

MIMIC PREDATOR CONCLAVE

Rangers of the Mimic Predator Conclave have bonded with an unstable, shifting parasitic entity. They do not just track prey; they turn the environment itself into a weapon, throwing living traps and dissolving their enemies with corrosive biology.



MIMICRY MAGIC

3rd-Level Feature

You learn additional spells: *Disguise Self* (3rd), *Web* (5th), *Meld into Stone* (9th), *Giant Insect (Mimic variant)* (13th), *Seeming* (17th).

MIMIC LARVA

3rd-Level Feature

Bonus Action: Throw a disguised glob (Mimic Larva) up to 30 feet. The first creature to move within 5 feet must make a Dexterity Save. On a fail: **1d6 acid damage** and **Grappled**. While grappled, they take 1d6 acid at the start of their turn. You can have PB active larvae.

ABERRANT TRAVERSAL

7th-Level Feature

- ◆ Gain climbing speed equal to walking speed (spider climb).
- ◆ Cast *Meld into Stone* as an action without a spell slot (1/Long Rest).

CORROSIVE AMBUSH

11th-Level Feature

- ◆ Mimic Larva damage increases to **2d6**.
- ◆ Weapon attacks deal extra **1d8 acid damage**. If the target is Grappled or Restrained, this increases to **2d8**.

APEX CAMOUFLAGE

15th-Level Feature

- ◆ **Sudden Vanishing.** Reaction when damaged: Become Invisible and move half speed without opportunity attacks.
- ◆ **Hungry Terrain.** Cast *Evard's Black Tentacles* without a slot (appears as tongues/pseudopods). 1/Long Rest.