

WARLOCK PATRON: THE MIMICKED

Your patron is a vast, primordial entity of shifting matter. This patron teaches you to use deception and unstable biology to hunt, consume, and survive.



LIVING TRAP

1st-Level Feature

- ◆ **Sticky Grip.** Use Charisma for Grapple checks.
- ◆ **Reactive Shell.** Reaction when damaged: Gain +PB to AC for the round.

DECEPTIVE FEAST

6th-Level Feature

- ◆ **Feigned Form.** Cast *Alter Self* at will.
- ◆ **Corrosive Bonds.** Reaction when you grapple: Expend spell slot to deal **2d8 Acid per slot level** and Restrain target.

CONSUMING DISGUISE

10th-Level Feature

- ◆ **Dungeon Sense.** Tremorsense 30 ft.
- ◆ **Impenetrable Form.** Immune to effects that force you to revert form. Resistance to Psychic damage while transformed.

TOTAL TRANSFORMATION

14th-Level Feature

- ◆ **Formless Devourer.** Action: Transform for 1 minute.
 - Resistance to B/P/S damage.
 - **Living Trap:** You can grapple any number of creatures without hands. Creatures starting turn within 5ft must save or be Grappled. Grappled creatures take **4d10 Acid** per turn.