

THE COPYCAT

Creeping and stalking through the darkness, this nocturnal predator has the most remarkable method of ingestion. Instead of depending on actual food, it feeds on the very essence of other beings, mysteriously absorbing them. On top of that, the copycat is capable of adopting any skill, trait or other quality of similar-sized creatures unfortunate enough to land in its magical belly. This remarkable feature receives much attention from practitioners of the dark arts. Legend has it that some sinister tinkerer even invented a twisted item strong enough to bind the copycat and harvest its powers...

COPYCAT

Tiny fiend (shapechanger), neutral evil

Armor Class 13
Hit Points 12 (5d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	10 (+0)	14 (+2)	20 (+5)

Saving Throws Dex +5, Cha +7
Skills Perception +4, Stealth +7
Damage Vulnerabilities radiant
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 1/2 (100 XP)

Grim Connoisseur. The copycat has advantage on ability checks to identify creatures and recall lore about them.

Keen Hearing and Sight. The copycat has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Light Sensitivity. While in bright light, the copycat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow-Born. While in dim light or darkness, the copycat can take the Disengage or Hide action as a bonus action on each of its turns and has advantage on Dexterity (Stealth) checks.

ACTIONS

Hollowing Glimpse. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 6 (1d4 + 4) necrotic damage. The copycat regains 2 (1d4) hit points.

Macabre Mimicry (3/Day). The copycat targets one Tiny creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically absorbed by the copycat. When absorbed, the target leaves its space by dissolving into dark dust and is being digested by the copycat. If the copycat dies while digesting a creature, the absorbed creature reappears in the copycat's space, drops to 1 hit point and is unconscious. Otherwise, the absorbed creature ceases to exist after 8 hours.

While digesting a creature, the copycat gains all damage resistances, damage immunities, and special traits of that creature. In addition, the copycat can use that creature's actions and reactions. If special appendages or body modifications are required for any of the features, they appear on the copycat as spectral manifestations representative of the absorbed creature.

