**Monoculus-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 Monoculus-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 Monoculus-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 Monoculus-Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Monoculus-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 Monoculos-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

***Mesmeric Gaze*** The Monoculus-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 Monoculus-Mimic until the start of the Monoculus-Mimic’s next turn.

**Description**

The Monoculus, or One Eyed Mimic, is the most common variant of Mimic hatched at The Monster Inn. Usually displaying two long, sharp tusks, they also occasionally form with anything up to six teeth. Although most often appearing with blue or green, Monoculus Mimics can appear with any colour of eye. Each eye colour hints at different abilities these Mimics have, which can be discovered through trial and error.

Rarely, if the eye is damaged, a Monoculus Mimic can form the extremely rare Oracle Mimic. These Mimics can see several future timelines at once and they use this to avoid danger, even when blind. Oracle Mimics are highly prized for this power, and if they feel loyalty to their owner, they will use their premonition to help them avoid danger.