

THE MIMIC TOWER

"You have to give it to them. The adaptability of mimics never ceases to amaze me!" - Maestro the Magnificent

Seasoned adventurers are no strangers to mimics, shapeshifting monstrosities with a proclivity to camouflage as unassuming objects to devour the unwary. The cunning of mimics appears to be as boundless as their physical malleability, exemplified by the mimic's signature tactic, polymorphing into objects to lure intelligent creatures near to be consumed. In due time, as with any monster, unique specimens appear that challenge what people think they know about mimics.

This mimic is ancient among its kind. It has specialized into a gigantic predator who has honed a particular hunting tactic to perfection - it assumes the form of an ancient tower from its heyday. There it stands, presenting itself on the horizon for any passing traveler to see, promising shelter to the desperate, an adventure for the curious, and treasure to the avaricious. Anyone who enters will not find any of these things, only their untimely demise.

Once a victim has been enticed to enter, this mimic patiently waits. It allows the hapless creature to wander inside as it pleases until the victim's guard is down. The moment that happens, the doors fly shut, teeth and mouths manifest on the walls, and the structure begins to quiver and undulate with gleeful excitement as the tower's lesser spawn reveal their true horrid forms.

All that will be left of those who fall prey to this monstrosity and its spawn are trinkets to entice more victims to be claimed by the Mimic Tower.

Unique among mimics, the shape-shifting powers of this ancient one have evolved to replicate not only the appearance of objects, but its properties as well. On closer inspection, the wooden floors within will creak and bend under weight and the facade outside is indistinguishable from common masonry, both in hardness and texture. As such, it is a fool's errand to attempt to strike the beast's outer shell - those who seek the monster's demise must venture inside to find its core and destroy it. The beast is well aware of its weakness, hiding its core at the apex of its false tower, ready to fiercely defend it from any creature who can survive to make it that far.



Artwork by Clara Fang

A SUDDEN LANDMARK

Developing this advanced form of shape shifting and perfecting its false appearance took an immeasurable amount of time for the mimic. While a common mimic can change its shape within seconds, to assume its complex and gargantuan form, the Mimic Tower must expend time and energy. It takes the Mimic Tower hours to create an immaculate exterior and interior of an unassuming yet intriguing tower, perfect to the last detail which even includes vegetation clinging to its façade.

Because of the investment of time and effort required to set its trap, the Mimic Tower prefers to construct itself in the cowl of night to become a seamless part of the scenery by the following dawn.

TOWER CORE

Medium Monstrosity (Shapechanger), Neutral

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	8 (-1)	15 (+2)	8 (-1)

Proficiency +3

Saving Throws Con +6, Wis +5, Cha +2

Skills Perception +4, Stealth +7

Damage Immunities acid

Condition Immunities prone

Senses passive Perception 14, darkvision 60 ft., tremorsense 20 ft.

Challenge 7 (2,900 XP)

Legendary Resistance (3/Day). If the tower core fails a saving throw, it can choose to succeed instead.

One with the Tower. The core's actual body encompasses the entirety of the tower. Any attack the core makes originates from a surface belonging to the tower (floor, walls, ceiling, etc.) and the core can pull a grappled creature into any direction without having to move itself. For the purpose of targets of game effects, the core itself (this monster) is the only valid target as it is to be considered the mimic tower's sole weak spot.

Shapechanger. The core can use its action to polymorph into a Medium or Large size object or back into its true form. The object must be in contact with the tower's surface and adheres to the core's **Wall Stalker** trait. 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.

Wall Stalker. The core can only move along surfaces within its main body (the tower), including difficult surfaces or upsidedown on ceilings, without needing to climb, as long these surfaces are part of its main body. The core cannot jump, nor can it detach itself willingly from its main body. The core is immune to any effects that teleport or move it out of the tower.

ACTIONS

Multiattack. The tower core makes two attacks, only one attack can be a bite attack.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage and a huge or smaller creature is grappled by it, escape DC 14.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage plus 7 (2d6) acid damage.

Acid. *Ranged Weapon Attack:* +6 to hit, reach 20/40 ft., one target. *Hit:* 7 (2d6) acid damage.

LEGENDARY ACTIONS

The tower core can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The core regains spent legendary actions at the start of its turn.

Acid. The core makes an acid attack.

Fortify. The core gains 20 temporary hit points. These temporary hit points fade when the tower moves away from its current space.

Squeeze. A creature grappled by the core must make a DC 15 Strength saving throw. On a failed save the creature takes 7 (1d8+3) bludgeoning damage and is restrained until the end of the core's next turn or until the grapple ends.

Warding Bite (2 Actions). The core makes a bite attack against a creature within 5 ft. of itself.

Tuz's Fearsome Foes: The Mimic Tower LAIR: INSIDE THE TOWER

Due to the tower core's nature as the Mimic Tower's center of being, it can only be encountered in the depths of its body, the faux tower that it molded itself into with its advanced shapeshifting powers. Within its body, the great shapeshifter reigns supreme, using its own malleability to assure the demise of any unfortunate soul who ventures inside.

LAIR ACTIONS

When fighting inside the Mimic Tower, on initiative count 20 (losing initiative ties), the core takes a lair action to cause one of the following effects.

- The mimic tower grows two 10 ft. long walls from the ground that are 1 ft. wide and 10 ft. high anywhere within the tower. Each wall has an AC of 12 and 50 hit points. The walls remain until destroyed or the core uses this lair action again.
- The mimic tower secretes an adhesive in a 20 by 20 ft. surface within the tower. The adhesive is difficult terrain. Any creature that is not a mimic starting its turn within in the area or enters it during its turn must succeed a DC 13 Dexterity saving throw or be restrained as long as it remains in the area. A restrained creature can use its action to make a DC 13 Strength check. On a success the creature is no longer restrained. The adhesive area remains until the core uses this lair action again.
- The tower manifests sharp teeth in a 10 ft. radius on any surface within the tower. Each creature in the area must succeed a DC 13 Dexterity saving throw or take 12 (2d8+3) piercing damage.
- The tower core submerges into its body and reappears on an unoccupied surface within the room it is currently in. This movement does not provoke opportunity attacks.

TOWER CORE TACTICS

The Mimic Tower prefers the ambush tactics of its kin. Thus, it will allow players to wander into itself and explore, lulling them into a false sense of security before striking.

The tower core will always wait for the players at the tower's highest floor. It will allow the players to freely explore the first floor of the tower, but once the players advance to the second floor and trigger one of the many mimics there to attack, it will become active. While fighting on any floor within the tower, the core will use any lair action to hinder the players.

If the players manage to fight their way to the floor where the core resides, it will defend itself with an intelligence befitting a mimic of its age. The Mimic Tower will focus on any creature that it deems the greatest threat to its core, prioritizing its **Warding Bite** legendary action over others if engaged in melee combat.

As the core is part of the Mimic Tower, it has no way of escaping. It will always fight to the death.

INFORMATION GATHERING

Investigation might not always be an option for players encountering the Mimic Tower, since it appears just as suddenly as it disappears. It is entirely possible that players may stumble across the Mimic Tower as all its victims do, completely at random. However, if you would like your players to seek the tower out on purpose, allow players to learn about the Mimic Tower through rumors and local legends that will hopefully spark their curiosity once they find it on their journey. Allow your players to overhear any of the following rumors about the Mimic Tower at an inn along the road or another break on the journey.

I think my old man's age is catching up with him. On his latest tour to hock his goods, he's been seeing a tower on the old road. He's been going on and on about it, the old fool. Everyone who's ever been on that road knows there's never been a tower in that area.

The man's father has recently traveled an old, familiar road where he found a mysterious new tower. Naturally, his son and many of his peers do not believe the old man. In actuality the Mimic Tower has just set itself up on this old road and is now patiently waiting for its next victim.

I'm telling you, next time I meet that jokester I will force feed him his silly hair piece! "When you meet the fork in the road, continue towards the tower," he says. His fake directions cost me three days travel! Now I'm behind on my deliveries!

A helpful man has given a traveling deliveryman who is new to the region faulty directions. This was not on purpose, though. The Mimic Tower has been standing in this location for several years, but recently relocated.

The city mages must have been doing some kind of field study or something. I've been hearing wild stories of people seeing towers appearing and disappearing. I can't think of anything other than wizards that could - or would - make that happen.

People have been observing a mysterious tower in the area appearing one day and then disappearing the next, only to reappear somewhere else. In actuality, it is the Mimic Tower having troubles settling in a new location and repeatedly adjusting its position.

So, my buddy almost got eaten the other day. He was out in the forest chopping some firewood. When he sat down on a rock to rest, he got attacked! He said the rock sprouted a mouth and tried to swallow him. I always thought that the forest was safe, so better watch out.

There have been an unusual number of mimic encounters by locals as of late. These mimics originate from the Mimic Tower nearby, whose spawn have begun to infest the local wilderness.

Tuz's Fearsome Foes: The Mimic Tower AFFILIATED CREATURES

While the Mimic Tower may initially appear to be a solitary hunter, it hosts its own spawn within its body. Several smaller mimics can be found within the Mimic Tower, all originating from the greater mimic.

Both mature mimics as well as mimics that just emerged from the Mimic Tower can be encountered while navigating the false structure. Each of these mimics decorates the Mimic Tower's interior, changing their shape into furniture of different sizes. Young mimics, called mini mimics, are not as proficient at their innate shape changing abilities. They disguise themselves as miscellaneous objects which are enticing for careless explorers to pick up, such as pieces of art, books, or weapons. Once picked up, a mini mimic attaches itself to its victim and bites it.

MINI MIMIC

Tiny Monstrosity (Shapechanger), Neutral

Armor Class 16 (natural armor)

Hit Points 10 (3d4+3)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	5 (-3)	10 (0)	6 (-2)

Proficiency +2

Skills Stealth +6

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Challenge 1/4 (50 XP)

Shapechanger. The mini mimic can use its Action to polymorph into a tiny object 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 mini mimic adheres to anything that touches it. A Tiny creature adhered to the mini mimic is also grappled by it, escape DC 11. Ability Checks made to escape this grapple have disadvantage. The mini mimic attaches to any Small or larger creature that touches it, a creature can attempt to wrestle the mini mimic off its body with a successful DC 11 Strength Check.

False Appearance (Object Form Only): While the mini mimic remains motionless, it is indistinguishable from an ordinary object.

Little Grapppler. The mini mimic has advantage on attacks rolls against any creature grappled by it and any creature it is attached to.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

EXPLORING THE MIMIC TOWER

Typically, the form the Mimic Tower takes is a tower with 3 floors, though up to 5 floors are possible. Each floor has a 15 ft. high ceiling and is connected to the adjacent floors with a spiral staircase. The Mimic Tower core will always be found in the tower's uppermost floor.

An example layout for the Mimic Tower and what an exploration of the Mimic tower can look like can be found below. Feel free to adjust the Mimic Tower's layout and features as you see fit.

First Floor - The Entrance

The mighty oak door creaks and moans as it opens to the first floor of the Mimic Tower. The floor contains sparse remains of broken furniture, which offer little insight into the tower's purpose. Opposite the entrance door, a staircase winds up to the next floor.

Among the debris the players might find the belongings of an adventurer who met his demise. The adventurer's belongings include a modest amount of gold, a weapon, and a random uncommon wondrous item.

Second Floor - The Trap Shuts

While the group ascends the staircase to the next floor, the Mimic Tower will quietly close the entrance door and have it melt into the wall.

In contrast to the floor below, the second floor is opulent yet long-abandoned. As in the room below, the entrance to the staircase leading upwards is on the opposite end of the room. A round table with two chairs stands in the room's center. On top of the table, open tomes and ornate candle holders lie as if the owner was going to return any day. The walls are lined with shelves holding unlabeled tin containers.

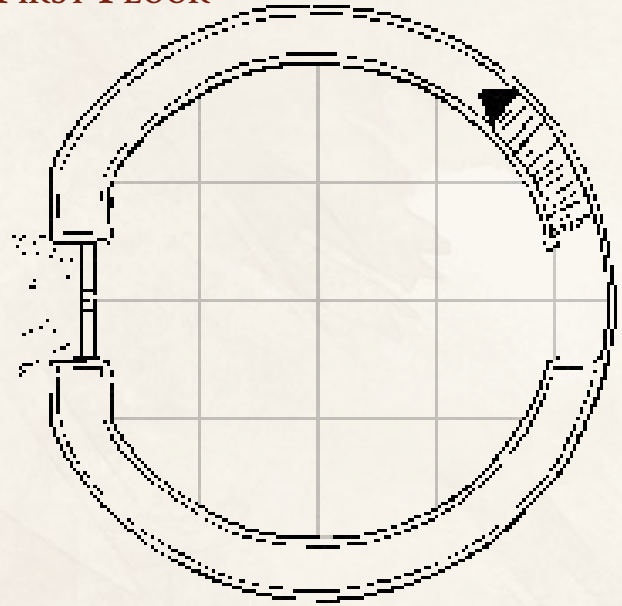
Creatures: Both chairs are common mimics lying in wait for ambush. A total of 6 mini mimics have polymorphed into books, candle holders, and tin containers. If a character interacts with any of these objects, the mimics attack. The mimics will also attack if any member of the group attempts to ascend to the next floor. Despite the tower core's absence, it will use its Lair Actions when combat starts as if present.

Third Floor - Facing the Core

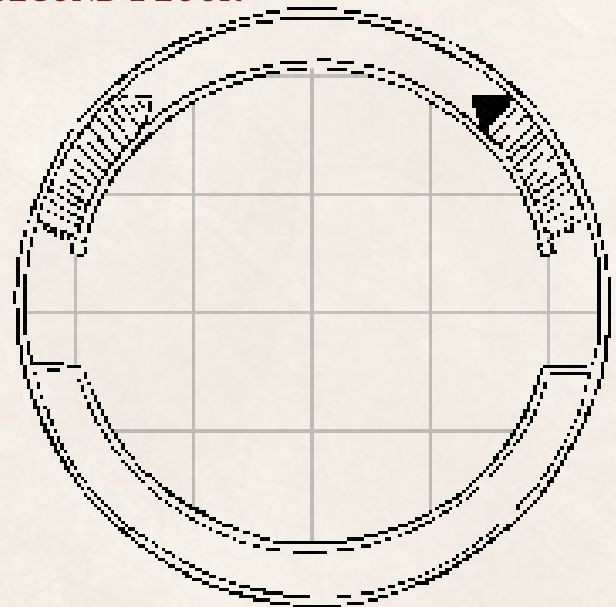
The Mimic Tower sees little use in masking its highest level, therefore the third floor shows the true nature of the Mimic Tower: undulating, fleshy walls with eyes and teeth sprouting forth. Indeed, the top floor will reveal that the group is in the belly of the beast - literally.

Creatures: Resting in the center of the floor is the tower core, the mimic's brain in a sense. By its side are two of its mature spawn, mimics in their true form. The core and the mimics will attack any creature that manages to reach this floor.

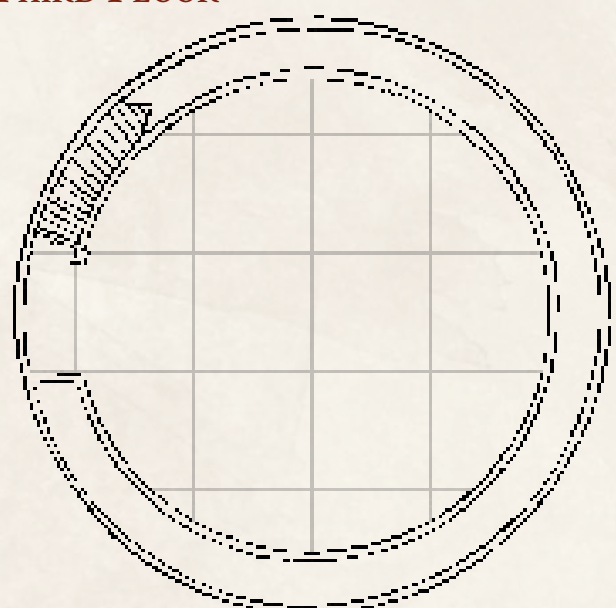
FIRST FLOOR



SECOND FLOOR



THIRD FLOOR



TREASURE

Plenty of treasure can be found inside the Mimic Tower because it kept the trinkets and equipment left behind by its previous victims to entice curious souls to enter. At your discretion, gold, weapons, armor, and a few uncommon magic items can be found within the Mimic Tower.

To further reward any group that not only escapes the clutches of the Mimic Tower, but also manages to destroy its core, the group can fashion unique magic items from the shapeshifter's remains. Defeating the Mimic Tower will yield the players two pots of Mimic Adhesive, which they can harvest from the mimic's glands. Additionally, if the group collects the mimic's flesh, they can fashion it into either the Mimic Coat or the Morphing Weapon.

Mimic flesh might be an unconventional material to work with, so consider introducing a craftsman experienced in working with monster remains as a prerequisite to having the option to create equipment from it.

Mimic Coat

Wonderous item, uncommon

The outside of this cloak appears unassuming, but one look at its inside reveals its uncanny nature. Its inside is covered with organic, purple flesh with sporadic growths of eyes and teeth.

You can use an action to cover yourself with the Mimic Cloak and have the cloak assume the form of an object of your size or one size smaller than you for one hour. For the duration you are covered by the cloak and within the object and cannot see outside out of the object (if the object the cloak transforms into is transparent, you are not visible inside of it and cannot see out of it). The object that the cloak transforms into must be able to contain your body. While you remain motionless and the cloak is transformed, your appearance is indistinguishable from an ordinary object, but the cloak does not assume the object's hardness and weight. When you use any action, take damage, or you are uncovered while the cloak is transformed, the cloak returns to its original form. Once the Mimic Cloak is transformed, it can't be transformed again until one hour has passed.

Morphing Weapon

Magic Weapon, uncommon (requires attunement)

In its base form this weapon appears to be nothing more than a fleshy mass writhing around a handle.

Once per turn when you use an action to attack, you can transform the Morphing Weapon before or after an attack into any simple or martial weapon that you are proficient with as part of the same action. If you transform this weapon into a ranged weapon, the Morphing Weapon does not provide ammunition for the weapon. Alternatively, you can use a bonus action to shapeshift the Morphing Weapon into any simple or martial weapon that you are proficient with or use an

Tuz's Fearsome Foes: The Mimic Tower
action to transform the Any-Weapon into a shield. The Morphing Weapon remains in its current form for as long as you are attuned to it, or until you shapeshift the weapon again.

Mimic Glue

Uncommon wondrous item (consumable)

This milky, viscous substance has a light purple sheen to it and comes in a tightly lit jar containing 10 ounces of it.

One ounce of this substance can cover a 1-foot square surface. While the substance sets its milky purple sheen is visible. After 1 minute the substance is set, it takes on the texture and appearance of the object or surface it has been spread upon, making it indistinguishable from the rest of the object or surface.

Regardless whether or not Mimic Glue has set, a creature coming into contact with the object becomes adhered to it. A creature has to use an action to make a DC 13 Strength check to free itself from the object. When the creature steps on a surface that is covered with Mimic Glue it must succeed a DC 13 Strength saving throw or be stuck in place and be restrained until the creature uses an action to free itself with a successful DC 13 Strength check.



Morphing Weapon, Mimic Coat, and Mimic Glue
Artwork by DM Tuz

LICENSE

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc („Wizards“). All Rights Reserved.

1. Definitions: (a) „Contributors“ means the copyright and/or trademark owners who have contributed Open Game Content; (b) „Derivative Material“ means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) „Distribute“ means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) „Open Game Content“ means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) „Product Identity“ means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) „Trademark“ means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) „Use“, „Used“ or „Using“ means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) „You“ or „Your“ means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT

NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Tuz's Fearsome Foes
Copyright 2022, DM Tuz.

END OF LICENSE