



DUNGEONS & LAIRS #31: MIMIC MUSEUM

Mimic Museum is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers a general guideline on how to scale the adventure for each level. A group of mimics have turned a museum of priceless artifacts into their personal lair.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Mimic Museum Hooks table on the next page offers details for introducing this adventure to your players. If your campaign does not take place in Omeria, of course feel free to disregard the factions associated with each hook.

Gold Rewards. To further incentivize the party to travel to the Museum of the Mimics and dispose of the loathsome creatures, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 500 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

OMERIA PLACEMENT

The natural history museum fits into just about any large Omerian city, be it Greatwell in the Summer Land, Castlegrasp or another city along the Weysevain Coast, or maybe Boscos in Odonburg.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

MIMIC MUSEUM HOOKS

d8	Side Quest Type	Faction	Details
1	Fetch Quest	Witnesses of the Worm	The Witnesses ask the characters to find out whatever is killing the guests and get a sample if they can. In addition, they should rob the museum of anything that seems valuable and won't be missed.
2	Recover Stolen Item	Dream Enders	The museum has historically been a useful place for storing items of interest. Quietly stop whatever is going on to preserve the Dream Enders' assets. If that is not possible, they have a list of items that'll need to be retrieved.
3	Receive Information	Bharzal's Blades of Doom	The doomblades heard there was a job that involved some missing folks from a museum, and there's payments involved. Sounds like good looting to them, but they want to know what's going on first. If it's too dangerous, they'll just sell the info to the highest bidder, leaving out the danger part.
4	Rescue Mission	Answers for the Righteous	The museum's curator Abarat has a wealth of knowledge on Omerian history. Convince him to evacuate if possible, and, failing that, protect him.
5	Find a Missing NPC	The Circle Unbroken	A child of a small-town elder went off to visit "the big city" and was supposed to return days ago. The only clue is that the museum was the one place they mentioned wanting to visit. The Circle wants the characters to discover the fate of this teenager.
6	Monster Hunt	The Sunken	The Sunken want the characters to simply go in there and break everything. They can keep whatever looks valuable as their reward in addition to payment by the Sunken.
7	Supernatural Investigation	Gold Fingers on the Iron Hand	The museum's sewage system is full of fresh human remains. The characters must investigate the museum to find out why. This museum has been a great place to pick clean of valuables and useful items but now its sewage system is full of fresh human remains. The Gold Fingers can't have one of "their" places dangerous to them. They want the characters to find out what is happening. If they can use it, they will; if not? Destroy it.
8	Secure Aid	Company of the Many	There are going to be plenty of thieves trying to rob the place and make it look like they are 'helping.' The Company hires the characters to plant some fake items of import that are scrying targets; hopefully the unwitting factions take them, and thus help the curator as Abarat is an old friend of the Company.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 3 as it

may pose too much of a challenge. Similarly, a party with an average party level of 13 or greater might find the adventure too easy.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium

MIMIC MUSEUM

The Maplegarde Museum of Natural History has stood as a cultural and intellectual cornerstone for decades, featuring artifacts both manmade and otherwise. Lately, however, its halls have been empty, its coffers emptier, and its director—a slight and nervous man named Abarat—left wringing his hands at this sudden fall from grace. The cause is at once obvious and yet baffling: guests and employees have begun to go missing. Their remains turn up some days later in the sewer system, bloated, shredded, and bloodied. Things have gotten so dire, in fact, that the people of Maplegarde have begun rumbling about burning the museum to the ground. Desperate for help, Abarat turns to a group of adventurers.

GENERAL FEATURES

The following features are common throughout all areas of the museum and are printed here for ease of reference:

Size & Dimensions. Treat the ceilings within each area of the museum as being 15 feet high unless stated otherwise. If you are using the maps provided, treat each square as being five feet.

Illumination. If the party is investigating during the day, treat each area as being well lit by natural sunlight. If the party is investigating during the night, treat each area as being dimly lit by moonlight.

Surface Detail. The museum is constructed of treated oak wood and marble stone. Large windows of glass are inset into the walls and ceilings, providing plenty of light.

Locks. Several doors and display cases throughout the museum are locked. Characters can make a Dexterity check using thieves' tools to unlock them or break them open with a Strength (Athletics) check. The DCs for these checks depend on the level of the adventure, as shown in the table below.

DEFEATING LOCKS

Adventure Level	Lockpicking	Brute Strength
3	DC 14	DC 16
5	DC 17	DC 19
8	DC 20	DC 22
11	DC 23	DC 25

Creature Mimics. In several exhibits, mimics are imitating different creatures. These creature mimics use their own statistics, except with the following changes:

- The mimic is a monstrosity and gains the shapechanger tag.
- It gains immunity to acid damage and the prone condition, but loses all other resistances or immunities.
- The mimic has darkvision out to 60 ft.
- **New Trait: Shapechanger.** The mimic can use its action to polymorph into an 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.



- **New Trait: False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.
- If the creature has the Immutable Form trait, it loses it.

DON'T DROP THAT!

Special care must be taken during the adventure to prevent unnecessary damage to the museum's artifacts and structure. Whenever any creature misses an attack, casts a spell that damages an area or forces a saving throw, or directly targets a museum piece, the GM must roll a d6 and multiply the result by the level of the adventure. When it comes time for the characters to collect their reward, subtract these results from the total gold value (including items). See "Concluding the Adventure" (page 8) for more information.

Additionally, if an area in which a battle takes place contains treasure as noted in its section, roll a d20 in addition to a d6. On a 1-5, the treasure is destroyed (it may still be collected and possibly repaired, however).



AREAS OF THE MUSEUM

The following locations are keyed to the map of the museum on this page and page 7.

1 - ENTRANCE

Read the following:

An angry crowd has gathered outside the museum's entrance, demanding that the director, Abarat, tell them what's happened to the people who've gone missing. Abarat is pleading with the mob to stand down, dabbing at his forehead with a moist cloth. Some of the people are holding torches. Things might get ugly unless the characters intervene.

Obstacle: Angry Mob. About thirty townsfolk (all **commoners**) have gathered outside the museum. Their ringleader, a NE female dwarf **commoner** named Brordutelyn, demands that Abarat stand aside and allow them to burn it all down. During the course of negotiations, the characters must get three successful Charisma checks; three failed checks result in the mob burning the museum down. The DC of these checks depends on the party's APL. Refer to the chart below for more information:

ANGRY MOB NEGOTIATIONS

Adventure Level	DC
3	DC 14
5	DC 17
8	DC 20
11	DC 23

Abarat's Offer. Once the crowd is calmed, Abarat (N male human **noble**) offers the characters a gold reward as described in the "Plug-In Adventure" section to enter the museum and figure out what's going on. He also warns the characters, however, that damaging the museum's property will lessen the reward.

2 - PUBLIC LIBRARY

Oak bookshelves are arrayed along the walls of this room, lined with classic books. One of the shelves is locked behind a thick plate of glass; the books here are quite old-looking.

Observation: Adventure Level 3 Any character that looks through the glass sees that one of the books inside the case is, somehow, covered in blood.

Locked Bookshelf: The shelf can be unlocked or broken open by using thieves' tools or brute strength. Refer to the Defeating Locks chart on page 3 for the DC relative to the adventure level.

Encounter (Adventure Level 3): Mimic. One of the books in the case is actually a **mimic**. If any character attempts to open this book, it will attack by biting at the face and neck.

3 - ABARAT'S OFFICE

Locked Door: The door to this area is locked. Refer to the Defeating Locks chart on page 3 for more information. If the characters were hired by Abarat, however, the door will be unlocked.

Abarat's office is a reflection of the man: papers are strewn across the desk's surface; several wine stains have sunk into the carpet; the trash bin has overflowed; the chair is darkened with sweat.

Any character that searches the desk finds a set of two hundred keys that can open anything in the museum, providing the characters take a short rest while opening the object.

4 - THE CAFE

The dining area is clean and quiet. There are no signs of disorder at all.

Encounter (Adventure Level 5): Mimics. Two of the chairs here are actually **mimics**. If any of the characters sits down on one of the mimics, they will attack by biting at the buttocks.

5 - WELL-WISHING POOL

Locked Door: The door to this area is locked. Refer to the Defeating Locks chart on page 3 for more information.

The soft babble of water and buzz of insects fills the air here. A small walking bridge covered in moss leads from one end of the pond to the other. Pinpoints of bright light shine through the water—the coins of well-wishers passing through the museum.

Treasure: Lost Pool Treasure. Searching the pool may reveal something valuable. Refer to the following chart to see what the characters might find:

WELL-WISHING POOL TREASURE

Adventure Level	DC: Perception	Treasure
3	DC 16	Silver ring (200 sp)
5	DC 19	Gold ring (200 gp)
8	DC 22	Diamond ring (400 gp)
11	DC 25	<i>Immovable rod</i>

6 - ANCIENT SKELETON DISPLAY

The skeleton of some massive, prehistoric creature dominates the center of the room. The ceiling rises fifty feet in the air and resembles a cathedral dome; painted on the glass is a grand battle scene between monsters and men.

Monster Lore: Prehistoric Beasts. A character with proficiency in Arcana or History can attempt to examine the bones around the room to determine what they are. Refer to the following chart for the difficulty and results of this check:

PREHISTORIC BEASTS

Adventure Level	DC: Intelligence (Arcana or History)	Creature
3	DC 16	Allosaurus
5	DC 19	Elephant
8	DC 22	Triceratops
11	DC 25	Tyrannosaurus rex

Encounter: Prehistoric Mimics. Once all the characters are in the room, the monster bones spring to life! Refer to the following chart to see the encounter information:

PREHISTORIC MIMICS

Adventure Level	Creatures
3	1 plesiosaurus mimic, 1 minotaur skeleton mimic
5	1 elephant mimic, 1 minotaur skeleton mimic
8	1 triceratops mimic, 2 minotaur skeleton mimics
11	1 tyrannosaurus rex mimic, 2 minotaur skeleton mimics

Additionally, during this encounter, monster attacks and abilities that successfully hit (not just miss) also cause damage to the museum and its artifacts as described in the "Don't Drop That!" section (page 3).

7 - HISTORICAL ARMORY

This hall is replete with relics of war. Ornate suits of armor and rubied weapons stand locked behind reinforced glass; wartorn heraldry adorns the walls; each display has been carefully arranged and explicated to maximize the viewer's immersion in history. A staircase in the northeast corner of the room leads upstairs.

Observation: Adventure Level 8 Any character that looks through the glass notices that blood has pooled at the feet of several suits of armor.

Reinforced Glass. The suits of armor are locked behind reinforced glass: characters attempting to pick the lock or break in roll with disadvantage. Refer to the Defeating Locks chart on page 3 for more information.

Encounter (Adventure Level 8): Mimics. Four of the pieces on display here—armor and weapons alike—are actually **mimics**. Once one of the mimics is discovered, the others will spring into action and together will attempt to incapacitate the nearest spellcaster(s).

Treasure (Adventure Level 8): Rod of Rulership. A DC 20 Wisdom (Perception) check reveals a *rod of rulership* locked in one of the glass cases.

8 - HISTORICAL ARMORY II

This room is a continuation of the museum's armory exhibit; it features the same assortment of weapons, armor, and heraldry.

Observation: Adventure Level 5. Any character that looks through the glass notices that blood has pooled at the feet of several suits of armor.

Reinforced Glass. The suits of armor are locked behind reinforced glass: characters attempting to pick the lock or break in have disadvantage on those checks. Refer to the Defeating Locks chart on page 3 for more information.

Encounter (Adventure Level 5): Mimics. Three of the suits of armor and items in this room are actually **mimics**. Once one of the mimics is discovered, the others will spring into action and together will attempt to incapacitate the nearest spellcaster(s).

Treasure (Adventure Level 5): Staff of the Python. A DC 17 Wisdom (Perception) check reveals a *staff of the python* locked in one of the glass cases.

9 - COPPERWARE HALL

Gleaming copperware—plates, vases, pots, etc.—from old civilizations are on display behind thick glass cases in this hall. A double staircase leads to the second floor.

Observation: Adventure Level 3. Any character that looks through the glass notices that two of the vases are swollen and irregularly shaped. These two mimics are still digesting their last (human) meal.

Locked Cases. Six separate cases are in this hall. They can be unlocked or broken open by using thieves' tools or brute strength. Refer to the Defeating Locks chart on page 3 for more information.

Encounter (Adventure Level 3): Mimics. Two of the vases on display are actually **mimics**. They are currently digesting two dead humans and are content to remain passive unless attacked themselves. The two mimics will finish digesting their meals in 8 hours—after that, they'll go looking for someone new to munch on!

10 - CLAYWORKS ROOM

Beneath locked glass displays lie very old (and very fragile-looking) clay objects: toy horses, cups, urns, etc. This is by far the smallest exhibit in the museum, a testament to the rarity of these specimens.

Item Lore: Clay Artifacts. A character with proficiency in Arcana or History can attempt to examine the clay artifacts around the room to determine their value. Refer to the following chart for the difficulty and results of this check:

CLAY ARTIFACTS

Adventure Level	DC: Intelligence (Arcana or History)	Item Value
3	DC 16	200 gp of small art objects
5	DC 19	500 gp of mixed small and medium art objects
8	DC 22	100 pp of ornate art objects
11	DC 25	210 pp of ornate art objects

A successful check informs the characters that the objects would certainly crumble outside the protection of their display cases. In order to safely remove the objects, special precautions (GM's discretion) must be employed.

11 - STATUE GARDEN

Locked Door. The doors to this area are locked. Refer to the Defeating Locks chart on page 3 for more information.

An old marble statue stands alone, surrounded by pockets of flowers left by well-wishers passing through the museum.

Observation: Adventure Level 8 and 11. Any character that examines the statue closely hears someone's muffled pleadings for help.

Encounter (Adventure Level 8 and 11): Golem Mimics. If the characters attempt to free the person trapped within the statue, the statue will awaken and separate into two pieces (a head and a body). Refer to the following chart to see the encounter information:

GOLEM MIMICS

Adventure Level	Creatures
8	1 clay golem mimic (body), 1 mimic (head)
11	1 stone golem mimic (body), 1 mimic (head)



Additionally, during this encounter, monster attacks and abilities that successfully hit (not just miss) also cause damage to the museum and its artifacts as described in the "Don't Drop That!" section (page 3). Any damage incurred this way during this encounter causes the clay objects in area 10 to shatter (add the value of those objects to the characters' total damages).

12 - HISTORICAL ARMORY III

This room is a continuation of the museum's armory exhibit; it features the same assortment of weapons, armor, and heraldry.

Observation: Adventure Level 11. Any character that looks through the glass notices that blood has pooled at the feet of several suits of armor.

Reinforced Glass. The suits of armor are locked behind reinforced glass: characters attempting to pick the lock or break in have disadvantage on any checks. Refer to the Defeating Locks chart on page 3 for more information.

Encounter (Adventure Level 11): Mimics. Five of the pieces on display in this area are actually **mimics**. Once one of the mimics is discovered, the others will spring into action and together will attempt to incapacitate the nearest spellcaster(s).

Treasure (Adventure Level 11): Demon Armor. A DC 20 Wisdom (Perception) check reveals a suit of *demon armor* locked in one of the glass cases (it appears to be a particularly ornate suit of plate armor).

13 - ANCIENT TOOL GALLERY

This gallery showcases tools used by the ancient ancestors of elves, humans, and dwarves. Special care has been made to explicate the items' points of origin and use cases.

Observation: Adventure Level 5 and 11. Any character that examines the tools in their display cases notices that several of them are covered in blood.

Encounter (Adventure Level 5 and 11): Tool Mimics. Several of the tools in this area are actually **mimics**. If one is disturbed, the others will spring to life and attempt to incapacitate the nearest spellcaster(s). Refer to the following chart to see the encounter information:

TOOL MIMICS

Adventure Level	Creatures
5	4 mimics
11	5 mimics

14 - ANCIENT SKELETON DISPLAY, BALCONY

The second floor of the prehistoric exhibit is comparatively lackluster. It's clear the most exciting pieces were left on the ground floor. Nevertheless, there are several interesting pieces tucked safely behind their protective glass: fossilized eggs,

molds of massive footprints, and ancient fauna stuck in amber, for example.

Did You Drop It? If the characters finished the encounter downstairs in area 6, some of the damage incurred should be reflected in this area.

Encounter (All Adventure Levels): Magical Thieves. The thieves responsible for replacing precious artifacts with mimics are hiding from the PCs in this room, using whatever magic and means available to them. If discovered and captured or killed, the PC's potential reward increases by 100 gp per level of the adventure.

MAGICAL THIEVES

Adventure Level Creatures

3	1 cult fanatic carrying 1 mimic in a sack
5	2 cult fanatics carrying 2 mimics in sacks
8	1 mage carrying 2 mimics in a sack
11	1 archmage carrying 1 mimic in a sack

CONCLUDING THE ADVENTURE: WHAT'S THE DAMAGE?

Once all the mimics have been cleared from the Maplegarde Museum of Natural History, the patron (most likely Abarat, the museum director) will spend the next few hours surveying the damage. They will, hopefully, be horrified at the carnage wrought upon their precious establishment—horrified, but thankful for the characters' help anyway.

To calculate the party's final reward, subtract all damage incurred throughout the museum from whatever was promised initially (include the value of items promised, if any). However, if any of the objects were stolen by the characters, and no attempt was made to cover their tracks, the patron will demand their immediate return or threaten to contact the authorities. Ω

CREDITS

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