

Acid Storm

Evocation, Alchemy, Water

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 20 ft. radius, up to 20 ft. high

Saving Throw: $\frac{1}{2}$

This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with wine, vinegar, or by a successful dispel magic or similar spell. The acid remains present for 1 round per level of the caster, then vanishes.

Creatures coated by the acid suffer 1d4 hit points of damage each round during rounds 1-3, 1d6 points in each of rounds 4-6, and 1d8 points on each round thereafter. Creatures that successfully save vs. spell during the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted. Acid damage can be healed through any means except regeneration.

The material component is a drop of acid.

Notes: Uncommon spell (ToM).