**Tower of the Vainglorious Glutton**

*Colossal monstrosity (shapechanger), neutral*

**Armour Class** 16 (Natural Armor)

**Hit Points** 725 (50d20+200)

**Speed** 10ft

**STR DEX CON INT WIS CHA**

26(+8) 12(+1) 66(+6) 10(+0) 16(+3) 12(+1)

**Skills** Stealth +13

**Damage Immunities** Acid

**Condition Immunities** Prone

**Senses** Darkvision 60ft, Passive Perception 12, Tremor sense 10ft

**Languages** COMMON, Deep Speech

**Challenge** 28

**Traits**

***Shapechanger*** The mimic can use its action to polymorph its exterior or interior (typically rooms) into an 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 mimic adheres to anything that touches it. A creature adhered to the mimic is also grappled by it (escape DC 21). Ability checks made to escape this grapple have disadvantage.

***False Appearance*** (Object Form Only) While the mimic remains motionless, it is indistinguishable from an ordinary wizard tower and internally it is indistinguishable from ordinary rooms and objects.

***Grappler*** The Four-eyed Mimic has advantage on Attack rolls against any creature Grappled by it.

***Freedom of Movement*** The mimic ignores difficult terrain, and magical effects can’t reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

**Actions**

***Mulitiattack*** The Mimic makes 4 Pseudopod attacks, one of which it can replace with a Crushing Jaws attack.

**Pseudopod** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 25 (4d8+7) bludgeoning damage. The target must succeed on a DC 17 Dexterity saving throw or be restrained and dragged to the mouth of the mimic. (Made this DC lower for the initial attack, but once it has you, the adhesive trait kicks in and the DC goes up to 21). If the mimic is in object form, the target is subjected to its Adhesive trait

***Bite*** Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 25 (4d8+7) piercing damage. If the target is a Large or smaller creature Grappled by the Mimic externally, that creature is swallowed, and the grapple ends. While swallowed, the creature is Blinded and Restrained, it has total cover against attacks and other Effects outside the Mimic, and it takes 35 (10d6) acid damage at the start of each of the Mimic's turns. If the Mimic takes 40 damage or more on a single turn from a creature inside it, the Mimic must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Mimic. If the Mimic dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 15 feet of Movement, exiting prone. (Took this directly from the text of the Kraken, seemed an appropriate ability considering the size and nature of this mimic)

***Crushing Jaws*** Melee Weapon Attack: +19 to hit, reach interior of the Mimic, all creatures or objects inside the Mimic. Hit: 25 (4d8+7) piercing damage and 18 (4d8) acid damage. When the Mimic chooses to attack in this manner, all creatures hit by this attack are considered swallowed, and any grapples currently affecting targets hit by this attack are ended. While swallowed, creatures are Blinded and Restrained, they have total cover against attacks and other Effects outside the Mimic, and it takes 35 (10d6) acid damage at the start of each of the mimic's turns. If the Mimic takes 40 damage or more on a single turn from a creature inside it, the Mimic must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Mimic. If the creatures are not on the ground level of the Mimic, they are regurgitated through various windows or the trapdoor for the top level to fall to the ground within 10 ft. of the Mimic, taking 1d6 fall damage per level of the Mimic and landing prone. If the Mimic dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 15 feet of Movement, exiting prone.

***Spiteful Many Eyed Glare*** The towers eyes glow with power as it gazes at up to four targets. The targets must succeed a Wisdom saving throw (DC 17) or begin to feel the Psionic pressure or the Mimic’s power taking 4 (1d8) psychic damage and gain disadvantage to attacks against the Mimic until the start of the Mimic’s next turn.

**Description**

There are several reasons that the creation of constructs is usually left to arch mages in general, but the \*Tower of the Vainglorious Glutton\* is one very specific example of what can go wrong when a mere journeyman wizard attempted to hasten the process.

Despite being warned and advised on the process, Bernard Vannath, an understudy of Brielbara, forged the body of a flesh golem out of experimental organs thought to be helpful to different races (such as a dragonborn throat, the brain of an elf, swim bladder of a Sahuaghin, etc.) in an attempt to make a superior flesh golem with more abilities.

It is unknown as to what actually happened on the fateful day in which this tower came into sentience, but it is assumed that in an attempt to garner favor and circumvent both the litany of spells expensive reagents Bernard actually attempted to bind a soul to the golem to essentially create a warforged. Because of the thrown together nature of the golem, the imprecision used in the spellcasting, and not having a prearranged participant soul, the spellcasting went awry and pulled a "soul" for lack of a better term from the Far Realm.

Due to the incompatibility of the flesh golem parts and being unable to attach itself to Bernard directly, it is thought that the magic at play caused the soul from the Far Realm to bind to the tower itself, turning it into the lumbering mimic monstrosity it is today.

Many stories are used to warn and frighten novice and apprentice wizards, and while knowledge of the actual tower itself has been lost to the ages, the story of its creation is used to warn even experienced wizards not to meddle with powers beyond their ken, as it is thought that Bernard was the first victim of his own creation. Rumors abound that Bernard's corpse, as well as the amalgamated body of his flesh golem, still exist within the mimic as enticements for would be adventurers attempting that would attempt to restart the research that was being conducted on improved flesh golems.