

Sword Mimic

Tiny monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	12 (+0)	13 (+1)	14 (+2)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak, telepathy 60 ft

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into a tiny 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.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Medium or smaller creature adhered to the mimic 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.

Innate Spellcasting. The mimic's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *light* (self only)

1/day each: *suggestion*

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage.

Hoard Items. All mimics are cunning enough to have learned the best forms to attract prey are those that encourage greed. As such, mimics often find themselves within dungeons or even as part of a monster's hoard.

For those mimics that find themselves part of a dragon's hoard, an even greater benefit is awarded. As the dragon ages, so too does its hoard grow. Such hoards are suffused with the magical energy that thrums through dragons, amplifying the dragon's magic further.

As a part of these hoards, such mimics grow in power, gaining intelligence and the ability to perform magic themselves, making them into even more deadly predators. These shapechangers form themselves into the one thing that adventurers desire the most, weapons of great power.



Mimic Sword

Power and Sentience. With such growth, these mimics gain greater sentience and begin to hunger after yet more power. They also learn that such a hunger can only be found outside of the dungeons and hoards they occupy. As such, some of these creatures proffer bargains of a sort to adventurers and travelers, offering to serve as powerful magical weapons in exchange for food, energy and a chance to learn more about the world.

This is no simple bargain, however, but a pact made between the person and creature, one that cannot be easily broken by either party. If the bond is broken, the mimic will likely become desperate and attack or bond to anything nearby.



Weapon (any sword), legendary (requires attunement).

A mimic might form itself into a duplicate of a powerful weapon or bond itself to one, benefiting and growing from the weapon's power.

Sentience. The *mimic sword* is a sentient chaotic neutral magic weapon with an Intelligence of 13, a Wisdom of 14 and Charisma of 15. It has hearing out to a range of 120 feet. It can understand Common, and can communicate telepathically to a range of 60 feet. Its voice is androgynous and finds most situations thrilling.

Properties The *mimic sword* requires food to sustain it and requires the wielder to give up its own blood to do so. While attuned to this item your hit point maximum is reduced by 5.

You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, while attuned to it you can cast the *light* cantrip at will upon the sword, making it glow with a brilliant orange light. You can also use an action to change the sword's appearance into any other type of sword that you are proficient with.

Additional Traits

When the *mimic sword* is found in the hoard of a young or older dragon it has additional features, detailed below. These additional traits require a reduction to your hit point maximum of 5.

Hoard Might While attuned to the sword you gain resistance to the damage type associated with the dragon who's hoard the sword was found in and the sword deals an additional 1d6 damage of the same type.

Hoard Magic If found in the hoard of an adult dragon it gains one of the following properties, and if from that of an ancient dragon is gains two. You can choose such properties from the table below or determine them randomly. All of these properties require you to be attuned to the item.

Hoard Magic

d12	Property
1	You are blinded when you are more than 10 feet away from the sword.
2	An additional red eye appears on your forehead. The <i>mimic sword</i> can see through this eye.
3	You emit a sour stench noticable from up to 10 feet away.
4	The sword's attack and damage bonus increases to +2.
5	You gain proficiency with the Deception skill. If you are already proficient with this skill you gain Expertise.
6	You gain immunity to the charmed and frightened conditions.
7	You can cast <i>disguise self</i> once per day.
8	You can cast <i>misty step</i> once per day.
9	You can cast <i>suggestion</i> once per day.
10	You can cast <i>fireball</i> (DC 13) once per day. The damage type change to correspond to the Hoard Might trait.
11	The sword gains the properties of a <i>peripart of wound closure</i> .
12	The damage resistance gained from the Hoard Might becomes a damage immunity.

Credits

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