

FIGHTER ARCHETYPE: ABYSSAL JUGGERNAUT

Abyssal Juggernauts are Fighters who have mastered an aberrant fighting style, allowing them to channel a temporary, unstable ooze material through their body and weapons. They specialize in **Sticky Control**.



FORMLESS AGGRESSION

3rd-Level Feature

- ✖ **Pseudopod Strike.** Bonus action to make an unarmed strike. Deals $1d4 + \text{Str} + \text{PB}$ bludgeoning. Counts as magical.
- ✖ **Adhesive Grip.** Gain proficiency in Athletics (or Expertise). You count as one size larger for grappling. Creatures you grapple have disadvantage on checks to escape.

CORROSIVE MANIFESTATION

7th-Level Feature

- ✖ **Dissolving Edge.** Attacks ignore Acid resistance. Once per turn, deal extra $1d6$ acid damage on weapon hit.
- ✖ **Sticky Entanglement.** When you hit with Pseudopod Strike, force a Strength Save (DC $8+\text{PB}+\text{Str}$). On fail, target is **Restrained** until start of your next turn. PB uses/rest.

REACTIVE SHELL

10th-Level Feature

- ✖ **Chitinous Resilience.** Reaction when hit: reduce damage by $1d10 + \text{Con} + \text{Fighter Level}$.
- ✖ **Corrosive Barrage.** When you Action Surge, make an additional Pseudopod Strike as part of the bonus action.

AMORPHOUS JUGGERNAUT

15th-Level Feature

- ✖ **Unstable Adaptation.** When a grappled creature fails to escape, it takes $2d8$ acid damage.
- ✖ **Rapid Shift.** Gain resistance to Acid, Cold, Fire, or Lightning. Switch as a bonus action.

TOTAL CONSUMPTION

18th-Level Feature

- ✖ **Juggernaut's Grasp.** You can grapple two creatures at once. No speed penalty for grappling. Start of turn: regain $2d6 + \text{Con HP}$ if grappling.
- ✖ **Apex Assault.** Once per rest: Weapon hit deals extra $4d12$ acid and Restrains target (no save).