

## Acid Spray

Evocation cantrip (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action  
**Range:** 90 feet  
**Components:** V, S  
**Duration:** Instantaneous

You hurl a jet of acid. Make an attack roll against a creature within range. On a hit the target takes 1d8 acid damage and if a creature is within 5 feet of your target they must succeed on a Dexterity saving throw or take half that damage.

This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th level (3d8) and 17th level (4d8).

## Corrosive Mist

1st-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action  
**Range:** 90 feet (20-foot cube)  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

A vicious mist of corrosive acid fills in a 20-foot cube centered on a point within range.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed by the acid, which causes unspeakable pain, and it must make a Constitution saving throw. It takes 4d4 acid damage on a failed save, or half as much damage on a successful one.

On each of your turns after you cast this spell, you can use an action to move the mist 30 feet in any direction.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd Level or higher, the damage increases by 2d4 for each slot level above 1st.

## Melt Sight

2nd-level evocation (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

You hurl corrosive acid at a creature within range. The target must succeed on a Dexterity saving throw or be covered in acid that melts it down. It takes 4d4 acid damage and 2d4 acid damage at the start of each of its turns. While covered in acid the target is blinded (A creature immune to acid is immune to this effect). The target or a creature within 5 feet of it can end the damage and blindness by using its action to clear away the acid.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd Level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

## Pungent Cube

4th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action  
**Range:** 90 feet  
**Components:** V, S  
**Duration:** Concentration, up to 10 minutes

You create a Large cube of animated acid in an unoccupied space that you can see within range. The cube lasts for the spell's duration, and it moves at your command.

The cube is an object that has AC 10 and hit points equal to twice your hit point maximum. If it drops to 0 hit points, the spell ends. The cube fills its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the cube up to 30 feet along the ground. While doing so, the cube can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a Dexterity saving throw against your spell save DC.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 5d4 acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7d4 acid damage at the start of each of your turns. When the cube moves, the engulfed creature moves with it. The cube has resistance to any damage dealt by an engulfed creature.

An engulfed creature can try to escape by taking an action to make a Strength check against your spell save DC. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

## Acid Rain

5th-level conjuration (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action  
**Range:** 300 feet  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

Acid rain begins falling within a 40-foot-radius 60-foot-high cylinder centered on a point you choose within range. When a creature moves into the spell's area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 6d4 acid damage, and become covered in acid. On a successful save, a creature takes half the initial damage and is not covered in acid.

A creature takes 3d4 acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

**At Higher Levels.** When you cast this spell using a spell slot of 6th Level or higher, the initial damage increases by 3d4 for each slot level above 5th.



## Corrosive Beam

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*6th-level evocation (Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self (10-foot-wide and 60-foot-long line)

**Components:** V, S

**Duration:** Instantaneous

A beam of corrosive acid flashes out from your hand in a 10-foot-wide and 60-foot-long line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 12d6 acid damage and is pushed back 15 feet. On a successful save, it takes half as much damage and isn't pushed back. Any non-magical metal, that isn't worn, that is hit by this spell immediately melts.

**At Higher Levels.** When you cast this spell using a spell slot of 7th Level or higher, the damage increases by 2d6 for each slot level above 1st.

