

MOONBEAM

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

2nd level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ 1 minute

A silvery beam of pale light shines down in a 5ft radius, 40ft-high cylinder centred on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. You can use an action to move the beam 60ft in any direction.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.



VERBAL



SOMATIC



MATERIAL

Several seeds of any moonseed plant and opalescent feldspar