Shining Smite

2-level transmutation · Concentration

Casting Time: 1 bonus action
Range: Self
Duration: 1 minute

The target hit by the strike takes an extra 2d6 Radiant damage from the attack. Until the spell ends, the target sheds Bright Light in a 5-foot radius, attack rolls against it have Advantage, and it can't benefit from the Invisible condition.

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