**Two-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

***Dastardly Double Eyed Glare*** The Two-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 Two-eyed Mimic’s power taking 4 (1d8) psychic damage and gain disadvantage to attacks against the Two-eyed Mimic until the start of the Two-eyed Mimic’s next turn.

**Description**

The Two Eyed Mimic variant is the most diverse of the different Mimic forms. When red or black eyed, these Mimics are often violent warriors. Much like their Four Eyed brothers and sisters, these Mimics are ready and willing to attack anything they perceive as food, or a threat. Green and blue eyed ones are often more docile and calm, useful mostly for loot storage. No pickpocket will get through that defense. Rarely they come with purple eyes, these are not to be trusted. Think of them as the bards of the Mimic species.

Other eye colour variants have either not yet been discovered or their general demeanor has not been studied in detail.