

Light Arrows

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

Casting Time: 1 action

Range: 180 feet

Components: V S

Duration: Instantaneous

You shoot out 2 arrows of light to targets within range. You can aim one target or several. Make an attack roll for each, on a hit an arrow inflicts 2d8 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arrow for each slot level above 2nd.

Bright Blade

3rd level conjuration (*Cleric, Druid*)

Casting Time: 1 bonus action

Range: Self

Components: V S M (a drop of sap of birchwood)

Duration: Concentration, Up to 10 minutes

You evoke a blade of pure light in your free hand, although it doesn't shed light. The blade is similar in size and shape to a longsword, and it lasts for the duration. It counts as a simple melee weapon with which you are proficient. It deals 3d6 radiant damage on a hit and has the finesse, light, and thrown properties (range 30/90). In addition, when you use the sword to attack a target that is in bright light, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 3rd.

Judging Light

4th level evocation (*Paladin, Cleric*)

Casting Time: 1 action

Range: 300 feet

Components: V S

Duration: Instantaneous

A beam of light falls from the heavens at a point within range. Each creature in a 15-foot radius cylinder that extends up to the sky must succeed on a Constitution saving throw or take 4d12 radiant damage. Undeads have disadvantage on this saving throw. This beam of light cannot pass through solid objects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

Celestial Judgement

7th level evocation (*Cleric, Sorcerer, Wizard*)

Casting Time: 1 action

Range: 300 feet

Components: V S

Duration: Instantaneous

Pillars of divine light fall from the heavens at up to 5 different points within range. At each point a 10-foot radius, 60-foot tall cylinder of divine light falls. The cylinders cannot overlap. Each creature in a cylinder must succeed on a Constitution saving throw or take 6d12 radiant damage. You must be standing directly under the open sky when casting this spell, it otherwise fails.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of cylinders increases by 1 for each slot level above 7th.

Surging Flare

3rd level evocation (*Paladin, Cleric*)

Casting Time: 1 action

Range: 60-foot line

Components: V S

Duration: Instantaneous

A beam of divine light lashes out from your open hand in a 10-foot-wide, 60-foot-line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 5d8 radiant damage and is pushed back 15 feet on a success. On a successful save a creature takes half as much damage and isn't pushed back.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 3rd.