



# Meat Mimic

medium ♦ monstrosity (shapechanger) ♦ neutral

## DESCRIPTION

The animal rears and unstitches like a gruesome doll. The creature's ribs audibly pop and snap, opening to form an impossible, vertical maw, tongue dragging on the ground, so its spittle sizzles where it lands. The false head of its animal form lolls to the side, and its false animal mouth dislocates to make way for a monstrous goat-pupiled eye which darts between party members. From this amorphous blob, this gore elemental, this Meat Mimic, several bloody tentacles dive into the ground, and you feel the earth tremble as they dart towards you.

## TACTICS

The best player strategy would be to destroy all of its tentacles except one, then focus-fire the main body. It has low movement, so ranged characters should be able to kite it around the battlefield so long as it hasn't entered its enraged mode. Even if the fight goes poorly, should the players choose to run, the Meat Mimic will not be able to keep up, but it will quickly disguise itself and look for another flock to hide in.

The Dungeon Master strategy would be to focus fire on ranged characters. If you have multiple tentacles attacking one character, make sure the first tentacle grapples so all other attacks have advantage. Remember to use the creature's movement to inch closer to the characters and land a Bite attack rather than rely solely on the tentacles — if there are two or fewer tentacles, the Bite is better bang for your buck damage-wise.

## TRAITS

### ◆ Immunities

This creature takes zero damage from the following damage types: acid

### ◆ Condition Immunities

This creature is unaffected by the following conditions: prone

### ◆ Shapechanger

The Meat Mimic can use its action to polymorph into a beast or a bonus action to polymorph 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.

### ◆ Tentacles! (True Form Only)

The Meat Mimic is a meaty blob with X number of tentacles, where X is equal to the number of players in combat. Although each tentacle occupies space on the battlefield like regular creatures, the tentacles share stats, initiative and hit point pool with the Meat Mimic. Damaging area of effect abilities that would affect multiple tentacles only affect the Meat Mimic once, regardless of how many tentacles are targeted. Status conditions only affect individual tentacles or the entire Meat Mimic at Dungeon Master discretion. Play it by ear; I trust you. When any tentacle takes more than 8 damage in a single hit, it is destroyed.

### ◆ Enraged! (True Form Only)

If all the Meat Mimic's tentacles are destroyed, the Meat Mimic adopts its alternate move set, powering up its Bite attack. Describe the creature physiology changing, bone spikes jutting out from its form to grip the ground, so it becomes this tense, quivering mass.

### ◆ Grappler

The Meat Mimic has advantage on attack rolls against any creature grappled by it.

## ABILITIES

### ◆ Tentacle Slam! (True Form Only)

Each tentacle can move up to 10ft and make a melee weapon attack.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target each. Hit: 4 (1d4 + 2) bludgeoning damage. On hit, the tentacle may choose to grapple the target in lieu of inflicting damage. If a tentacles is busy grappling a creature, it cannot attack, but can still move. Grappled creatures can use their action to attempt a DC11 Athletics or Acrobatics check to escape the grapple.

### ◆ Bite

Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 6 (2d6) acid damage. Creatures bitten by the Meat Mimic have disadvantage on Animal Handling checks for one week, as animals sense the predator's effect.

When enraged, the Meat Mimic can fling itself like a projectile as part of this attack at its target within 30ft.

HIT POINTS <b>58</b>	ARMOUR <b>12</b>
INITIATIVE <b>+3</b>	SPEED <b>15</b>
	FLY <b>—</b>
	SWIM <b>—</b>
	BURROW <b>—</b>

<b>+2</b>	STRENGTH SAVE
<b>+3</b>	DEXTERITY SAVE
<b>+2</b>	CONSTITUTION SAVE
<b>-1</b>	INTELLIGENCE SAVE
<b>+0</b>	WISDOM SAVE
<b>-1</b>	CHARISMA SAVE

STR <b>+2</b> 15	DEX <b>+3</b> 16	CON <b>+2</b> 15
INT <b>-1</b> 9	WIS <b>+0</b> 10	CHA <b>-1</b> 9

PASSIVE PERCEPTION <b>12</b>	
<b>60</b> DARKVISION	TREMORSENSE <b>—</b>
<b>—</b> BLINDSIGHT	TRUESIGHT <b>—</b>

### SKILLS

<input type="radio"/> <b>+3</b>	Acrobatics (Dex)
<input type="radio"/> <b>+0</b>	Animal Handling (Wis)
<input type="radio"/> <b>-1</b>	Arcana (Int)
<input type="radio"/> <b>+2</b>	Athletics (Str)
<input type="radio"/> <b>-1</b>	Deception (Cha)
<input type="radio"/> <b>-1</b>	History (Int)
<input type="radio"/> <b>+0</b>	Insight (Wis)
<input type="radio"/> <b>-1</b>	Intimidation (Cha)
<input type="radio"/> <b>-1</b>	Investigation (Int)
<input type="radio"/> <b>+0</b>	Medicine (Wis)
<input type="radio"/> <b>-1</b>	Nature (Int)
<input checked="" type="radio"/> <b>+2</b>	Perception (Wis)
<input type="radio"/> <b>-1</b>	Performance (Cha)
<input type="radio"/> <b>-1</b>	Persuasion (Cha)
<input type="radio"/> <b>-1</b>	Religion (Int)
<input type="radio"/> <b>+3</b>	Sleight of Hand (Dex)
<input checked="" type="radio"/> <b>+5</b>	Stealth (Dex)
<input type="radio"/> <b>+0</b>	Survival (Wis)

### LANGUAGES