

NEW LIGHT EVOCATIONS

FLASH

1st-level evocation (Cleric, Paladin, Sorcerer, Wizard)

Casting Time: 1 action

Range: 5 feet

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

Duration: 1 round

You burst with blinding light that shines briefly from your skin before fading away. Each other creature within range must make a Constitution saving throw. On a failed saving throw, a creature is blinded until the start of your next turn.

Until the end of your next turn, you shed bright light in a 10-foot radius and dim light for an additional 10 feet.

CORONA

4th-level evocation (Cleric, Paladin)

Casting Time: 1 bonus action

Range: Self (10 feet)

Components: V

Duration: Concentration, up to 10 minutes

With a word, you begin to glow with a circular aura of swirling light that sears your enemies. Until the spell ends, you shed bright light in a 20-foot radius and dim light for an additional 20 feet. In addition, when a creature ends its turn within 10 feet of you, you can force it to make a Constitution saving throw. On a failed saving throw, it takes 4d6 radiant damage, or half as much damage on a success.

(v1.1) FROM THE ELEMENTS AND
BEYOND

