

The
MIMIC
Encounter

By T. L. Bainter



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Special Thanks to This Book's Artists

I would like to thank the artists I worked with on this guide. Their work was instrumental in bringing this to life, and by purchasing this guide you are supporting real art. You can find the artists in this book on social media.

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INTRODUCTION

Using the Adversaries	1
Individual Adversaries	
Adversary Block Usage	
Mimic Encounters	4
Encounter Structure	
List of Potential Encounters	
Using Environments	6
Messy Kitchen	
Dingy Bar	
Storage Facility	

ADVERSARIES

About Mimics	7
The Life of a Mimic	
Mimic Behavior	
Treasure Within	
Mimics in Combat	
Adversary Blocks	10
Tier 1 Adversaries	
Tier 2 Adversary	
Tier 3 Adversary	

ENVIRONMENTS

Making Environments	13
Messy Kitchen	13
Dingy Bar	13
Storage Facility	14

ITEMS

List of Mimic Items	15
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CLOSING REMARKS

OTHER STUFF

Daggerheart Products	17
Actual-Play Podcast	17

INTRODUCTION

This adversary guide is designed to give you all the tools you need to run an exciting encounter with a mimic that feels fresh, unique, and unlike any your players have felt before. The goal is to have the mimic feel like something new and interesting while still playing into the classic tropes we know and love. If your players aren't sure what it is at first but light up when the pieces click together, then you and I have both done our job!

Using the Adversaries

If you are looking for a great combat encounter to run as soon as possible, you'll want to jump ahead to a specific adversary. Below, I've included some tips to help determine which adversary you may want to focus on and how to easily get ready to run one or more of these (especially if your session is coming up quickly).

Individual Adversaries

Slip Mimic

Created by inexperienced wizards, a *slip mimic* tends to be jittery, unstable, and more prone to giving itself away than mimics crafted by more capable spellcasters. These mimics typically take the form of jars, canned goods, to-go cups, and other small household containers. They're usually not deadly, but can take your hand if you aren't careful. A group of them can pose a serious threat to any adventurer if they aren't prepared! Good for Tier 1.

Hobble Mimic

The most common mimic, a *hobble mimic* is one that prefers to lie still and bide its time... mainly because it isn't all that great at moving to begin with. It

is slow and methodical, sometimes waiting weeks or even months for prey to arrive. They often take the form of chests, toilets, or barrels. A single hobble mimic could prove a challenge for a Tier 1 or even a Tier 2 party if played strategically!

Major Mimic

Larger, sturdier, and less common than hobbles, *major mimics* have found their appetite for flesh cannot be sated by waiting in dungeons for months on end, so they often take up residence in alleyways near busy establishments, beneath bridges in large cities, or in other locales with high foot traffic. They tend to shift into especially large containers like dumpsters, carriages, or tents. Great for Tiers 2 and 3!

Longtooth Mimic

Longtooth mimics are those so monstrosously large they are able to mimic entire buildings. Some manors once thought haunted have turned out to just be colossal mimics left behind by a magic-wielding property owner who didn't wish to see their estate pass on to someone else. A challenge for Tiers 3 and 4.

Adversary Block Usage

There are several mimic adversaries in this guide, each one unique. However, to ensure that running an encounter which features multiple mimics is straightforward for the Game Master, there are actually more similarities between adversary blocks than there are differences.

Here, we'll go over the key similarities and differences of each block, making it easy to run multiple mimic types simultaneously by keeping track of what sets them apart and what makes them the same.



Using The Adversaries

Similarities Between All Mimics

Every mimic adversary block features the following:

Shared by All Mimics

► **Shift.** The shift action allows a mimic to transform into a different container from the one they are currently pretending to be. What container a mimic can become varies, as it must be roughly proportional to the mimic's size, though not *exactly* proportional, giving them some flexibility. A mimic will only shift while they are not being perceived. This action always costs 1 Stress or Fear (GM's choice).

► **Chomp.** This is the action players will know and love if they are at all familiar with mimics in TTRPGs. When someone tries to interact with a mimic while they are shifted, the mimic may immediately use a reaction to attack, biting the creature who attempted to do so. What this does varies from one mimic to the next. For smaller mimics, it results in damage and stress, but larger mimics can grapple or even swallow their prey. The attack has advantage if the would-be prey attempted to open the container the mimic is meant to represent. The chomp attack always grants the GM a Fear, regardless of whether it succeeds or fails.

Shared by Non-Slip Mimics

► **Swallow.** At the cost of 3 Fear spent while the mimic has someone Grappled (after that person interacted with a shifted mimic), hobble, major, and longtooth mimics can swallow their prey. This fully pulls them into the mimic's disproportionately large stomach area, where they will take damage each time the mimic is spotlighted from then on. Worse still, swallowing causes all allies of the swallowed prey to mark a Stress if they are nearby.

► **Regurgitate.** When a mimic takes Severe damage or dies, they will spit up any creature they have Swallowed. The longtooth mimic's *Regurgitate* passive feature can also be triggered by marking 3 or more Stress.

Overview Chart

Below, you will find an overview chart that compares the basic information for all of the mimics in this encounter guide. It compares their difficulties, thresholds, resources, and attack/damage, giving you a quick reference sheet to use if you are running multiple kinds of mimics at once. Note the longtooth mimic is a colossal adversary and so has varying HP and damage output per segment.

Mimic Type	Difficulty	Major	Severe	Hit Points	Stress	Attack	Damage
Slip Mimic	10	5	7	3	1	+1	1d6+2 phy
Slip Mimic (Minion Variant)	10	None	None	1	1	+0	2 phy
Hobble Mimic	10	5	9	5	2	+1	1d4+4 phy
Major Mimic	13	8	20	5	3	+2	3d4+4 phy
Longtooth Mimic	16	30	51	Varies	6	+3	Varies

Introduction

The Grappled and Swallowed Conditions

This book introduces the Grappled and Swallowed conditions explicitly for the mimic. These conditions largely do the same thing across the mimics who have access to these features. They deal flat amounts of damage, inflict disadvantage, prohibit movement, etc. Here is a breakdown of what each condition does:

Grappled

When a creature first becomes Grappled by the mimic, they will take a set amount of damage and mark a Stress. From then on, while Grappled, the following effects apply:

- You cannot move away from the mimic.
- You have disadvantage on Agility, Strength, and Finesse Rolls.

Swallowed

If a creature becomes Swallowed by the mimic, they are fully pulled into the mimic's stomach, cut off from the world outside of the mimic's body. While Swallowed, the following effects apply:

- You are Grappled.
- You cannot see outside of the mimic's body.
- You mark 1 HP each time the mimic is spotlighted.

Ending These Conditions

Ending these conditions outside of the *Regurgitate* passive feature is up to the GM's discretion. The relevant mimic's Difficulty can be used as a baseline, but breaking free of being Swallowed should be more challenging than breaking free from being Grappled. Note that while Grappled and Swallowed, a PC can still target the mimic and participate in the encounter, albeit from a more precarious position.

Chomp/Swallow Comparison Charts

Below, an additional chart is included showing the effects of the Chomp and Swallow actions specifically for each mimic. While all mimics have them, they do marginally different things. For example, the Slip Mimic cannot cause a creature to become Grappled and the instant damage dealt varies from one mimic to the next.

Mimic Type	Chomp Damage	Can Grapple	Max Creatures Grappled	Can Swallow	Ally Stress Infliction Range
Slip Mimic (Minion Variant)	2	No	N/A	No	N/A
Slip Mimic	6	No	N/A	No	N/A
Hobble Mimic	8	Yes	1	Yes	Close
Major Mimic	13	Yes	2	Yes	Close
Longtooth Mimic	30	Yes	5	Yes	Far

Mimic Shifting Possibilities

Before running a mimic of any kind, you should have a list of possible containers they might turn into in mind for the encounter, ready and at your disposal. Think about what would make sense for the environment so they can easily and quickly camouflage themselves even in the middle of combat.

Tip: You can also ask your players to each describe one or more containers they see in the area, build a table with that information, and roll to see which of the containers is the mimic. Just make sure the containers they give you are roughly the size of the mimic you're running!

Slip Mimic Suggestions

Potion bottle, spice jar, whiskey flask, blood vial, sardine tin, box of leftovers, satchel, sack of pepper, lunchbox, french press.

Hobble Mimic Suggestions

Oil drum, locker, suitcase, trash bin, cooler, safe, cabinet, toilet, crate, suit of armor, beer keg, wardrobe.

Major Mimic Suggestions

Refrigerator, shipping container, carriage, dumpster, vault, grain silo, garage, shed, outhouse.

Longtooth Mimic Suggestions

Manor, fortress, galleon, factory, barn, ruin, bunker, tower, cathedral, boathouse, keep, warehouse.

Mimic Encounters

A great encounter with a mimic shouldn't play out like an ordinary encounter; players ideally won't be sure when or if it's even coming. And when it does start, it should be a shock and surprise that puts them on the defensive immediately. Then, when they get the upper hand, the mimic should already be on the retreat so it can hide and put things back in its favor, again. Taking on a mimic isn't a typical battle, it's a game of cat-and-mouse with breaks, confusion, and fear. What did the mimic turn into this time? Where are they now?

Constructing an encounter with a mimic takes careful planning not just in figuring out what will be fair to your players, but in how the mimic will behave during the encounter. A mimic's ideal spot to wait for prey is a place littered with containers it could blend in with and hiding spots it could seek out (longtooth mimics have a more challenging time with this given their immense size). When planning the encounter with one or more mimics, first plan out the encounter area to ensure there are plenty of spots for the mimics to get away, hide, and change their shape to await a new opportunity to strike. They are not very strong head on and rely heavily on the element of surprise.

Encounter Structure

Spending Battle Points to build out an encounter with a mimic is a bit tricky because it largely depends on the level of strategy you expect to deploy during the encounter. You may not expect to be able to let your mimics get away to hide mid-combat, thus making taking out down a walk in the park. You may think your players will come in swinging, preventing the mimic from ever getting a *Chomp* action in. In those cases, the encounter will be quite easy. But if you expect you'll be able to get the mimic to safety throughout the encounter, potentially getting multiple surprises off with it, then you'll want to balance the encounter in greater favor of the PCs.

Tip: If you really want to make sure this encounter is tense and challenging as opposed to an easy one-and-done, have the players be in a situation where they need to capture the mimic alive or are in a location where it would be unreasonably to swing at every container they see. I recently ran an arc just like this!

With that in mind, think about your own ability to run a complex encounter like this and how you feel about your potential to amp up the challenge through strategy and use of the environment. If you're confident, consider that confidence as being worth -2 Battle Points. If you're not confident, consider that as being worth +2 Battle Points. Remember that in accordance with the core rules, the amount of Battle Points you have is calculated as **(3 x the number of PCs in combat) + 2**.

To adjust the encounters listed in accordance with the confidence-based Battle Points, consider the following:

- **Confident.** Subtract a damage die from the damage rolled by the mimics.
- **Not Confident.** Increase the Major and Severe Damage Thresholds of the mimics by 1 and 2 respectively.



List of Potential Encounters

The default encounters below presume you have 3 Players. If you only have 1 or 2 players, consider removing 1 of the damage die rolled by each adversary. If you have more than 3, either add 1-2 lower tier mimics to the encounter for each additional player or increase the damage of all mimics by +2 per player.

Tier 1 Encounters

Mimic Cluster Fight

- 3 Slip Mimics (*Minion Variant*) per Player
- 1 Hobble Mimic

Mimic Boss Fight

- 1 Hobble Mimic, adjusted as follows:
 - +1 Major and Severe Damage Threshold for every 2 Players.
 - +1 Stress for every 2 Players.
 - +1d4 damage die for every 2 Players.
 - +2 to Chomp damage for each Player.
 - When the mimic moves, it can move up to Far range without a roll.

Tier 2 Encounters

Mimic Cluster Fight

- 2 Slip Mimics (*Minion Variant*) per Player
- 3 Hobble Mimics
- 1 Major Mimic

Mimic Boss Fight

- 2 Hobble Mimics
- 1 Major Mimic, adjusted as follows:
 - +2 Major Damage Threshold for every 2 Players.
 - +1 Stress for every 2 Players.
 - +1d4 damage die for each Player.
 - +2 to Chomp damage for each Player.

Using Environments

Tier 3 Encounters

Mimic Cluster Fight

- 6 Slip Mimics
- 3 Hobble Mimics
- 2 Major Mimics

Mimic Boss Fight

- 1 Longtooth Mimic

Tier 4 Encounters

Mimic Cluster Fight

- 6 Slip Mimics (Minion Variant) per Player
- 3 Hobble Mimics
- 3 Major Mimics

Mimic Boss Fight

- 1 Hobble Mimic per Player
- 1 Longtooth Mimic, adjusted as follows:
 - +2 Major Damage Threshold for each Player.
 - +1 Severe Damage Threshold for each Player.
 - +4 to the damage of all segments for every 2 Players.
 - +4 to Chomp damage for each Player.
 - +1 to the number of Hit Points marked by Swallowed creatures when the mimic is spotlighted.

Using Environments

There are three environment blocks included with this encounter guide, each designed to give the GM a way to easily move the mimic around, transform them, and gain the upper hand during combat to keep things tense and exciting during an encounter with even just one mimic. That being said, these environments can also ramp up the difficulty and deadliness of an encounter with a mimic as it gives them opportunities to hide. Whether or not you should use them is up to how challenging (and hair-pullingly frantic) you want the encounter to be.

Consider the *Messy Kitchen*, *Dingy Bar*, and *Storage Facility* as being worth 2 Battle Points.

Messy Kitchen

An old, messy kitchen. The owner of this establishment thinks they're going insane because they swear their spice jars, tea kettles, and other containers end up in places they shouldn't be. One of the cooks even claims a sachet of paprika bit them! Lots of places for tiny slip mimics to hide out in here.

This is a great, smaller space to encounter clusters of tiny mimics. Slip mimics like to move around constantly and change their forms, having a hard time maintaining one for too long, so they'll be on the move and shifting their shape every chance they get. It's not a surprise the cooks and owner think they're going crazy.

Dingy Bar

People have gone missing in the large, last stall of this old, run down bar's bathroom, never to be seen again. It has become something of a local folktale. Cases have been investigated, but either the investigators have also gone missing or they've come up with nothing.

An excellent location for a mini-adventure to take place. The dingy bar offers lots of hiding places for a mimic, though from the tale above, the mimic seems to prefer sticking around as a dirty toilet.

Storage Facility

When construction of storage facilities began in an effort to handle overstock, it was like a dream come true for mimics. Who knows how many have moved into these places? Some of them have become overrun with them!

A labyrinthine place to hunt down even a single mimic, let alone many. Lots of opportunities, here!

ADVERSARIES

Concocted by wizards long ago to protect their homes and belongings, mimics take the forms of containers of all kinds, using the lids of those containers as tooth-riddled gateways to an acid-filled pit for digesting nosy adventurers and slippery thieves. Why ancient wizards opted to give these creatures teeth, tongues, and gelatinous green saliva is beyond the comprehension of the everyday dungeon delver. What is known, though, is that these creatures are dangerous and many of them have been without a master for hundreds—perhaps thousands—of years, now.

About Mimics

The Life of a Mimic

Mimics do not age, grow up, or mature as humans do. They were created to be the size and shape they are and they will never grow larger than that. They also have no sense of real accomplishment or goal beyond simply *eat*. And so a mimic will spend its life finding the most optimal spots and locations to eat. They alter their form into those of recognizable containers less out of self-preservation and more because it is the most optimal way to get meals to come to them and keep a steady stream of incoming food.

Because they typically find a solid spot to settle in for to catch prey, mimics generally do not leave a spot they have found for months or even at all, if they're lucky enough. Unless they find they are genuinely no longer able to trap prey, they will keep themselves where they are and maintain the same shape (save slip mimics change their shape and location frequently, though usually within the same rough area).

Mimic Behavior

Hiding

Mimics have never been seen changing their shape or getting into their hiding positions. Even their creators have not perceived this behavior. Mimics seem to have an uncanny knowledge of when they are being watched and, during these times, do not move or change form if they believe they are still hidden. When they do wish to change form, they will first get out of sight, find an optimal hiding position, and change their shape there. Once in a hiding position, most mimics prefer to settle into it for a long time rather than quickly moving between them (again, apart from slip mimics, which like to move around and alter their forms frequently, though still unseen).

If a mimic is forced out of hiding, it will largely maintain the shape it was in, hopping, wobbling, and rolling to get around (some stronger mimics even drag themselves with their tongues). The only part of its true self a mimic will expose at this time is its mouth, including its many teeth and long, slime-coated tongue.

Shifting

How exactly shifting works for a mimic is rather bizarre. Their form must *always* be that of a container with some sort of lid, hatch, or other manner of opening or closing. As long as the mimic has seen it at least once, it can copy that shape at any time, speaking to a rather remarkable memory... or *storage capacity*, if you will. The container must also be roughly the same size as other containers the mimic was designed to copy, though some variance is possible. A slip mimic, for example, is always expected to be roughly larger than a fist while a longtooth mimic would have a difficult time fitting through most doorways.



About Mimics

Any single opening to the container a mimic is choosing to shift into is akin to a portal into the mouth and stomach of the mimic. The actual dimensions of the container seem to have nothing to do with the dimensions and contents of the mouth and stomach, either; a mimic's interior can be at least a bit larger than its exterior, and its mouth can stretch to a horrifically large scale.

Eating

Mimics do not digest food, yet they have been given a *desire* to eat as a means by which to ensure they would prove valuable defenders of treasures, secrets, and homesteads. They have a hunger, yet it will never truly be satisfied.

When a mimic eats a rat, adventurer, or stray Pomeranian, it does not provide them with nutrients or anything at all, really. To a mimic, it is simply what must be done, and they'll keep doing it until someone puts an end to them.

Relationships with Other Mimics

Mimics do not form bonds with other mimics. They do not have social structures or hierarchies. The most that can be said about relationships between one mimic and another is that they have a mutual understanding: they are driven by the same force and neither desires to touch or eat the other.

That said, mimics do tend to congregate in similar locations. This is less the result of a desire for companionship and more the consequence of all mimics having the same preferences when it comes to hideouts. Worse still, mimics have no sense of territory when it comes to other mimics, so where there are two or three, there could be five, six, or dozens more.

Relationships with People

Mimics were created as guardians of treasure and goods by wizards long ago, and some spellcasters today do still create creatures like these, though tend to do so with more care than their predecessors so as not to create an undying, flesh-eating monster. Because of this, it is reasonable to wonder whether or not a bond can be formed between a person and a mimic.

Some have claimed to tame mimics who were abandoned by their creator — at least, as much as one could possibly tame a mimic. This is not to say the mimic understands they have a relationship or would not eat their alleged companion if given the chance, but there have been documented cases of rogue mimics being successfully coerced into protecting the wares of shopkeepers, groves of druids, and libraries of mages, none of whom were their original creator. While some of these people may believe this is a true alliance or even friendship, that has yet to truly be documented.

