

## 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.