

CORRODE

3rd level transmutation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You target an object in range, If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw to avoid the spell. On a fail, If the object targeted is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. A weapon takes a permanent and cumulative -2 penalty to damage rolls. If its penalty drops to -4, the weapon is destroyed.

MELT

6th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Choose a creature within 60 feet of you. It must succeed a Dexterity saving throw or be corroded by acid coming out of you. If so it takes 6d8+30 damage and its skin melts horribly deforming it.

A creature affected by this spell has disadvantage on exhaustion saves caused by heat or cold. In addition it has disadvantage on all charisma (persuasion) checks, as people find such a deformed look untrustworthy and repulsive.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 for each slot level above 6th.

SLIME BODY:

2nd level transmutation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Your body becomes amorphous, you can move through a space as narrow as 1 inch wide without squeezing.

ACID SWALLOW

7th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You force a target to swallow acid. It must succeed a Constitution saving throw. On a failure it take 6d10 acid damage at the start of each of its turns, and has disadvantage on all its attack rolls and saving throws for 1 minute, as the acid melts its body. A creature can repeat the save at the end of each of its turns, ending the effect on a success. On a successful save the creature takes 6d10 acid damage and suffers no additional effect as the spell ends.

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

SERAPHINE'S CORRUPTED RIVER

4th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You create a tidal wave of acid the corrodes everything in it's path. In a 60 feet long 10 feet wide line, all creatures must succeed a Dexterity saving throw or be hit by the wave, take 3d6 acid damage and 3d10 bludgeoning damage on a failure, or half as much on a success. In addition all plant life touched by the spells instantly melts, and the earth becomes charred, and cannot grow plants for 1d4 months after using this spell.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the acid damage increases by 2d6 for each slot level above 4th.

ACID RAIN

5th level conjuration

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

An acid cloud appears in the shape of a cylinder that is 10 feet tall with a 30-foot radius, centered on a point you can see 100 feet directly above you. All the area under the cloud becomes glistening with acid. All creatures of your choice under the cloud take 4d4 acid damage at the start of their turn. In addition as a bonus action on each of your turn, you can amplify the acid against one creature, that creature must subtract 1d6 to its AC until the start of your next turn, as the acid weakens its protection. As a bonus action on subsequent turns you can move the cloud 20 feet in any direction.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the acid damage increases by 2d4 for each slot level above 5th.

WEAKENING CORRUPTION

Evocation Cantrip

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Target a creature within range. It must make a constitution saving throw or take 1d4 necrotic damage, and its AC is reduced by 1d4 against the next attack roll against it.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

SLIME TENTACLE

1st level transmutation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a bit of slime)

Duration: Instantaneous

You grow a slimy tentacle as an extension of your body. Make a melee spell attack roll against a creature within range. It takes 2d4 acid damage and it must make a dexterity saving throw and be restrained by the pseudopod until the start of your next turn.

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.

