

NOVEMBER EXCLUSIVE CONTENT

HUNGER

Encounters Level: 10th-15th

Encounter Type: Combat

Encounter Overview: The party comes across an ancient, living, hungry mausoleum and fights the monstrosity off.

Encounters Location: Any cemetery.

Special Thanks: Charlie Branson (DMCharlie) for the ideas, insights, and words which were key to bring this encounter to life..

BACKGROUND

The mimic in the graveyard is among one of the oldest, largest mimics in the ecosystem. It has successfully hidden in the graveyard for generations, having learned if it is patient, the residents of the nearby town will eventually bring along a tasty, recently deceased for internment in the tomb.

The locals, having discovered the bodies gone with each successive internment (prior to actual burial, per the faith's tenets) began to believe the tomb was a holy site of their deity, and individuals placed there were assumed into the celestial plane of their god/goddess.

This worked well for generations, as the bodies of the faithful were interred in the tomb, the mimic would feed, and the locals would cry "*Miracle! Miracle!*". That is, until five or six years ago, when a

new and powerful cleric in the town appeared and managed to keep everyone puttering along happily and resurrecting those who had the misfortune to die.

The massive mother-mimic is now absolutely famished. When an honored town elder of some 130 years (very old for a human) finally croaks. "*Bring him back? Ummmm. Yeah. Nope.*" says the young, powerful cleric gazing at the withered corpse. Nothing can be done, so the town prepares for the first funeral in years.

THE ENCOUNTER

There are two main hooks to involve the party in this encounter, which are described below.

THE BURIAL

The party is in town and everyone is talking about the death of "the old man", Frankis, who recently died at the age of roughly 130 (nobody knows for sure). The whole town is invited for the burial ceremony as it's the first in years. The new priest in town, a **deva** in guise of a male human going by the name of Murdok, has been resurrecting everyone. However he decided not to bring the old man back to life. Any NPC who interacted with the party invites them to join the townsfolk.

If they accept, everyone heads to the graveyard at night. The party is with the crowd of locals, in the middle of the internment ceremony, and watch in horror as the powerful young cleric, the body of



the elder and several pallbearers enter the tomb...and promptly begin to get gobbled up! Skip to “The Fight”.

HELP!

The party comes across a notice board in a city which states: “*Urgent help needed from powerful and good-willed adventurers! We can pay you 1000 gp. Come to the temple in [INSERT TOWN NAME]*”

The cleric, Murdok, receives the party in the temple and explains the situation about the living mausoleum and tells the party that the townsfolk have gathered all their saving to bring adventurers to help them. A successful DC 15 Wisdom (Insight) check reveals that the deva is holding back information. On a successful DC 17 Charisma (Deception, Persuasion, or Intimidation) check, the

deva reveals that other two adventurer groups tried to help them but perished in the process. If the party agrees to help them, skip to “The Fight”.

THE FIGHT

The **mimic mausoleum** is famished and attacks the party with full force, making use of its lair actions and regional effects.

Strategy: the mimic focuses its efforts in trying to engulf the weaker character, while keeping the rest at bay by using its lair actions. If townsfolk are present, it will try to engulf them as well, one at a time.

If engulfing proves too difficult, it focuses on finishing up any melee character while hindering ranged characters.

OUTCOMES

Some of the possible outcomes are listed below:

- The party ignores the situation
- The party helps the town and refuses the payment
- The group helps the town
- The characters die and are consumed by the mimic

REWARDS

If any characters help the town, award the party XP equal to a deadly encounter. If they refuse payment, award them additional XP equal to a hard encounter.

MIMIC MAUSOLEUM

No one really understands the life cycles of mimics. Left alone, these metamorphic monstrosities can live hundreds, even thousands of years, preying on the unwary and spawning every century or so.

Undiscovered and unchecked (they have few, if any natural predators) a mimic will live and grow unchecked, taking on the shape and form of ever larger objects. Stories have circulated of objects larger than chests and doors turning out to be mimics...including altars, couches, even entire dragon hoards.

It is reasonable then, to assume that like an ancient dragon, should a mimic survive long enough, it would grow into epic, gargantuan proportions.

LAIR ACTIONS

The mimic mausoleum can take lair actions while in the graveyard and while it's not incapacitated.

On initiative count 20 (losing initiative ties), the mimic can take on the following lair action options, or forgo using any of them in that round:

- The mimic chooses a point within 20 feet of it. All creatures in a 10-foot radius from the point must succeed in a DC 22 Strength saving throw or be knocked prone.
- The mimic choose a creature within 30 feet of it. The creature must succeed in a DC 19 Wisdom saving throw or become poisoned until the end of its next turn.
- The mimic strengthens the mists around a point within 30 feet of it. All creatures within a 15-foot radius of the point are heavily obscured and blinded.

REGIONAL EFFECTS

The cemetery is altered by the mimic's supernatural powers, creating the following effects:

No Escape. When famished, the mimic creates a dome force field around the graveyard, making it impossible to escape the location without magical means. No attacks or spells can penetrate this dome. The dome activates if it takes any damage.

Shake the World. The ground within the graveyard's walls becomes difficult terrain once the fight starts.

IMPORTANT NOTE

Researchers found deep within the stacks of the biggest libraries and forts that mimics spawn by presenting as inert chests filled with coin and jewelry...which are in fact mimic larvae. Unwitting adventurers loot the chests, take the treasure and spend it willy-nilly, seeding unsuspecting areas



MIMIC MAUSOLEUM

Gargantuan Monstrosity (Shapechanger), Typically Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 387 (25d20 + 125)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	21 (+5)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Wis +8, Int +5, Cha +6

Damage Immunities acid

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 12

Challenge 20 (25,000 XP) **Proficiency** +6

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 22). Ability checks made to escape this grapple have disadvantage.

Engulf. The mimic makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the mimic, and it takes 42 (12d6) acid damage at the start of each of the mimic's turns.

If the mimic takes 40 damage or more on a single turn from a creature inside it, the mimic must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the mimic. If the mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary mausoleum.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Malvolent Resistance. If the mimic fails a saving throw, it can expend one of its unspent legendary actions to succeed instead. One creature within 30 feet of the mimic must make the exact same saving throw. On a failure, the creature takes 18 (4d8) necrotic damage.

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.

Tear it Down. Some specific parts of the mimic can be attacked and destroyed. The name, description, armor class, (AC), and hit points (HP) are listed below. These parts are immune to poison and psychic damage.

Gargoyles: these four stone statues are located on the mimic's "roof". AC: 15, HP: 52

Dragon Heads: these four stone draconic heads are located on corner of the mimic's "roof". AC: 13, HP: 35

Weakening Aura. Any creature standing 10 feet from the mimic needs to succeed on a DC 19 Constitution saving throw or have any damage dealt from weapon attacks halved until the start of its next turn.

ACTIONS

Multiattack. The mimic makes three pseudopod attacks, a tombstone throw attack, and a bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 34 (4d12 + 8) piercing damage.

Gargoyle. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one creature. *Hit:* 22 (4d6 + 8) piercing damage and 16 (3d10) necrotic damage.

Malevolent Breath. The mimic chooses any of its standing dragon heads to originate the attack. It can choose to use this breath attack as a 15-foot cone or a 30-foot line that is 5 ft. wide. Any creature caught in the breath attack needs to succeed on a DC 19 Dexterity saving throw, taking 13 (3d8) necrotic damage and 13 (3d8) fire damage on a failure, or half as much on a success.

Pseudopod. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the mimic is in object form, the target is subjected to its adhesive trait. It can grapple up to three creatures. The mimic can pull a grappled creatures 20 feet towards it instead of dealing damage with this attack.

Tombstone Throw. *Ranged Weapon Attack:* +14 to hit, range 60 ft., one creature. *Hit:* 27 (3d12 + 8) bludgeoning damage. The creature must succeed on a DC 22 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

The mimic can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin regains spent legendary actions at the start of their turn.

Gargoyle. The mimic makes a gargoyle attack. It cannot use the same gargoyle twice in the same round to make this attack.

Breath Weapon. The mimic makes a malevolent breath attack as long as it has any standing dragon head.

Unholy Tendrils (Costs 2 Actions; Recharges 5-6). The mimic summons forth evil tendrils from the ground. Any creature within 60 feet of the mimic must succeed in a DC 19 Dexterity saving throw or take 22 (4d10) necrotic damage and the creature cannot regain hit points until the end of its next turn.