

MIMIC

Objects are not always what they seem. It is said there are shapeshifters that take form of coveted objects, revealing themselves only when touched by an adventurer. Many a foolish person have noticed too late that the chest they are trying to open has begun to wriggle, as large eyes peer at them. The lunging of this previously inanimate object catches them by surprise as they are pulled into its gaping maw as the shapeshifter happily begins to chomp into the previously-unsuspecting target.

Mimics can take the form of virtually any object, ranging from a chest (which may or may not actually contain treasure) to an old tome of literature or even a beautiful, sharp-looking sword.

Given the chance, the mimic always surprises its victim. It maintains its stillness until the last possible second when it lashes out, grabbing the victim with strangely shaped limbs and then begins biting and/or pummeling the victim mercilessly.

MIMIC	DIFFICULTY 50
Size 1/4, 1/2, 1 or higher faerie	
Perception 15 (+5); shadowsight	
Defense 15; Health 40	
Strength 15 (+5), Agility 8 (-2), Intellect 7 (-3), Will 13 (+3)	
Speed 3	
Immune damage from disease; charmed, disease	
Iron Vulnerability A mimic is impaired while in contact with iron.	
Mimic Object The mimic can impersonate an object almost perfectly. Treat Perception challenge rolls to detect the mimic as attack rolls with two banes against the mimic's Will.	

ATTACK OPTIONS

Slam/Bite (melee) +4 with 2 boons (3d6 plus Merciless Punishment)

Merciless Punishment If the mimic makes any attack rolls of 20+, the target is automatically grabbed; if the target is already grabbed they instead take 2d6 extra damage.

SPECIAL ATTACKS

Surprise! If the mimic makes a successful attack during a surprise round the target is automatically grabbed.

MIMIC OPTIONS AND LORE

The following are ideas for using mimics in Shadow of the Demon Lord campaigns.

LANGUAGES

Mimics can usually speak Common Tongue or the language of the creatures who lurk in the place the mimic hides.

DIETARY REQUIREMENTS

It is unknown whether mimics actually need to eat, or whether they attack simply for the joy of startling and terrifying the poor fool who came near.

THE ORIGIN OF MIMICS

There are many theories on how mimics were created. The most prominent theory is that they are actually a degenerate variant of a changeling.

It is well known that when faeries steal infant children, they leave behind something to take its place. The shapeshifting enchantment on the 'child' they leave behind usually is weak and fades as the baby reverts back to a bunch of sticks and brambles. However, when the shapeshifting enchantment is stable, the child has a chance of growing up as an imposter in a false form in a family that thinks the child is their own.

Scholars believe that there is actually a third option; the enchantment can be too weak (the 'baby' reverts to natural materials), the enchantment can be stable (the 'baby' lives as a changeling), or the enchantment can be too strong to allow the creature to live a normal life, resulting in a mimic.

These pseudo-changelings are strongly infused with the faeries' desire for trickery and deception and begin to feel their bodies permanently solidifying due to the strength of the shapeshifting enchantment. Some of these creatures simply die and yet some of these degenerate changelings stumble around until they find an object they see other creatures interacting with. Overwhelmed by the need to disguise themselves and driven by a wicked desire to surprise, these changelings memorize the structure of the object, find a secluded place and then permanently transform into that object. The mimic then waits for an unsuspecting person to surprise and attack.

POSSIBLE MIMIC FORMS

1d6 Form (mundane)

- 1 Amulet or other jewelry.
- 2 Old, valuable-looking book.
- 3 Treasure chest overflowing with real gold.
- 4 Rare weapon (scimitar, boomerang, etc).
- 5 Sturdy-looking armor (helmet, shield, etc).
- 6 Ladder, door or other dungeon object

1d6 Form (unique)

- 1 Abandoned galleon sailing ship, has the ability to sail without any crew.
- 2 Only remaining copy of a critically important book, scroll or map.
- 3 Throne of a ruler who has terrified the mimic into submission.
- 4 Outhouse outside of a popular tavern on the outskirts of town.
- 5 A complete suit of armor that can be worn if the mimic is tamed.
- 6 Healing potion, the mimic is only triggered when a person attempts to open and drink it.

CREDITS

- This content was created by David South and was formatted using the [Shadow of the Demon Lord hack](#) for the 5e tool for creating professional-grade homebrew content [The Homebrewery](#).
- Linked image from Dark Souls Wiki.