

# SUNBEAM

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## 6<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: Self (60ft line)
- ⌚ Duration: ☉ 1 minute

A beam of brilliant light flashes out from your hand in a 5ft wide, 60ft long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30ft radius and dim light for an additional 30ft. This light is sunlight.



VERBAL



SOMATIC



MATERIAL

*A magnifying glass*

PLAYER'S  
HANDBOOK

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