

Corrosion (Acid)

You wield the unyielding power of corrosion. Your power is inevitable; it chews through defenses and will not rest until it has accomplished what you set it forth to do, no matter how long it takes. War is not won in a single battle; it is a game of patience, and time is your ally.

Eroded Defenses

Beginning at level 1, you can leave your enemies reeling and vulnerable. When you hit an enemy with a weapon or unarmed attack, you can corrode their defenses; their AC decreases by 2 until the end of their next turn.

Reminder: Effects from a feature do not stack with themselves, unless otherwise stated. A creature cannot have their defenses eroded twice at the same time.

Lasting Impression

Starting at level 6, your strikes have lingering effects. Once per turn, when you hit an enemy, you can leave corrosive acid in the wound, dealing 1d8 acid damage each time they make an attack or cast a spell; this damage occurs after resolving the effects of their attack or spell. This acid lasts for one minute, although the afflicted creature can attempt a Constitution saving throw at the end of each of their turns, ending the effect on a success. When you use this feature on the same creature on the following turns, if they are still taking the acid damage, you can add another acid stack to them, increasing the damage by 1d8 for each additional stack they have. Once the creature succeeds on its saving throw, all its stacks of acid end.

Additionally, you can use this feature to break through walls and other objects over time. A baseline for how fast you can wear through objects is as follows: you can corrode your way through six inches of a 1 foot by 1 foot square of wood in approximately one minute. A comparable amount of stone takes approximately 10 minutes, and metal would take an hour. Magically-protected or special materials may take even longer or be unbreakable. You cannot benefit from a rest while doing this, though you can leave the material and come back to continue wearing through it later.

Corroded Vitality

Beginning at level 10, you can reach deep into a creature and wear away at its life force. When you hit with an attack or deal acid damage to an enemy, you can drain them, slowing them. Their movement speeds all decrease by 10 feet, and they must make a Constitution saving throw. On a fail, the number of attacks they can make on their turn is decreased by one, to a minimum of one attack; if they could only make one attack to begin with, they instead cannot take Bonus Actions or reactions. This effect lasts until the start of your next turn. A creature may only be affected by one instance of this feature at a time; it does not stack.

Additionally, the damage from Lasting Impression increases to 2d8 per stack.

Acidic Inundation

Starting at level 15, your mastery over your element has resulted in vast improvements to the strength and quantity of your acid. Enemies afflicted by your Lasting Impression feature have disadvantage on the saving throw to end it. Anytime you deal acid damage to a creature, it is subjected to that feature

and your Eroded Defenses feature, regardless of the source of the damage; acid damage specifically from Lasting Impression does not add any stacks to itself, however.

Additionally, when you take the Attack Action, you can replace one of your attacks with a wave of acid, spraying it in a 30-foot cone. Creatures within the area must make a Dexterity saving throw, taking 4d8 acid damage on a fail and half as much on a success.

Lastly, as an Action, you can burst forth with corrosive might, becoming an avatar of acid. Creatures within 5 feet of you must make a Dexterity saving throw or take 2d8 acid damage; on a success, they only take half damage. While in this form, you gain the following effects:

Acid Coating. Acid flows freely from your body. While you are touching the ground, you can coat the floor beneath you and within 5 feet of your space with acid (no action required). You can also leave behind acid on the floor wherever one of your area attacks would affect, regardless of if a creature was standing there. The acid from this feature lasts until your form ends. When a creature other than you walks into a space coated with this acid or starts their turn there, they must make a Dexterity saving throw or fall prone. Additionally, they take acid damage equal to your Augmentation modifier whenever they end their turn in the acid, as well as the first time they enter the acid on a turn; a given creature can take damage from this feature no more than once per turn.

Slippery Movement. The acid flowing from your body enhances your movements and allows you to glide effortlessly across the terrain. Your movement speeds increase by 10 feet, and your AC increases by 1.

Corrosive Defenses. The acid coursing through your body bites back at those who harm you. When a creature hits you with a melee attack, they take 1d8 acid damage.

Acid Drill. When you use your acid wave, you can compress it and propel it with extreme force. The cone becomes a line, 60 feet long and 5 feet wide, and it deals an additional 2d8 force damage. When you use your acid drill, you can use it to bore through materials. When you use it in this way, you can pierce through up to 6 inches of a 1-foot radius cylinder as part of the blast, provided the material is either wood or stone. A creature hiding behind cover when hit by your acid drill receives no benefits from cover and, instead, receives a -2 to their Dexterity saving throw to avoid it.

This form lasts for one minute; any benefits you gain from this form are lost after exiting it. Once you have assumed this form, you cannot do so again until you complete a long rest.