



DANSE MACABRE

Components: V, S

Duration: 1 hour

Seven star-like motes of light appear and orbit your head until the spell ends. You can use a bonus action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote.

If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.

DANSE MACABRE

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Threads of dark power leap from your fingers to pierce up to five Small or Medium corpses you can see within range. Each corpse immediately stands up and becomes undead. You decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the *Mon-*

ster Manual), and it gains a bonus to its attack and damage rolls equal to your spellcasting ability modifier.

You can use a bonus action to mentally command the creatures you make with this spell, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the creatures do nothing except defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete.

The creatures are under your control until the spell ends, after which they become inanimate once more.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you animate up to two additional corpses for each slot level above 5th.

DAWN

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sunburst pendant worth at least 100 gp)

Duration: Concentration, up to 1 minute

The light of dawn shines down on a location you specify within range. Until the spell ends, a 30-foot-radius,

40-foot-high cylinder of bright light glimmers there. This light is sunlight.

When the cylinder appears, each creature in it must make a Constitution saving throw, taking 4d10 radiant damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw whenever it ends its turn in the cylinder.

If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

DRAGON'S BREATH

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a hot pepper)

Duration: Concentration, up to 1 minute

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

DRUID GROVE

6th-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (mistletoe, which the spell consumes, that was harvested with a golden sickle under the light of a full moon)

Duration: 24 hours

You invoke the spirits of nature to protect an area outdoors or underground. The area can be as small as a 30-foot cube or as large as a 90-foot cube. Buildings and other structures are excluded from the affected area. If you cast this spell in the same area every day for a year, the spell lasts until dispelled.

The spell creates the following effects within the area. When you cast this spell, you can specify creatures as friends who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

The entire warded area radiates magic. A *dispel magic* cast on the area, if successful, removes only one of the following effects, not the entire area. That spell's caster chooses which effect to end. Only when all its effects are gone is this spell dispelled.

Solid Fog. You can fill any number of 5-foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. In addition, every foot of movement through the fog costs 2 extra feet. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of green light floating in the air.

Grasping Undergrowth. You can fill any number of 5-foot squares on the ground that aren't filled with fog

with grasping weeds and vines, as if they were affected by an *entangle* spell. To a creature immune to this effect, the weeds and vines feel soft and reshape themselves to serve as temporary seats or beds.

Grove Guardians. You can animate up to four trees in the area, causing them to uproot themselves from the ground. These trees have the same statistics as an awakened tree, which appears in the *Monster Manual*, except they can't speak, and their bark is covered with druidic symbols. If any creature not immune to this effect enters the warded area, the grove guardians fight until they have driven off or slain the intruders. The grove guardians also obey your spoken commands (no action required by you) that you issue while in the area. If you don't give them commands and no intruders are present, the grove guardians do nothing. The grove guardians can't leave the warded area. When the spell ends, the magic animating them disappears, and the trees take root again if possible.

Additional Spell Effect. You can place your choice of one of the following magical effects within the warded area:

- A constant *gust of wind* in two locations of your choice
- *Spike growth* in one location of your choice
- *Wind wall* in two locations of your choice

To a creature immune to this effect, the winds are a fragrant, gentle breeze, and the area of *spike growth* is harmless.

DUST DEVIL

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or light gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

EARTHBIND

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V

Duration: Concentration, up to 1 minute