**Four-eyed Mimic Mug**

*Small monstrosity (shapechanger), neutral*

**Armour Class** 14 (Natural Armor)

**Hit Points** 58 (9d8+18)

**Speed** 15ft

**STR DEX CON INT WIS CHA**

17(+3) 12(+1) 15(+2) 5(-3) 13(+1) 8(-1)

**Skills** Stealth +5

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 11

**Challenge** 2 (450xp)

**Traits**

***Shapechanger*** The Four-eyed Mimic can use its action to Polymorph its first ingested form 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.

***Adhesive (Object Form Only)*** The Four-eyed Mimic adheres to anything that touches it. A Small or smaller creature adhered to the mimic is also Grappled by it (escape DC 13). Ability Checks made to escape this grapple have disadvantage.

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

***Grappler*** The Four-eyed Mimic has advantage on Attack rolls against any creature Grappled by it.

**Actions**

***Pseudopod*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the Four-eyed Mimic is in object form, the target is subjected to its Adhesive trait.

***Bite*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage. This attack gains advantage to hit when the target is under the effect of its Adhesive trait.

***Acidic Spittle*** Ranged weapon attack +5 to hit, range 20/100 ft., one target. *Hit:* 4 (1d8) acid damage

***Spiteful Many Eyed Glare*** The Four-eyed Mimic eyes glow with power as it gazes at up to four targets. The targets must succeed a Wisdom saving throw (DC 14) or begin to feel the Psionic pressure or the Four-eyed Mimic’s power taking 4 (1d8) psychic damage and gain disadvantage to attacks against the Four-eyed Mimic until the start of the Four-Eyed Mimic’s next turn.

**Description**

Four eyed Mimic Mugs are often in the Young or Sub-Adult stages of their development. Often some of the angriest forms of Mimic Mug, they will attack anything they perceive as a threat, even if it's not edible. Four Eyed Mimics often make good companion pets if you often go into battle, as in a pinch they can be thrown at the head of approaching enemies. Just take care to take a step back to avoid the blood splatter. Although they most often form with black-red eyes, they do rarely show other eye colour variations. These rarities should be prized, as the different colours are often indicators of different skills or powers.

The Four Eyed variant is a common Mimic hatched at the Inn. Its ferocity and loyalty make the highly prized by adventuring teams looking for a bit of extra protection. Just take care to ALWAYS be kind to them. Anything other than complete love and affection might make this Mimic variation turn quickly against you, with very mortal results.