



Mock

A MONSTERIOUS RACE OF MIMICKRY AND NEVER ENDING HUNGER.

By Christopher Zito



PALE IMITATION

Mimics in all bestiaries are commonly known as amorphous aberrations that have the capability of transforming into it's surroundings to ambush it's prey. Often flavored to be a sort of cautionary tale for any well seasoned adventurer and the common folk to not be swayed by greed, less retribution be merciless, cruel and slow. No one knows the birthplace or origin of the mimic as a whole and most dare not fathom traveling to such places to find out, but the Mock deem it worthy to pass on the results half way. The Mock's origins and new found growth are just as mysterious as their mimic ancestors and could have become humanoid through various means.

Some arcanists and scientists claim that the Mock's humanoid stature is the next logical evolutionary step for Mimics, whether it is by magical or natural means one cannot say. While dark mages and the macabre claim it is the result of a mimic simply eating enough flesh of it's victims that the mimic has learned to walk upright to blend in even closer to it's prey. Whatever the case the flesh of a Mock closely resembles that of a Mimic outside of a disguise. The Mock's matter can warp and shift at will, alter it's colors and place more sensitive parts of it's body like it's eyes, teeth, and vital organs underneath it's skin with little fear of their morphing harming any of it's innards. The most common traits of the Mock as a species would be it's humanoid form always appears to be pale, gaunt and boney, it's protruding neck making up most of it's head and an often eyeless face with a mouth that have the capability to stretch down to it's shoulders.

Another key attribute to a Mock's physiology is it's tongue, which in actuality is it's innards stretching out into a rope like pseudopod covered in a sticky mucus like substance to latch onto surfaces and prey. A Mock tongue can extend up to twice the mock's current height in size and always remains the same color, shape and size while polymorphed. Most Mock hunting methods often use the prey's fight or flight response to it's advantage. As the victim attempts to pry off the tongue it unwittingly continues to adhere itself to the appendage while the tongue constricts the body while applying more mucus. When the Mock is confident the target is unable to escape it then pulls the target close to it's body and uses it's claws and teeth to rend the victim's flesh.

A Mock while disguised as another object or creature is near impossible to distinguish as a fake, however a Mock's capability to flawlessly appear as the object it is transforming into relies on the Mock's observation of the object in question. Mock are separated into two subraces; Minor and Major. Minor are more in common with Mimics as their polymorphing abilities are applies to the mockery of objects to blend into surroundings, while Major bind their time in stalking humanoids in the shadow and morphing into one of their own to strike their prey in their moment of weakness.

ORGANIZED TRICKERY

Mock motivations are always driven by hunger, wanting nothing more then to consume and move to a more viable hunting spot, however their newfound bodies come with knowledge of concepts outside of just survival. If a Mock is fed considerably well it will often blend into it's surroundings observing intelligent races and then attempt to integrate itself within civilization to seek companionship, knowledge and social interaction. Having allies is well and good to protect yourself but it's always nice to have a "Plan B" should food supplies run low, thus Mock will often place themselves in occupations that require food processing, medicine, undertaking, and adventuring. Mock may be able to blend into their surroundings but they do not always possess the social skills that civilization is accustom too so more then often a less streetwise or half starved Mock will always give itself away and if not killed on the spot will offer their services for food. Depending on the polymorphing capabilities they can make valuable spies, assassins and even equipment, some Mock can even transform into their allies with some minor blemishes.

MOCK NAMES

Names are irrelevant to the Mock, however they understand it is important to craft a name while they are in disguise while out on adventures. Minor Mock are privy to simply adopting a name from a language that describes and item they often polymorph into, while Major Mock will use the name of a devoured victim to take their place in society or use a commonly heard name while observing a race from afar.



MOCK TRAITS

Your Mock character will have the following features to lie in wait for the best possible opportunity to devour their unwitting prey.

Ability Score Increase. Your Constitution score increases by 2.

Age. Mocks can reproduce after they have consumed at least ten times their mass in matter; once they have done so they can part with a mass of their flesh and shapeshifting the mass into an object, the object is then hidden and incubates a small clutch of infant Mocks within it. When the infant Mocks reach maturity after a year in incubation they will eat their way out of the nest with the same intellect of a young adult humanoid creature. Mocks have no idea when their natural life span ends, they are either killed or cease living by succumbing to starvation.

Alignment. Mocks know the concept of morality, though it is an artificial concept made by those who are not driven by their desire to eat. Mocks will often align themselves to any moral compass to make sure they are fed either by others or to feast upon them. Mocks who work in tandem with other races are normally some form of Chaotic or Neutral alignment.

Size. Mocks are shapeshifters capable of molding their bodies in all sorts of shapes and sizes, however the true form of a Mock is humanoid and can vary between 3'0 - 6'10 feet tall. Your true form is considered a Medium sized creature.

Speed. Your base walking speed is 30 feet.

Darkvision. Mocks have 60ft of Darkvision.

Monstrosity. Mocks may have a higher sense of intelligence than their progenitors, but they are Mimics through and through. Mock characters are considered humanoid and monstrosity for the sake of damage typing.

Tongue. Mocks have long pseudopod-like tongues that can extend up to three times the Mock's body length. These tongues are used to lash out of their gaping maws, blindside prey with the initial strike and then constrict around them while also applying an adhesive slime. Mocks have a natural tongue attack that deals 1d4 bludgeoning + your Strength modifier. On a successful hit with your tongue attack you constrict the target in an automatic grapple. At the start of its turn the grappled target must make a Strength vs 8 + Proficiency + your Constitution modifier to break free of the grapple; on failure it loses its move action. The grappled target may still attack you but with disadvantage. While your target is grappled your speed is reduced to 0 and at the start of your next turn you can use your Bite attack as a bonus action.

Bite. Mocks have vicious rows of sharp teeth that can easily tear apart through metal and flesh alike. Mocks have a natural bite attack that deals 1d6 + your Strength modifier. If your target is grappled by your Tongue, you have advantage to hits with your Bite attack.

Languages. Mocks can read, write and speak Common and Undercommon.

Subraces. You must choose one of the following Subraces for your Mock character; *Minor* or *Major*.

MINOR

Minor Mocks have more in common with Mimics, having perfected the art of using avarice to their advantage. Minor Mocks blend in with the environment and snatch up greedy prey by surprise. Minor Mocks often find hunting grounds in abandoned castles, Kobold dens, or locations where the less observant of adventurers tend to flock. Minor Mocks have the following features.

Ability Score Increase. Your Strength score increases by 1.

Shapechange. As an action you can polymorph into a Medium or Small object or back to your original form. When you shapechange you may take the appearance of any Small or Medium sized object; your stats remain the same while in this new form. Remaining motionless while in this form makes you indistinguishable from an ordinary version of the form you have taken. While in this form you are incapable of communicating verbally. While in an object form you are capable of using your Tongue attack, Bite attack and you are capable of moving while in your object form, however you are unable to use any equipment or items as all equipment is hidden within you during the transformation. If a creature willingly touches you they are automatically considered grappled by you and are unaware of this until you initiate an attack action. While grappled to a creature as an object, you can use an action to return back to your original form while still grappled to the target. A Mock returns back to their original form if they die and all equipment the Mock was wearing during their transformation spills out of their corpse.



MAJOR

Major Mocks have learned to walk amongst humanoids to better blend into their civilizations and ambush their prey when they least expect it. Though Major Mocks are not well adjusted to their new humanoid forms at first, surely if one is unable to discern the differences then natural selection shall be the great equalizer of the confrontation. Major Mock have the following features.

Ability Score Increase. Your Charisma score increases by 1.

Disguise. As an action you can polymorph into a Small or Medium Humanoid or back to your original form. You can polymorph into any Small or Medium sized humanoid race you have observed for atleast 12 hours, however you may only take on a singular form of that race. This form will always appear the same and have a defining feature that is specific to you as a Mock. See the *Major Mock Physical Trait Table* for examples.

While in this form you do not gain the abilities of the race you have changed shape into and your stats remain the same. Once you transform into one race you can retain this form for as long as you want until you revert back to your true form or are killed. Your equipment does not transform with you.

At character creation you are allowed to be familiar with one humanoid race that you can polymorph into. To transform into a new race you are not familiar with you must revert back to your true form, take a long rest and observe the race you wish to transform into for 12 hours. While transformed as a new race you are not accustomed to you have disadvantage to Persuasion, Deception, Intimidation, and History checks pertaining to the race in question. You are considered accustomed to your new form after 3 in game days observing the race.

MAJOR MOCK PHYSICAL TRAIT TABLE

You may choose to either roll a 1d6 to determine one of the physical traits that apply to your Major Mock when they use their disguise ability, or select one that appeals to you the most. Alternatively you can create a new physical trait that occurs when your Major Mock transforms, be sure that your DM finds your custom trait acceptable for the game.

1d6 Physical Trait

- 1 The whites of your eyes are a vibrant red and you have no pupils.
- 2 Your teeth are fanged and when you speak your mouth can often curl into an offputting smile.
- 3 When you speak, you often spittle a sticky offcolored mucus.
- 4 Your tongue is an sickly color and is prone to hanging out of your mouth while speaking.
- 5 Your movement is offkilter, giving the appearance of a physical disability such as a limp or broken limb.
- 6 While disguised, a part of your true form's skin is visible on your chest or back, you can hide this oversight under an article of clothing.



ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

BIG EYES, BIG STOMACH

(Prerequisite: Mock Race, Strength 13 or Higher)

You count as one size larger when determining your carry capacity and the weight you can push, drag, or lift. Your Tongue attack can now grapple Large size creatures. Taking this feature with any additional features that allow you to grapple larger size categories does not increase the size category beyond Large.



BARBED TONGUE

(Prerequisite: Mock Race, Strength 13 or Higher)

Your Tongue attack now deals 1d6 Bludgeoning + your Strength modifier. At the start of a enemy's turn that is grappled by your tongue you deal 1d4 Piercing damage. You can choose to use your Strength modifier or your Constitution modifier for the DC save for targets to escape your tongue's grapple.

STRANGLE

(Prerequisite: Mock Race, Strength 15 or Higher)

If a target fails to escape your tongue's grapple they will suffer suffocation. You can choose to use your Strength modifier or your Constitution modifier for the DC save for targets to escape your tongue's grapple.

LASHING TONGUE

(Prerequisite: Mock Race, Dexterity 13 or Higher)

Your Tongue attack now has a 15ft Reach. On a successful grapple with your tongue, you can spend 15ft of movement to pull the target towards you. If the target is larger than your current size category pulling capabilities on a successful hit with your Tongue attack as a bonus action you can move up to 15ft towards the grappled target.

FLESH FEAST

(Prerequisite: Mock Race, Constitution 13 or Higher)

Once per day, on a successful Bite attack, as a reaction you gain temporary HP equal to the damage dealt by the bite attack. You can use Flesh Feast again after a long rest.

ONE MAN'S TRASH

(Prerequisite: Mock Race, Constitution 13 or Higher)

Once per day you can devour and destroy one non magical object to regain 1 Hit Die worth of health. Eating small objects now also counts as eating the same amount of nutrients as a ration. You can reuse One Man's Trash after a long rest.

MOCK BAG

(Prerequisite: Mock Race, Constitution 15 or Higher)

You can store 50lbs of objects within yourself by devouring them. Devouring a Bag of Holding within yourself will trigger an explosion destroying any items held within yourself using the Mock Bag feat and dealing 12d6 Fire Damage to you and anything within 15 feet of yourself. When your character dies all items held within you with this feat spill out of your body. You can take this feat up to two more times, each time this feat is taken you are capable of carrying 50 more lbs worth of items.

MOCK ITEM

(Prerequisite: Mock Race, Intelligence 13 or Higher)

Eating small objects now also counts as eating the same amount of nutrients as a ration. You can recreate a flawless replica of any small non magical item you have devoured within the last 24 hours. To do so you must devour gold or any other form of currency worth the objects weight or as determined by the DM. The replicated object is indistinguishable from the real item, but will break after it's intended use once. The replica item's intended use is based on the Mock's perception of the item's intended purpose. The DM may choose to create the replica item's intended purpose if need be.

ARCANE SLURP

(Prerequisite: Mock Race, Intelligence 15 or Higher)

If you successfully grapple a target with your tongue, as a bonus action any touch spell you know you can be cast on the grappled target. Any spell effect casted by yourself, allies, or any other sources that requires a saving throw, the grappled target must roll with disadvantage.

TICKLE

(Prerequisite: Mock Race, Wisdom 13 or Higher)

Once per day, when an enemy attempts to escape from your grapple and succeeds, you can use a reaction to force the target to make another saving throw and take the lower result. You may use Tickle again after a short or long rest. This feature does not work on Undead or Constructs.

MOCK WEAPON

(Prerequisite: Mock Race, Minor Subrace)

You can transform into a simple melee weapon that an ally can wield. After using your Shapechange feat, as a bonus action you can place yourself within a willing ally's inventory or free hand within 5ft adjacent to you. When an ally wields you as a melee weapon you occupy the same space as your ally wielding you and your ally treats you as the weapon you have transformed into for the sake of rolling to hit a target. If your ally successfully hits a target with you as the weapon, you can choose to either react with a Bite action, Tongue action, or allow the ally wielding you to simply roll the damage as if you were the melee weapon you are mimicking. While in this form you retain your stats, you may not use any items or equipment in this form, any and all equipment you possess is pulled into your body. Until you attack with your Tongue, Bite, or revert to your true form, you are indiscernible from the item you are mimicking. At the end of your ally's turn if they still have you equipped your initiative is moved to be after said ally. On your turn you may perform actions as per usual. If you return to your true form while your ally is wielding you, you can place yourself 5ft adjacent to your ally and your initiative remains behind the ally who wielded you.

MOCK ARMOR

(Prerequisite: Mock Race, Minor Subrace)

You can transform into a piece of armor that an ally can equip. After using your Shapechange feat, as a bonus action you can place yourself within a willing ally's inventory 5ft adjacent to you. When an ally wields you as armor you occupy the same space as your ally wielding you and your ally treats you as the armor you are transforming into for the sake of statistical effects that armor applies. While equipping you as armor, your ally loses all magical benefits of their previously worn armor. If your ally equipping you is attacked on their turn, as a reaction you can either use a Bite attack, Tongue attack, or you can apply your Constitution modifier to their AC for that attack. While in this form you retain your stats, you may not use any items or equipment in this form, any and all equipment you possess is pulled into your body. Until you attack with your Tongue, Bite, or revert to your true form, you are indiscernible from the armor you are mimicking. On your turn, while equipped to an ally your speed is reduced to 0 and you may use either a Bite attack, Tongue attack, or return to your true form as an action. If you return to your true form while your ally is equipping you, you can place yourself 5ft adjacent to your ally. If your ally leaves you equipped for more than 6 hours you must roll a Wisdom save vs $8 + \text{Proficiency} + \text{your Wisdom modifier}$. On failure you will gain the taste of the ally's flesh, giving into your hunger you will automatically grapple your ally using your Tongue feat. You will use your Bite action on said ally until you succeed the Wisdom save DC, your ally is freed from your grapple, or you slay your grappled ally.

MOCK FIXTURE

(Prerequisite: Mock Race, Minor Subrace, Dexterity 13 or Higher)

You gain the features of the spell Spider Climb, allowing you to use your movement speed to walk and remain on vertical walls.

MOCK SENTIENCE

(Prerequisite: Mock Race, Minor Subrace, Intelligence 13 or Higher)

While polymorphed as an object, you are capable of speaking all languages you understand. This also allows you to be able to cast spells that require verbal components while in object form.

MOCK TELEPATHY

(Prerequisite: Mock Race, Minor Subrace, Intelligence 15 or Higher)

While polymorphed as an object and a willing ally has you in their inventory, you are capable of communicating to said ally telepathically.

MOCK ALLY

(Prerequisite: Mock Race, Major Subrace)

As an action you can flawlessly take the appearance of an ally in your party, imitating their physical appearance, voice, mannerisms, and clothing without having a Major Mock Physical Trait that discerns you from the person you are imitating. Your stats remain the same and your equipment does not change. You can retain this form for as long as you like, if you return to your true form you can use Mock Ally again after a long rest.

MOCK LEARNING

(Prerequisite: Mock Race, Major Subrace, Wisdom 13 or Higher)

Eating the corpse of a humanoid creature that has died within the last twelve hours will allow you to become familiar with transforming into the race while using your Disguise feat. You may only be familiar with transforming into a race per one corpse eaten.

MOCK PERSON

(Prerequisite: Mock Race, Major Subrace, Charisma 13 or Higher)

You may choose one other race that you are familiar with and can transform into using the Disguise feat without suffering the negative effects of being unfamiliar with the race you have chosen. You can take this feat up to two more times.

PERFECT MOCKERY

(Prerequisite: Mock Race, Major Subrace, Charisma 15 or Higher)

You may choose one race that you are familiar with and can transform into using the Disguise feat. You can now transform into the chosen race without having a visible Major Mock Physical Trait.

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AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTABLES,
TWITTER, AND THE KOBOLD DEN
DISCORD.

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