

# Sunbeam

*6th-Level Evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot line)

**Components:** V, S, M a magnifying glass

**Duration:** Concentration, up to 1 minute

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-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 30-foot radius and dim light for an additional 30 feet. The light is sunlight.

**Spell Lists:** Cleric, Druid, Sorcerer, Wizard

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