Wandering Tower

Stories tell of a place that is not a place. It travels across the Nentir Vale, changing its appearance to suit its environment and preying upon the avaricious, the trusting, and the desperate, for they make the most reliable meals.

Mimics come from the Far Realm, a place beyond the planes. For eons, they have preyed upon living beings through infiltration, assuming the forms of objects, beasts, or common people to devour the unwary.

Age does not wither mimics. The ancient of their kind evolve into gigantic predators that prey upon all that live. The wandering tower is such an entity. Aided by mirror mimics that invade the bodies of other creatures to copy their forms, the tower entices victims to enter it and patiently waits until they are at rest. Only then does the ravenous creature’s massive central core rise from the floor, pulsing with pseudopods, eyes, and mouths. Walls reach out with grasping claws and bite with sharp-fanged mouths, while all exits slam shut around the doomed victims trapped inside.

Followed by scavenging blood ravens, the tower adapts its form from place to place, presenting itself in as many guises as there are mortal hopes and dreams.

Shelter from the Storm: According to legend, when the armies of evil encircled Gardmore Abbey, the abbey’s paladins entrusted a messenger with a map indicating the locations of their greatest artifacts and begged him to deliver it to the emperor. The messenger broke through enemy lines and sped toward the heart of Nerath. But an evening thunderstorm flooded the King’s Road, preventing the messenger from traveling farther.

In the midst of the storm, the messenger spied a thatched two-story inn with ravens nesting in the eaves. He had never noticed it before, though he had traveled the road many times.

“Here may you find all you desire,” said the rotund proprietor, who greeted him at the door.

That night the messenger sank deep into the inn’s soft bed, and he was never seen or heard from again. The map to the paladins’ artifacts disappeared. Of the inn, no sign was ever found.

Holy Sanctuary: At the dawn of Nerath, noble knights of Pelor quested to find the Sunspire, a legendary amber tower where the sun’s daughter dwelled. In those days, it was said that the true knight who found the Sunspire would earn the favor of Pelor and receive the bright lady’s hand in marriage. But no one had ever seen the Sunspire, for it was said to fade away like day before the coming night.

One dark day when ravens filled the sky, a brave knight came upon a tall amber tower where a golden-haired lady sang from a high window. She greeted the knight, pronouncing him the champion of the quest.

“Here may you find all you desire,” she said, and she beckoned him inside.

The knight entered the tower and was never heard from again.

Lordly Manor: Prince Rande the Lost of Nerath established House Randorn in the year when he tracked a suspected doppelganger to her lair on the banks of Lake Nen. The impostor owned a magnificent fieldstone manor with high glass windows where dozens of ravens were perched. She met Rande outside

<table>
<thead>
<tr>
<th>Core of the Tower</th>
<th>Level 18 Solo Controller</th>
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<tbody>
<tr>
<td>Huge aberrant magical beast, mimic</td>
<td>XP 10,000</td>
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<tr>
<td>HP 716; Bloodied 358</td>
<td>Initiative +15</td>
</tr>
<tr>
<td>AC 32, Fortitude 31, Reflex 29, Will 29</td>
<td>Perception +14</td>
</tr>
<tr>
<td>Speed 6, phasing</td>
<td>Darkvision, tremorsense 10</td>
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<tr>
<td>Immune dominated; Resist 15 acid</td>
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<tr>
<td>Saving Throws +5; Action Points 2</td>
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**Traits**

- **One with the Tower**
  - The core cannot leave the tower, and it is immune to any effect that would transport it outside the tower.
- **Threatening Reach**
  - The core can make opportunity attacks against any creature within 3 squares of it.
- **Undaunted**
  - If the core is stunned, it is dazed instead.

**Standard Actions**

- **Slam** At-Will
  - Attack: Melee 3 (one creature); +23 vs. AC
  - Hit: 3d10 + 10 damage.
  - Effect: The core slides the target up to 3 squares.

- **Grab** At-Will
  - Attack: Melee 3 (one, two, or three creatures); +21 vs. Reflex
  - Hit: 3d10 + 8 damage, and the target is grabbed (escape DC 23).

**Minor Actions**

- **No Exit** At-Will (1/round)
  - Effect: The core creates a door within 20 squares of it. The door must appear in a passage that is no more than 2 squares wide.
  - The door is jammed shut (break DC 25).

- **Rippling Architecture** At-Will when first bloodied
  - Attack: Close burst 5 (nonflying enemies in the burst); +21 vs. Reflex
  - Hit: The target falls prone, and it is slowed (save ends).

- **ShapeShifter** (polymorph) At-Will (1/round)
  - Effect: The core assumes the form of an object. It can’t change its size, and it remains in this form until it uses this power again.
  - While in this form, the core has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 23 Perception check to notice that the core is a living creature.

**Free Actions**

- **Maw of Doom** (acid) At-Will (1/round)
  - Requirement: It must be the core’s turn.
  - Attack: Melee 3 (one creature grabbed by the core); +21 vs. Fortitude
  - Hit: The core slides the target up to 3 squares to a square adjacent to itself or to a wall of the tower. The target then takes 3d10 + 17 acid damage.

**Skills**

- Bluff +20, Stealth +20

-Dex 22 (+15)
- Wis 21 (+14)
- Cha 22 (+15)

**Alignment** unaligned

**Languages** Common, Deep Speech
the manor, and in a strange notion of bribery, offered
the prince the whole of the lordly estate.

"Here may you find all you desire," she said, motion-
ing Rande within.

Rande slew the thing on its doorstep and took the
manor for himself. But no sooner had the prince moved
his household into the estate than servants and nobles
began to disappear. The people of the Nentir Vale said
that the avaricious Prince Rande had usurped and mur-
dered an innocent woman whose ghost now haunted
her manor, and they stayed clear of the accursed place.
One day, Prince Rande and the entire House of Ran-
dorn disappeared, all evidence of its people vanishing
without a trace.

**Lost Tower of Fastormel:** Three dwarves were
exploring the ruins of Fastormel when they spotted a
lonely tower hidden behind a stand of trees. Although
they had gone to great expense to obtain accurate maps
of the area, the tower appeared on none of them. They
investigated and found the tower in remarkable condi-
tion. The stonework suggested it had been built only a
few years ago. Swarms of red birds watched from the
battlements and the nearby trees as the dwarves fussed
over the tower's age and purpose. A knock on the door
went unanswered.

Although one of the dwarves fancied himself an
expert rogue, he could not pick the lock on the front
door to save his life. Frustrated by his failure, he used
a grappling hook and rope to scale the tower, hoping to
find a trap door on the roof. Halfway up the tower, he
saw an eye watching him. At first the eye appeared to
be carved into the wall of the tower, but then it closed
and seemed to disappear into the stonework. The star-
tled dwarf let go of the rope, fell 20 feet to the ground,
and crawled away from the tower as fast as he could.

As the other two dwarves helped the rogue to his
feet, the front door of the tower opened, and a dwarf
crone with long white hair appeared in the doorway.

"I didn't hear you knock," she said plainly.

"Your tower sparked our curiosity," replied one of
the rogue's companions. "We came here to explore the
ruins of Fastormel."

The old wizard smiled. "If you seek to unlock the
mysteries of the ruins, then you've come to the right
place. Here may you find all you desire."

The wizard beckoned the dwarves inside. Sensing
danger, the rogue urged his companions to keep their
distance, but curiosity got the better of them. They
accepted the wizard's invitation and went inside, leav-
ing the rogue outside to stand watch. After the door
closed behind his friends, the rogue could hear their
screams through the walls. He tried to force his way
inside but was set upon by swarms of red birds. Eventu-
ally he ran far away, and the birds gave up the chase.

Weeks later the rogue returned to the site with another
band of explorers, but the tower, its occupant, and the
ravenous birds were gone.
**Emporium of Wonders:** A grand two-story bazaar appears in Fallcrest from time to time, springing up overnight in a tall wooden tower, but no one can say where it comes from. It slides in silently with the river fog while Fallcrest sleeps. The bazaar has numerous exotic trinkets and old baubles for sale, but for those looking for something special, the elderly shopkeeper with the tiny spectacles and a raven on his shoulder tells them to come to the back of the store after hours, tempting them with rumors of fantastic treasures: a map to buried artifacts, an ancient sword of a knight of Pelor, or the royal ring of Nerath’s long-lost prince.

“Here may you find all you desire,” he says as he leads his clients in.

<table>
<thead>
<tr>
<th>Mirror Mimic</th>
<th>Level 15 Lurker</th>
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<tbody>
<tr>
<td>Medium aberrant magical beast</td>
<td>HP 138; Bloodied 69</td>
</tr>
<tr>
<td>Initiative +16</td>
<td>AC 28, Fortitude 26, Reflex 26, Will 26</td>
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<tr>
<td>Perception +13</td>
<td>Speed 3, fly 8 (hover)</td>
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<tr>
<td>Darkvision, tremorsense 5</td>
<td>Full-Duration Body Duplication (conjuration, polymorph, psychic, teleportation)</td>
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**Body Duplication**

**Hit:** Melee 1 (one Medium creature); +18 vs. Will

**Attack:**
- 3d8 + 10 psychic damage
- Each duplicate lasts until it takes any damage, which destroys it. When a duplicate is destroyed, the target takes 3d8 + 10 psychic damage.
- When all the duplicates are destroyed, the mimic reverts to its normal form.

**Move Actions**

**Body Transfer** (teleportation) At-Will

**Requirement:** The mimic must have at least one duplicate created by body duplication.

**Effect:** The mimic teleports, secretly swapping places with one of its duplicates within 10 squares of it. Its next attack before the end of its turn deals 8 extra damage.

**Skills**
- Bluff +19 (+23 while the mimic is duplicating a creature), Stealth +17
- Str 17 (+10) | Dex 21 (+12) | Wis 22 (+13)
- Con 22 (+13) | Int 20 (+12) | Cha 25 (+14)
- Languages: Common, Deep Speech

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**Blood Raven Swarm**

<table>
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<tr>
<th>Level 14 Skirmisher</th>
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<tr>
<td>HP 138; Bloodied 69</td>
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<tr>
<td>AC 28, Fortitude 26, Reflex 26, Will 26</td>
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<tr>
<td>Speed 3, fly 8 (hover)</td>
</tr>
<tr>
<td>Initiative +15</td>
</tr>
<tr>
<td>Perception +12</td>
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<tr>
<td>Low-light vision</td>
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**Traits**
- **Swarm Attack Aura 1** Any enemy that ends its turn in the aura takes 10 damage.
- **Carion Vigor** When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.
- **Swarm** The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Tiny creature.

**Standard Actions**

**Blood Beaks At-Will**

**Attack:** Close burst 1 (enemies in the burst); +19 vs. AC

**Hit:** 3d8 + 4 damage. If the target is bloodied, it is weakened until the end of its next turn.

**Str 19 (+11) | Dex 23 (+13) | Wis 20 (+12)**

**Alignment unaligned | Languages –**

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**Living Walls**

Inside the tower, the walls themselves can sometimes attack. When using this hazard, you should select 8 contiguous squares in an encounter area to be the place where the hazard is located. Acidic maws and adhesive pseudopods extend from those squares to devour intruders. The hazard typically waits for an enemy to come within 2 squares of it before it activates.

**Living Walls**

<table>
<thead>
<tr>
<th>Level 18 Hazard</th>
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<tbody>
<tr>
<td>HP 25 per square of the hazard</td>
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<tr>
<td>AC 32, Fortitude 30, Reflex 30, Will –</td>
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<tr>
<td>Immune: necrotic, poison, psychic, forced movement, all conditions, ongoing damage; Resist: 10 acid</td>
</tr>
</tbody>
</table>

**Standard Actions**

**Attack (acid) At-Will**

**Attack:** Melee 3 (one or two creatures); +21 vs. Reflex. If the hazard targets two creatures, it can do so from one or two of its squares.

**Hit:** 1d10 + 4 damage, and the attacking square of the hazard pulls the target 1 square. The target is restrained and takes ongoing 10 acid damage (save ends both).

**Countermeasures**
- **Destroy:** The hazard cannot attack from any of its squares that have dropped to 0 hit points.
- **Disable:** When the core of the tower is dazed or first bloodied, the hazard is disabled until the end of the hazard’s next turn.