

MAESTRO'S MONSTROUS ARMS: MIMIC

Ah yes, Mimics - tricky little beasts. Their ability to shapeshift into all sorts of objects has fascinated me for the longest time. A creature of flesh and blood, that changes its form to whatever it needs, completely without the use of magic - fascinating! To duplicate this effect would truly be a marvel of artifice. Only a true genius would be able to do so. Luckily for you, your's truly is not called the greatest artificer in the land for nothing! I expended quite some coin to hire a cadre of tamers to hunt down these shapeshifting beasts for me. They demanded an extra fee because "mimics are hard to find", can you believe that? Oh well, sacrifices in the name of science had to be made so I paid their price. But in the end, it was worth it every coin!

My experiments with the obtained mimic carcasses were fruitful! While I could not duplicate the method of shape changing itself, I was able to extract the mimic's flesh and change it to my needs, creating several new and exciting weapons and items in the process.

- Maestro

ANY-WEAPON

Magic Weapon, uncommon (requires attunement)

In its base form this weapon appears to be nothing more than a fleshy mass writhing around a handle.

Once per turn when you use an action to attack, you can transform the Any-Weapon before or after an attack into any simple or martial weapon that you are proficient with as part of the same action. If you transform this weapon into a ranged weapon, the Any-Weapon does not provide ammunition for the weapon. Alternatively, you can use a bonus action to shapeshift the Any-Weapon into any simple or martial weapon that you are proficient with or use an action to transform the Any-Weapon into a shield. The Any-Weapon remains in its current form for as long as you are attuned to it, or until you shapeshift the weapon again.



Artwork by DM Tuz

Fleshy, organic, warm to the touch - Look, even a genius such as I can only make armor made out of a literal mimic look so ... non-upsetting. Once you're past the subtle undulations and multitude of eyeballs watching you, however, you'll find this is no ordinary flesh-armor! Put it on, and it will take the form of any attire you could imagine, bereft of teeth and eyes, even! Once you're done blending into a soiree or trying to pass for a person who can form full sentences, whatever adventurous sorts do, the armor will snap back into its base form - convenient!



Artwork by DM Tuz

CHANGING ARMOR

Magic Armor (any light or medium), uncommon

This strangely organic looking piece of armor is warm to the touch and seems to be subtly shifting as if moving in place.

You can use an action to shapeshift the armor into any kind of common or fine clothing and lose any bonus to AC that it provides for as long as it remains in that form. As an item interaction, you can return the armor to its original form. If the armor's magic is suppressed it remains in the form it currently has and cannot change its form.

Yes, it may LOOK like nothing more than a mass of flesh and tendrils wrapped around a handle, but this devious little device is a truly revolutionary weapon! With its own brain - or whatever passes for one - somewhere within all the ... organic goop, this little beastie effortlessly becomes whatever weapon is called for in a given fight, transforming into new arms with every swing! I daresay it might be more intelligent than most of its wielders!

Unassuming on the outside, a mess of teeth, eyes and sickly purple flesh within, this cloak truly does embody the whole ... mimic aesthetic, doesn't it? Put it on, try not to think about what's in contact with what once you do, and you'll find the powers of the mimic are transferred to you, in a sense! Anyone wearing the cloak can mimic the appearance of any object they could reasonably fit inside - a chest, a statue, one of those ... iron-banded casks the common folk seem so fond of - you name it, you can pretend to be it - perfect for hiding from debt collectors, or other unsavoury sorts.

MIMIC CLOAK

Wonderous item, uncommon

The outside of this cloak appears unassuming, but one look at its inside reveals its uncanny nature. Its inside is covered with organic, purple flesh with sporadic growths of eyes and teeth.

You can use an action to cover yourself with the Mimic Cloak and have the cloak assume the form of an object of your size or one size smaller than you for one hour. For the duration you are covered by the cloak and within the object and cannot see outside out of the object (if the object the cloak transforms into is transparent, you are not visible inside of it and cannot see out of it). The object that the cloak transforms into must be able to contain your body. While you remain motionless and the cloak is transformed, your appearance is indistinguishable from an ordinary object, but the cloak does not assume the object's hardness and weight. When you use any action, take damage, or you are uncovered while the cloak is transformed, the cloak returns to its original form. Once the Mimic Cloak is transformed, it can't be transformed again until one hour has passed.



Artwork by DM Tuz



Artwork by DM Tuz

Mimics aren't valuable just for their accessorizing capabilities, you know! This unassuming jar of viscous, purple goop is their ace in the hole, a powerful adhesive typically secreted by the beasts to trap their hapless prey! It's rather foul stuff, hence why the jars are sealed so tightly, and I'd rather you not ask how I acquired it in such quantity. Some things are below the likes of the Maestro to divulge ...

MIMIC ADHESIVE

Wonderous item, uncommon (consumable)

This milky, viscous substance has a light purple sheen to it and comes in a tightly lit jar containing 10 ounces of it.

One ounce of this substance can cover a 1-foot square surface. While the substance sets its milky purple sheen is visible. After 1 minute the substance is set, it takes on the texture and appearance of the object or surface it has been spread upon, making it indistinguishable from the rest of the object or surface.

Regardless whether or not Mimic Adhesive has set, a creature coming into contact with the object becomes adhered to it. A creature has to use an action to make a DC 13 Strength check to free itself from the object. When the creature steps on a surface that is covered with Mimic Adhesive it must succeed a DC 13 Strength saving throw or be stuck in place and be restrained until the creature uses an action to free itself with a successful DC 13 Strength check.