

Vitriolic Sphere



You point at a place within range, and a glowing 1-foot ball of emerald acid streaks there and explodes in a 20-foot radius. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

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Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a drop of giant slug bile)

Duration: Instantaneous

Evocation