

SEED OF EVIL EXPENDED SPELLS

Spell Level Spells

1st	<i>bane, entangle</i>
2nd	<i>barkskin, spike growth</i>
3rd	<i>bestow curse, plant growth</i>
4th	<i>restraining vines* , nature's warden*</i>
5th	<i>awaken, contagion</i>

*Tome of Vile Corruption

CORRUPTED FLOWER

At 1st level, your patron allows you to sap the energy of others. Each time you damage a target you can leave a trace of your magic in the form of a single lily (no action required). You can have a maximum number of these lilies at a time equal to your charisma modifier (minimum of 1). Each lily lasts for 10 minutes and forces the target to subtract 1 from its attack rolls.

After using your action, you can shatter any number of lilies as a bonus action. If you do so, the infected target takes 1d4 necrotic damage for each lily.

BLOOMING VINES

Beginning at 6th level, your connection to the Seed of Evil buds. Once per short or long rest, as an action, you can make your lilies burgeon. All infected creatures within 120 feet of you must succeed on a Strength saving throw against your spell save DC or be restrained and blinded until the end of your next turn by vines that sprout from the lilies. Regardless of the outcome the lilies shatter.

PROTECTIVE ROOTS

At 10th level, before suffering damage, you can instinctively call upon your patron to wrap your body in roots and vines, protecting you. When a creature infected by your lilies that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you, unless it's fire damage. You can use this ability a number of times equal to your charisma modifier before needing to take a long rest.

SPROUTING CHAOS

Starting at 14th level, before allowing death to grasp you, lilies bloom from your body to help you. When you fall unconscious, you can force any number of creatures of your choice within 60 feet of you to make a Dexterity saving throw against your spell save DC. If that creature fails the saving throw, it is struck with one of your lilies, which immediately drains their life and shatters, dealing necrotic damage equal to 3 times your Charisma modifier. You regain a number of hit points equal to the total damage dealt. Once you use this ability, you can't use it again until you complete a long rest.

WARLOCK: THE SEED OF EVIL

You have made a pact with the Seed of Evil, whether willingly or not. This tree-like entity, hidden within its thorn-filled forest, is a being of unyielding corruption, seeping into the very ground of the earth, turning every leaf into a thorn and every tree into a husk with grey, deformed bark. The only things said to survive the corruption from this entity are pink lily flowers, the perfume of which serves as an augury of deformed nature and death.

EXPENDED SPELL LIST

The Seed of Evil lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

NATURE'S WARDEN

Level 4 transmutation (Druid, Ranger)

Casting time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your skin becomes covered in bark, thorns sprout from your hair, and you gain the following benefits:

- You gain 10 temporary hit points.
- You make Constitution saving throws with advantage.
- You make Dexterity-, Wisdom- and Charisma- based attack rolls with advantage.
- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

RESTRAINING VINES

Level 4 transmutation (Druid, Ranger)

Casting time: 1 Bonus Action

Range: 20 feet

Components: V

Duration: Concentration, up to 1 minute

You conjure vines that sprout from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vines to lash out at a creature within 20 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine and be restrained. Until the spell ends, you can direct the vines to lash out at the same creature or another one as a bonus action on each of your turns. The vines can restrain a number of creatures equal to your spellcasting modifier. If it is restraining that many creatures it cannot lash out at others.

A restrained creature, or an ally of that creature within 5 feet of it, can use an action to make Strength (Athletics) check against your spell save DC, allowing escape from the vines on a success.

