

## WAY OF THE SHIFTING SHELL

Monks of the Way of the Shifting Shell embrace the transient, adaptive nature of mimics and oozes. They learn to harden their skin into temporary armor, shift their limbs into adhesive pseudopods, and rely on unpredictable defenses.



### ADHESIVE FORMS

#### *3rd-Level Feature*

- ◆ **Pseudopod Arts.** Use Dex (Acrobatics) for Grapple checks. Drag enemies at full speed.
- ◆ **Sticky Strike.** On Flurry of Blows hit: force Dex save (Grappled) or Str save (Speed 0).

### MIMICRY OF THE STILL

#### *6th-Level Feature*

- ◆ **Object Form.** Action (1 Ki): Transform into object. Resistant to damage.
- ◆ **Ambush Reflexes.** Attack from Object Form has Advantage and deals +2 Martial Arts die damage.

### CORROSIVE EMBRACE

#### *11th-Level Feature*

Grappled creatures take Acid damage equal to your Martial Arts die at the start of your turn. You have Advantage on attacks against creatures you grapple.

### AMORPHOUS MASTER

#### *17th-Level Feature*

- ◆ **Liquid Physiology.** Immune to Grappled/Restrained/Paralyzed. Squeeze through 1-inch gaps.
- ◆ **Hungering Shell.** Reaction (3 Ki) when hit: Reduce damage to 0. Attacker must make Dex save or be Grappled.