

ARCANE TRADITION: SCHOOL OF UNSTABLE FORMS

Wizards of the School of Unstable Forms dedicate their studies to the strange biology of the mimic. They learn to apply the "properties" of a mimic—adhesion, hardening, and ambush—to the very weave of magic itself.



SCHOOL OF MIMICRY

2nd-Level Feature

- ◆ **Object Lesson.** Action: Transform into a mundane object (incapacitated, invisible to detection).
- ◆ **Reactive Shell.** Reaction when hit: +Int Mod to AC against that attack and others for the round.

VISCOUS SPELLCASTING

6th-Level Feature

When you deal damage with a leveled spell, force a Strength save. On fail, target is **Restrained** until your next turn. (PB uses/rest).

AMORPHOUS PHYSIOLOGY

10th-Level Feature

- ◆ **Fluid Form.** Immune to Grappled/Restrained.
- ◆ **Chemical Adaptation.** Resistance to Acid. Acid spells grant Temp HP.

LIVING MAGIC

14th-Level Feature

- Awaken a Concentration area spell (like *Web* or *Cloudkill*). It becomes a living creature:
- **Digestive Magic:** Deals 2d10 Acid damage to enemies starting turn inside.
 - **Moving Spell:** Bonus action to move the area 20ft.