**Multi-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, Perception +5

**Damage** Immunities Acid

**Condition Immunities** Prone

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

**Challenge** 2 (450xp)

**Traits**

***Shapechanger*** The Multi-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 Multi-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 Multi-Eyed Mimic remains motionless, it is indistinguishable from an ordinary object.

***Grappler*** The Multi-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 Multi-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 Multi-Eyed Mimic eyes glow with power as it gazes at up to six 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 Multi-Eyed Mimic until the start of the Multi-Eyed Mimic’s next turn.

***Eyes On the Ball*** The Multi-Eyed Mimic is immune to Flanking and gains a +2 Armour class against ranged attacks

**Description**

Multi-Eyed Mimic Mugs are often in the Young or Sub-Adult stages of their development. These Mimics are extraordinarily hard to sneak up on and often have several powers that are linked to their eyes. This usually differs based on the colour of their eyes. Because of this, Multi-Eyed Mimics with many different eye colours are extraordinarily powerful creatures.

It is currently unknown what each eye colour does, as various researchers have yet to be successful in approaching and befriending this Mimic variant without loss of limb or life.

We at The Monster Inn decided a while ago to stop asking the Mimics to show us their powers like parlor tricks, as whenever we did someone usually died. We refuse to take legal responsibility for any damage or death caused by the purchase of a Multi-Eyed Mimics from us.