# Mimic

*Medium Monstrosity, Neutral*

**AC** 12 (natural armor)

**Initiative** +3

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**HP** 58 (9d8 + 18)

**Speed** 20 ft., swim 10 ft., climb 10 ft., crawl 10 ft.

| | STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|---|
| **Score** | 17 (+3) | 12 (+1) | 15 (+2) | 5 (-3) | 13 (+1) | 8 (-1) |
| **Save** | +3 | +1 | +2 | -3 | +1 | -1 |

**Skills** Stealth +5

**Immunities** Acid

**Condition Immunities** Prone

**Senses** passive Perception 11, darkvision 60 ft.

**CR** 2 (450 XP)

### Traits

***Adhesive (Object Form Only).*** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

### Actions

***Bite.*** Melee Attack Roll: +5 (with Advantage if the target is Grappled by the mimic), reach 5 ft. 7 (1d8 + 3) Piercing damage—or 12 (2d8 + 3) Piercing damage if the target is Grappled by the mimic—plus 4 (1d8) Acid damage.

***Pseudopod.*** Melee Attack Roll: +5, reach 5 ft.
7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

### Bonus Actions

***Shape-Shift.*** The mimic shape-shifts to resemble a Medium or Small object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.