



**“PROTEIN OVERLORD”  
GIGA MIMIC**

CR  
5

CR  
10

CR  
15

Originating from a gluttonous void, Giga Mimic now prowls a scholarly library turned battle arena. Once a typical mimic, its insatiable appetite led it to devour mystical wrestling tomes. Infused with the primal energy of a Rive, this creature took on a peculiar transformation—a wrestler’s muscular body crowned by a treasure chest’s wooden visage. Its deep-purple skin glimmers with sweat, and a monstrous tongue lurks within its cavernous mouth.

When provoked, Giga Mimic unleashes a surprise twist in its primal form, executing Dropkicks, Suplexes, Sleeper Holds, and thunderous Elbow Drops. This enigmatic entity sparks excitement, amusement, and a twist of the unexpected on the battlefield.

# GIGA MIMIC'S HABITS OF MIND

## STANDARD

### MONSTER TURN



#### TARGET PRIORITIES

1. Nearest enemy
2. Enemies that undermined Giga Mimic's confidence
3. Enemies with the highest Athletic bonus



#### MOVEMENT

- ◆ Move toward Target Priority



#### ACTION

- ◆ If the Target Priority is within range  
↳ **Actions:** Multiattack

### PLAYER TURN



#### DURING PLAYER MOVEMENT

- ◆ If an enemy moves within 5 ft. of a mundane object  
↳ **Reactions:** Inanimate Ambush (Bite)



#### END OF TURN

- ◆ If there is an enemy within 10 ft.  
↳ **Legendary Actions:** Vicious Bite
- ◆ If there are no enemies within 5 ft.  
↳ **Legendary Actions:** Mimicry Hop (Toward Target Priority)
- ◆ Enter **Primal form**  
↳ If Giga Mimic's Hit points are **0**.  
↳ If Giga Mimic is grappled.  
↳ When Giga Mimic's confidence or showmanship is severely undermined by taunts or insults.

## PRIMAL

### MONSTER TURN



#### TARGET PRIORITIES

1. Nearest enemy
2. Enemies that undermined Giga Mimic's confidence
3. Enemies with the highest Athletic bonus



#### MOVEMENT

- ◆ Move toward Target Priority



#### ACTION

- ◆ If the Target Priority is within range  
↳ **Actions+:** Impact Strike  
↳ **Actions:** Multiattack (Prioritize Lickwhip)

### PLAYER TURN



#### DURING PLAYER MOVEMENT

- ◆ If an enemy moves within 5 ft. of a mundane object  
↳ **Reactions:** Inanimate Ambush (Lickwhip and hurls them toward Giga Mimic)



#### AFTER PLAYER ACTION

- ◆ If Giga Mimic is targeted by a melee weapon attack.  
↳ **Reactions+:** Absurd Flex (1/round)
- ◆ If Giga Mimic fails a critical saving throw  
↳ **Special Traits+:** Legendary Resistance (1/day)



#### END OF TURN

- ◆ If there are >2 enemies and a vertical surface to climb on within 10 ft:  
↳ **Legendary Actions+:** Elbow Drop
- ◆ Else:  
↳ **Legendary Actions+:** Clothesline  
↳ **Legendary Actions:** Vicious Bite  
↳ **Legendary Actions:** Mimicry Hop



#### INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Showtime* active?  
↳ Yes > **Lair actions:** Are you not entertained?  
↳ No > **Lair actions:** Showtime





## GIGA MIMIC PROTEIN OVERLORD

Large monstrosity (shapechanger),  
Unaligned

**Armor Class** 12 (natural armor)  
**Hit Points** 75 (9d10 + 25)  
**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

- ◆ **Skills** Stealth +2
- ◆ **Damage Immunities** Acid
- ◆ **Condition Immunities** Prone
- ◆ **Senses** Darkvision 60 ft., Passive Perception 13
- ◆ **Languages** Common
- ◆ **Challenge** 5 (1,800 xp)
- ◆ **Proficiency Bonus** +2

### TRAITS

**Shapechanger.** Giga 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 is not transformed. It reverts to its true form if it dies.

**Adhesive Grasp (Object Form Only).** Giga Mimic possesses an adhesive quality that allows it to cling to anything it touches. When a Huge or Smaller creature comes into contact with Giga Mimic, they are ensnared by its tenacious grip and become **grappled**. Requiring a **DC 14 Strength** check to escape. When attempting to escape this grapple, the creature has **Disadvantage**.

**False Appearance (Object Form Only).** While Giga Mimic remains motionless, it is indistinguishable from an ordinary object.

**Grapplefiend.** When Giga Mimic has a creature grappled, it gains **Advantage** on attack rolls against that creature.

### ACTIONS

**Multiattack.** Giga Mimic makes two attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) **piercing damage** plus 7 (2d6) **acid damage**.

**Lickwhip.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 4) **bludgeoning damage**. If it is in Object Form, the target is subjected to its **Adhesive Grasp** trait. After the attack, It can throw the target up to 10 feet in any direction.

**Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) **bludgeoning damage**. The target is subjected to its **Adhesive Grasp** trait.

### REACTIONS

**Inanimate Ambush.** When an enemy creature moves within **5 feet** of a small or medium mundane object, Giga Mimic can invoke its magical ability to transform that object into a **Mimic**. It has the same stats as Giga Mimic, except it has **25** hit points and can only use the **Bite** and **Lickwhip** attack.

### LEGENDARY ACTIONS

Giga Mimic can take **1** Legendary Action, 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. Giga Mimic regains spent Legendary Actions at the start of its turn.

**Vicious Bite.** <1> Giga Mimic makes a **Bite** attack

**Mimicry Hop.** <1> Giga Mimic performs a quick hop, allowing it to move up to its speed without provoking **Attack of Opportunity**.

### ACTIONS+

**Impact Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) **bludgeoning damage**. The target must succeed on a **DC 14 Strength** saving throw or be ensnared by its tenacious grip and become **grappled**. When the target is grappled;

- ◆ **Dropkick.** Giga Mimic delivers a powerful jumping kick. The target must succeed on a **DC 14 Strength** saving throw or be forcefully pushed away and take an additional 11 (3d6) **bludgeoning damage**.
- ◆ **Suplex.** Giga Mimic hoists the grappled target into the air and slams it to the ground. The target must succeed on a **DC 14 Strength** saving throw or be knocked **prone** and dealing an additional 11 (3d6) **bludgeoning damage**.

### REACTIONS+

**Absurd Flex.** When targeted by a melee weapon attack, Giga Mimic responds with an over-the-top flexing display, attempting to absorb the incoming assault through sheer muscle power. Giga Mimic must succeed on a **DC 18 Strength** saving throw; on a success, the attack deals no damage.

### LEGENDARY ACTIONS+

**Clothesline.** <1> Giga Mimic rapidly dashes up to **20 feet toward** a target it can see, extending an appendage like a deadly whip. The target must succeed a **DC 14 Dexterity** saving throw or be knocked **prone** and take 11 (2d10) **bludgeoning damage**. On a successful save, the target takes half the damage and isn't knocked prone.

**Elbow Drop.** <1> Giga Mimic climbs a vertical surface or vaults atop a sturdy object within a **10-foot reach**. It then executes a daring leap, making a resounding impact as it lands in an adjacent **10-foot square**. Every creature within this area must make a **DC 13 Dexterity** saving throw or be knocked **prone** and endure 14 (2d10 + 3) **bludgeoning damage**. On a successful save, Giga Mimic sustains 7 (2d6) **bludgeoning damage** from the impact instead.

## PRIMAL FORM

If Giga Mimic would be reduced to **0** hit points, its current hit point total instead resets to **90** hit points, and it clears any and all status effects. Additionally, Giga Mimic can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Giga Mimic will immediately activate its "**Primal Form**".

- ◆ If Giga Mimic is grappled.
- ◆ When Giga Mimic's confidence or showmanship is severely undermined by taunts or insults.
- ◆ When badly injured. Hit points are brought to **0**.

*"The Mimic falls into a sudden hush, tucking its typically unruly tongue back into its mouth and freezing its chattering top half. The sounds of applause and cheers fill the air in the vicinity, and an unexplained spotlight suddenly shines on the Mimic. The treasure chest facade rises, revealing a new figure beneath it. First, its broad shoulders, then its incredible chest, followed by a rock-hard six-pack and legs the size of logs. What was once a small Mimic now stands tall, towering over you, letting out a loud cheer and flexing its solid muscles for all to see. Behold, the arrival of Giga Mimic!"*

### SPECIAL TRAITS+

**Legendary Resistance (1/Day):** If Giga Mimic fails a saving throw, it can choose to succeed instead.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Giga Mimic takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

**Showtime.** Giga Mimic strikes a pose, raising its arms high and flexing its biceps. **1d4** mundane objects within a **20-foot radius** of Giga Mimic are magically transformed into **Mimics** in Object form.

**Are you not entertained?** Giga Mimic strikes a dramatic pose, hunching forward with arms outstretched and flexing its muscles before letting out a crowd-pleasing scream. Nearby **Mimics** reveal themselves and cheer on Giga Mimic, granting it **Advantage** on its next attack and restoring **1d6** hit points for each allied **Mimic** in a **30-foot radius** around itself.