**Mindflayer Mug**

*Tiny monstrosity (shapechanger), neutral*

**Armour Class** 16 (Natural Armor)

**Hit Points** 89 (14d8+26)

**Speed** 20ft

**STR DEX CON INT WIS CHA**

11(+0) 17(+3) 16(+2) 19(+4) 17(+3) 17(+3)

**Saving Throws:** Int +7, Wis +6, Cha +6

**Skills** Stealth +6, Deception +6, Insight +6, Perception +6, Persuasion +6,

**Damage** Immunities Acid

**Condition Immunities** Prone

**Senses** Darkvision 120ft, Passive Perception 16

**Languages** Deep Speech, Undecommon, Telepathy 120ft

**Challenge** 9 (8200xp)

**Traits**

***Shapechanger*** The Mindflayer Mug 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 Mindflayer Mug adheres to anything that touches it. A Small or smaller creature adhered to the mindflayer is also Grappled by it (escape DC 15). Ability Checks made to escape this grapple have disadvantage.

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

***Grappler*** The Mindflayer Mug has advantage on Attack rolls against any creature Grappled by it.

***Innate Spellcasting (Psionics)*** The Mindflayer Mugs innate spellcasting ability is Intelligence (spell save DC15) It can instantly cast the following spells, requiring no components:

At will: Detect thoughts, Levitate

1/day each: Dominate monster, Plane shift (self only)

***Magic Resistance*** The Mindflayer Mug has advantage on saving throws against spells and other magic effects.

**Actions**

***Tentacles*** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 30 (3d6+4) bludgeoning damage. If the Mindflayer Mug is in object form, the target is subjected to its Adhesive trait.

***Extracting Bite*** Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the Mindflaying Mimic. Hit: 55 (10d10) piercing damage plus 10 (3d6) acid damage. If this damage reduces the target to 0 hit points, the Mindflayer Mug kills the target by eating the brain of the victim.

***Mind Blast (Recharge 5 rounds)*** The Mindflaying Mimic magically emits psychic energy in a 60ft cone. Each creature in that area must succeed a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature may repeat this saving throw at the end of each of its turns, ending the stun effect on a success.

**Description**

This mimic-like creature seems to have inherited some of its master psionic traits upon being created. The tale goes that after taking inspiration from the creation known as the “mimic”, some crazed Mindflayer attempted to improve on the design. Upon awakening, the Mindflayer Mug murdered its creator and is now on a minor planar rampage with few people escaping its onslaught to attempt to warn the world, their attempts thwarted by the sheer ludicrousness of their claims! Now seen as a myth the original creation has had time to feed and spawn hatchlings of its own. With intelligence surpassing the average human… This is truly a planar threat.