Mimic

written by CresthavenRPG Guru | January 3, 2020

Very Rare | Small | Neutral | Construct

Mimics are magically-created creatures with a hard rock-like outer shell that protects their soft inner organs. Mimics can alter their form and their pigmentation; they use this talent to lure victims into close range, where they attempt to feed on them. They usually appear in the form of treasure chests.

Armor Class	Hit Points	Move
13	28 *(7 Hit Dice)*	walk 15 ft

Appearing	1
Habitat	Any
Negotiation	no
Morale DC	5
Challenge	6.7 (2,010 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	1	2	-3	-1	-1

Combat

Has 1 attack. Hit Bonus +5. Damage Bite. 3d4 +3 damage damage

Special Attacks

Mimic. A mimic can surprise its victims easily (-4 penalty to victims’ notice / search rolls). When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3d4 points of damage.

Special Defense

Sticky. The mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast.

Treasure

Individual: None

Lair: None