

NEW ACID SPELLS AND VARIANTS

GLISTENING ACID SLICK

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

Casting Time: 1 action

Range: Self (60 feet)

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a spray of translucent acid that covers the ground in a 60-foot cone. Until the spell ends, ground in the area is covered by slippery patches of foaming acid, making it difficult terrain. When it appears, each creature standing in the area takes 2d4 acid damage and must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there takes 2d4 acid damage and must also succeed on a Dexterity saving throw or fall prone.

In addition, whenever a creature falls prone within the area or ends its turn while prone within the area, it takes 6d4 acid damage. This spell treats creatures that are permanently immune to being prone as if they are *always* prone instead.

This spell only affects creatures that are on the ground.

GRAVELSLIDE

4th-level transmutation (Druid, Sorcerer, Wizard)

As *glistening acid slick*, but the spell deals bludgeoning damage. The ground is broken into gravel and roils fiercely.

LIQUEFY

6th-level conjuration (Sorcerer, Wizard)

As *disintegrate*, but the spell deals acid damage and reduces creatures to slime when it kills them, not dust.

BELUUD'S BILE BLOSSOM

7th-level conjuration (Sorcerer, Wizard)

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (an inverted animal stomach)

Duration: Instantaneous

You blast one creature or object that you can see within range with a spiraling beam of greenish-yellow acidic bile that crashes over the target, bursting and spraying beyond it. You make a ranged spell attack against the target. On a hit, the target takes 12d4 acid damage.

In addition, hit or miss, the blast sprays around the target, creating a 60-foot cone of acidic spray originating from the space just in front of the target. The cone is facing away from you and must include the target in the area. Each creature in the area must make a Dexterity saving throw. On a failed saving throw, a creature takes 12d4 acid damage, or half as much damage on a successful saving throw.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the acid damage dealt (for both parts) increases by 2d4 for each slot level above 7th.

LIGHT TO SHADOW

7th-level necromancy (Sorcerer, Wizard)

As *beluud's bile blossom*, but the attack deals radiant damage, and the conal area deals necrotic damage. The material component is a prism of black glass.

THUNDERCRASH CANNON

7th-level evocation (Sorcerer, Wizard)

As *beluud's bile blossom*, but the attack deals thunder damage, and the conal area deals lightning damage. The material component is a magnetized metal rod.

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