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 Small or smaller creature adhered to the mimic swarm 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.

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

ACTIONS

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

Pseudopod. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. **Hit:** 2 (1d4) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

TACTICS

Before Combat The Tavern Mimic chooses a disguise (shapechanger), typically in the form of a common item found in a tavern, inn, or similar establishment.

During Combat * The mimic Attacks (action) with surprise, using its Pseudopod to grapple its target, which has disadvantage on its escape checks because of the mimic's Adhesive surface.



Against a grappled victim, the mimic switches to its Bite Attack (action), on which it has advantage (Grappler) and which does more damage than its Pseudopod attack.

Morale Once its victim is reduced to 0 hp, the mimic swallows it and proceeds to digest it, continuing to do acid damage to the victim each turn until he or she is dead.

These small mimics are rare and often sneak their way into establishments by way of product delivery or even rarer on a patron. They are fairly harmless creatures, preferring to snack on roaches and other vermin, slurp up the occasional spilled ale, and be left alone. However, mistaking these creatures for a usable object can oftentimes cause them to react unpleasantly, surprising the poor drunk that made the error.

Tavern mimics tend to be highly territorial, so even if you find your fine establishment housing these little mimics, chances are only one has taken up residence. Although they can be short-tempered and often aggressive, some barkeeps have been known to keep the creatures as pets or at best a display piece.

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