

UNEARTHED APOCRYPHA #1



REDPANDA
PUBLISHING

“EAST OF EDEN”

Unearthed Apocrypha

This document is part of a series of articles called *Unearthed Apocrypha* (UA). Content released in this series is designed for an upcoming expansion by Red Panda Publishing, and is currently in the play-testing phase. Each UA release is based around a theme, which determines what type of content may appear in the release.

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The subclasses in this release were designed using the 2024 rules update, and UA playtest content will default to the 2024 language choices. Officially released content will include both 2024 rules, as well as 2014 conversions, to all applicable content.

East of Eden

The theme for this UA release is “East of Eden.” The four subclasses included here all draw power from the primal demiplane of Eden, and thus all include certain similarities. This document will outline features for new subclasses for the Ranger, Sorcerer, Warlock, as well as several spells associated with Eden Magic. If you are unfamiliar with the demiplane of primal creation, begin by reading the “Welcome to Eden” below.

Welcome to Eden

The Garden of Eden, also known as the Sacred Grove, is a land of immaculate beauty and the pure innocence of new creation. Although at first glance this grove appears to be utterly normal, with grass, trees, and wildlife, the glistening landscape of Eden actually exists on a demiplane of its own making. When Adam and Eve committed the first sin and were cast “out” of Eden, they weren’t just told to leave this place, this place also left the Material Plane. Eden severed itself from the physical world, and now this sliver of God’s original creation lives on in its own Plane of Existence: a beautiful and lonely memory of what creation was intended to be.

At first glance, much of Eden appears like an ordinary swath of Mesopotamian countryside, but a closer inspection reveals some distinct and otherworldly features.

Vegetation. Although the trees and flowers here look

just like those found anywhere else in the world, there is something about them that calls to mind memories from childhood. The leaves and grass are just a shade too green, and the fruit and flowers are just a bit too vibrant. While there is nothing exactly “wrong” with the scenery here, a mortal that encounters Eden cannot help but view the world as though through the eyes of a child that is seeing the world for the first time. Fruit-bearing trees are always in season, and the branches are always heavily laden with fruit that is perfectly ripe. Flowers are always in bloom, and the grass and moss is always soft underfoot. Last, a mortal who traverses the forests in Eden will notice a startling lack of thorns, brush, weeds, or other unpleasant types of undergrowth. Even the wildest forests here in Eden are easy to stroll through, with grass never growing more than a few inches tall, and branches of trees never growing in a way that would pose an obstacle. Characters that can speak with or otherwise sense the intentions of plants will find the vegetation here to be relaxed and friendly, if a little naive.

Animals. There is an unspoken harmony to this place, causing the wildlife to behave curiously. Carnivorous animals still hunt and kill other animals, as it is part of their nature, but there a kind of peace and respect that permeates this activity, and neither predator nor prey seems to harbor resentment for the other. It is common to find animals that would normally fight over territory living together peacefully in Eden. While all of these creatures still live and act in a way that is true to their nature and created purpose, there is no sense of antagonism between species, and an overwhelming sense of harmony and acceptance exists between all species.

Eden Crossings. Portals between the Material Plane and the Plane of Eden are few and far between, and are usually situated in areas of lush natural beauty. The area within 1 mile of an Eden Crossing is enchanted with divine magic. Any creature with an Intelligence score greater than 5 that enters this area must succeed on a DC 18 Wisdom saving throw or become confused and disoriented, even if they have the “Keen Mind” or “Labyrinthine Recall” features. This effect will cause the creature to take an alternate route through the region, missing the portal entirely. A creature that succeeds in locating the portal will find its way barred by a **Cherubim** wielding a flaming sword. This Celestial is under orders from on high to prevent any mortal from entering the Garden of Eden as a consequence for the original sin committed by humankind. Attempting to fight a Cherubim is ill-advised, and the only way past this guardian is to command it to stand aside using its true name. Since Cherubim guard their true names from all but their most trusted allies, the knowledge of a Cherubim’s true name is taken as evidence of divine intervention.

Domain of Creation. This Sacred Grove is an anomaly in the cosmos. It is the place where the breath of the divine brushes against the face of the earth, and creation spontaneously lives and moves in the glory

of its Creator. It is also a place of unbridled nascence. The animals and plants that live here often possess advanced intelligence, and some even have the ability to speak. Despite this, these creatures live in a state of perpetual innocence; they have never known sin or malevolence, and are confused by the concept of it.

Additionally, the realm of Eden has a fertility that cannot be understated. As the dawn of existence, this Garden thrums with the divine Word of life and moves to the rhythm of creation. Any spell from the school of Conjuraton that summons or creates Beasts or plants has its potency doubled while in Eden. A spell that conjures a certain number of Beasts, such as *Conjure Animals* or *Summon Beast*, can conjure twice the number as the spell would normally allow. Similarly, a spell that conjures plants or Beasts in a specified area, such as *Insect Plague* or *Plant Growth* has its Area of Effect doubled when cast in Eden.

Optional Rule: Irresistible Innocence. The purity of this demi-plane is overwhelming. A creature that finishes a Short or Long rest in Eden must succeed on a DC 10 Wisdom saving throw or its Grace score temporarily increases by 2, to a maximum of 20. If you are not using the optional Grace Score rules, then a failed save causes an alignment of Evil to become Neutral, or Neutral to become Good. Regardless, this change becomes permanent if the creature does not return to the Material Plane after 1d4 days.

Additionally, a creature that finishes a Long rest must succeed on a DC 10 Constitution saving throw or the magic of Eden will take root in its heart. For each day that a creature spends in Eden, this DC increases by 1. A creature that fails this saving throw is overcome with feelings of peace and contentment, and desires to stay in Eden forever. A *Dispel Good and Evil* or *Greater Restoration* spell, or similar magic, ends this effect.

Background: Edenlost

"She was given the two wings of a great eagle, so that she might fly to the place prepared for her in the wilderness." - Revelation 12:14

You were raised in the demiplane of Eden after vanishing under mysterious circumstances as a child. Perhaps you wandered into a spontaneous Crossing while exploring in the woods; maybe a Guardian Angel swept you up to protect you in a moment of danger; or perhaps a creature of Eden led you away, having mistaken your childlike innocence as a mark of the Edenkin. Regardless, you have been forever changed by the pure magic of creation, and have now returned to find the Material Plane quite different from the one you remember.

Ability Scores. Constitution, Wisdom, Charisma

Feat. Magic Initiate (Druid)

Skill Proficiencies. Animal Handling and Survival

Tool Proficiency. Herbalism Kit

Equipment. Choose A or B: (A) Quarterstaff, Herbalism Kit, Bedroll, Druidic Focus, Holy Water (2 flasks) Traveler's Clothes, 8 GP; or (B) 50 GP

Ranger: Grovekeeper

"And here Eden waits, between the corruptible and the incorruptible, and there are some there who keep watch." -2 Enoch 8

Some Rangers, whether by relentless searching or (more often) by accident, stumble upon a Crossing into the Plane of Eden, the primordial Plane of Creation as it was intended to be, and the source of magic for Druids and Rangers alike. The raw magic of Creation suffuses this Plane of Existence, causing permanent changes in the minds, bodies, and souls of those who stay for too long. Permanently transmuted by the raw and unfiltered magic of nature, Grovekeepers are avowed to remain in Eden for all eternity, keeping watch over the innocence of the plants and animals that inhabit this plane.

However, sometimes fate has other plans. Discuss with your GM why you have left Eden. Was it by choice or by accident? Were you called or commanded to leave, and when - if ever - do you plan to return?

Level 3: Eden's Gift

You know the *Druidcraft* spell. Wisdom is your spellcasting modifier for it.

In addition, you learn a unique language known only to inhabitants of Eden called Adamic. When you speak in this forgotten tongue, you can be understood by beasts and plants, but do not have the ability to understand them in return. When speaking Adamic, you have Advantage on checks made to Influence plants and beasts.

Level 3: Eden's Magic

When you reach a Ranger level specified in the table below, you thereafter always have the listed spells prepared.

Ranger Level	Spells
3	<i>Entangle</i>
5	<i>Summon Beast</i>
9	<i>Blessing of the Little Flower</i>
13	<i>Eyes of Eden</i>
17	<i>Wrath of Eden</i>

Level 7: Nature's Venom

When you hit a creature under the effect of your *Hunter's Mark* spell, you can forgo the bonus damage of the spell to instead force the target to make a Constitution saving throw against your spell save DC. On a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself with a success.

Level 11: Improved Adamic

When you speak to beasts or plants using Adamic, they now have the ability to speak back to you, also in Adamic.

Level 15: Verdant Step

As a Bonus Action, you can teleport to an unoccupied space within 60 feet, so long as it is within 5 feet of either a plant or a creature with the Poisoned condition.

Sorcerer: Echoes of Eden

"The Lord God planted a garden in Eden, in the East." -Genesis 5:1

The raw magic of Creation suffuses the sacred demiplane known as Eden, and those who stumble accidentally into its crossings are permanently changed. The volatile and chaotic magic of Eden can easily take root in the soul of an unwitting traveler, causing their every action to thrum with echoes of the divine word that spoke the garden into existence. Those who can learn to channel these creative surges refer to their magic as Echoes of Eden.

Such magic is whimsical and unpredictable, and Eden Sorcerers are distinguishable by an outward sign that marks the creative surges residing in their soul. Choose an Echo from the table below, or roll to determine it randomly.

d6	Echo
1	The air around you always smells like the cool breeze following a thunderstorm.
2	There are always a handful of butterflies flitting through the air around you.
3	When you cast a spell that has a somatic component, thin vines of ivy and blooming flowers cover your arms and torso
4	When you cast a spell that has a verbal component, your voice is joined by a chorus of merrily chirping birds.
5	Your hair is always moving as though being tussled by an unseen and unfelt breeze.
6	On cloudy days or nights, there is always a break in the clouds just above you.

Level 3: Eden Spells

When you reach a Sorcerer level specified in the table below, you thereafter always have the listed spells prepared.

Sorcerer Level	Spells
3	<i>Create or Destroy Water, Earth Shackles, Goodberry, Summon Beast</i>
5	<i>Conjure Animals, Plant Growth</i>
7	<i>Eyes of Eden, Grasping Vine</i>
9	<i>Commune with Nature, Wrath of Eden</i>

Level 3: Garden Path

Your movement is unaffected by Difficult Terrain.

Level 6: Word of Creation

As a Magic Action, you can spend 1 or more Sorcery Points to create a single nonmagical object in an unoccupied space within 30 feet. The object you create can be anything you can imagine, but its size and gold value is limited by the number of Sorcery Points spent in

its creation, as shown in the table below.

Once created, the object lasts a number of hours equal to your Sorcerer level, after which it vanishes, leaving behind a spontaneous growth of wildflowers.

Sorcery Points	Size Limit	Value Limit	Examples & Ideas
1	Small	25 gp	A weapon or tool
2	Medium	1,000 gp	A rowboat or heavy boulder
4	Large	10,000 gp	A staircase or wall
8	Gargantuan	50,000 gp	A bridge over a chasm, or a galley ship

Level 14: Move Mountains

You always have the *Summon Elemental* spell prepared, and you can cast it by expending a spell slot as normal, or by spending 3 Sorcery Points. If you cast it with Sorcery Points, you can only summon a spirit of Earth, it does not require concentration, and the spell's duration becomes 1 minute.

Level 18: Sacred Grove

As a Magic Action, you create a rift between the planes causing a fragment of the Garden of Eden to reveal itself around you in a 20-foot Emanation for 10 minutes. The Emanation spreads around corners and moves with you, centered on you.

The terrain inside of this Emanation is a verdant reflection of the way the world should be: Difficult Terrain becomes a soft, grassy field; desert heat or arctic cold become a gentle spring breeze; and luminescent insects flit lazily in the air. Objects that enter the space of this Emanation become densely overgrown in flowering vines, and man-made devices of your choice (such as vehicles, constructs, technology, or traps) fail to function (they have the Incapacitated condition) while within the Emanation.

Creatures of your choice within the Emanation have Advantage on Wisdom saving throws and Death saving throws, and if an ally with 0 hit points starts its turn in the Emanation, it regains 1 hit point.

Once you use this action, you cannot use it again until you finish a Long Rest unless you spend 5 Sorcery Points (no action required) to restore your use of it.

Warlock: Elder Tree Patron

"Amongst them was a tree such as I had never yet smelt: it had a fragrance beyond all fragrance, and its wood would never wither." -Enoch 24:4

Of the many trees that have lived and died throughout the history of time and space, the annals of the apocrypha speak in whispers of a select few that surpass human understanding. So ancient are these trees, that they have developed a sentience that rivals the intellect of angels and demons alike. Such trees grow in ancient and forbidden places: places that mortals rarely - if ever - tread... but their roots grow deep and, occasionally, find their way into the fertile soil of a Warlock's heart.

It is unclear what draws the attention of an Elder Tree,

but such Warlocks usually find their new patron to be an inscrutable one, as the desires and rationale of trees are foreign to those of mortals. There may be as many as a dozen trees that have developed sentience, but sovereign among them are the four that follow.

Tree of Life. The most ancient and powerful of the Elder Trees is the Tree of Life. This tree - the *first* tree - is the source of the living waters of Eden, and the first living thing spoken into existence at the creation of the Material Plane. Warlocks who serve the Tree of Life feel a compulsion to preserve life and defend the natural world. Such Warlocks often suffer episodes of emotional distress as the roots of the Tree of Life communicate to them the pain of the fallen world.

Tree of Knowledge. The Tree of Knowledge is younger sister to the Tree of Life. Created with an innate connection to the domain of knowledge, the Tree of Knowledge has a curiosity that distinguishes it as one of the most intelligent beings - not only among the trees - but in all of creation. Warlocks who serve the Tree of Knowledge are often tasked with seeking out pieces of esoteric knowledge in lost dungeons or forbidden libraries.

Oak of Mamre. The Oak of Mamre began life as an ordinary acorn, but by chance fell to take root in *Holy Ground*. The massive, twisting oak that grew on this holy site was granted immortality and sentience as its roots were nourished by a wellspring of divine power. Warlocks who serve the Oak of Mamre may find their new patron to be whimsical and unpredictable due to surges of potent magical energy that cloud its judgment. These surges cause the Oak to become euphoric and irrational - often sending a Warlock on a quest and then immediately forgetting why.

The Peridexion. The Peridexion is actually an extensive root network that connects many genetically identical trees on many Planes of Existence, allowing them the unique ability to learn and share information through a shared consciousness. Each incarnation of the Peridexion blooms with iridescent pink flowers whose fragrance has powerful abjorative effects, evolved over millennia of encounters with extraplanar threats. Warlocks who seek the patronage of the Peridexion will be granted powerful defensive capabilities, although they may find it curious that the voice of their patron is constantly changing from youthful to ancient and male to female, depending on what incarnation of the Peridexion they are nearest to.

Choose an Elder Tree, or determine it randomly, using the Elder Tree Patron Table below. The tree you choose as your patron also determines the gifts you will be granted, as described in the class features that follow.

Patron	Spell	Energy
Tree of Life	<i>Cure Wounds</i>	<i>Necrotic</i>
Tree of Knowledge	<i>Identify</i>	<i>Psychic</i>
Oak of Mamre	<i>Bless</i>	<i>Radiant</i>
Peridexion	<i>Protection from Evil and Good</i>	<i>Force</i>

Level 3: Gift of the Tree

Your Patron teaches you a unique spell, shown in the Elder Tree Patron Table above. You always have this spell prepared and can cast it without expending a spell slot a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Level 3: Elder Tree Spells

The magic of your patron ensures that you always have certain spells ready; when you reach a Warlock level specified in the Spells table below, you thereafter always have the listed spells prepared.

Warlock Level	Spells
3	<i>Barkskin</i> , <i>Entangle</i> , <i>Goodberry</i> (appears as the type of fruit grown by your patron), <i>Pass Without Trace</i>
5	<i>Plant Growth</i> , <i>Speak With Plants</i>
7	<i>Eyes of Eden</i> , <i>Grasping Vine</i>
9	<i>Tree Stride</i> , <i>Wrath of Eden</i>

Level 6: Champion of the Elder Tree

Your link to the Elder Tree makes you a conduit for its magical energy. The type of energy associated with your patron is shown in the Elder Tree Patron table above. You have Resistance to damage from this energy type, and when you cast a spell that deals damage with this energy, you can add your Charisma modifier to that spell's damage roll.

Level 10: Arcanum Arboreum

You learn an additional cantrip, chosen from the Druid spell list. This cantrip functions as a Warlock spell for you.

In addition, whenever you gain or replace an arcanum through your Mystic Arcanum class feature (starting at level 11), your arcanum can come from the Druid or Warlock spell list.

Level 14: Summon Great Tree

As a Magic Action, you can touch the ground, causing a tree to sprout from the earth and rapidly grow to a massive size. The tree's trunk has a diameter of 5 feet and a height of 30 feet, is the same species as your patron, and uses the **Great Tree** stat block below. If the tree is prevented from reaching its full height because of a ceiling or other obstacle, it stops growing at this height. The tree is an ally to you and your allies, and disappears after 8 hours, or when it drops to 0 hit points.

Once you use this feature, you cannot use it again until you finish a Long Rest.

Great Tree

Huge Plant, Chaotic Good

Armor Class: 16

Initiative: +3 (13)

Hit Points: 100

Speed: 0 ft.

PB: +4

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 23	+6	+6	DEX 4	-3	-3	CON 21	+5	+5
INT 1	-5	-5	WIS 16	+3	+3	CHA 1	-5	-5

Vulnerabilities: Fire

Resistances: Bludgeoning, Piercing

Senses: Tremorsense 60 ft., Passive Perception 13

Languages: understands the languages that you know.

Traits

Siege Monster: The Great Tree deals double damage to objects and structures.

Magic Fruit: The Great Tree grows enough fruit to nourish 6 creatures. Creatures that consume this fruit gain 1d10 Temporary Hit Points.

Actions

Multiattack: The Great Tree makes two Slam attacks.

Slam: *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage.

Druid: Circle of Baptism

Druids of the Circle of Baptism draw the power of water, which has both the capacity to destroy as well as to usher in new life. It is this duality that is the basis of the ritual of baptism: when a creature allows themselves to be submerged in water, they symbolically allow the waters to destroy their old habits and vices and then rise from the water into new life.

Such druids (colloquially known as “baptists”) are usually traveling preachers and adventurers who baptize those who seek them out. But the meekness of these druids should not be underestimated, for the healing and life-giving power of water can equally be wielded as a weapon of destruction. The Baptist travels the earth with a twofold mission: seeking to eradicate evil with the cleansing powers of the flood, and thus allowing the innocence of new life to take root and blossom in its place.

Level 3: Circle of Baptism Spells

When you reach a Druid level specified in the Circle Spells table, you thereafter always have the listed spells prepared.

Druid level	Circle Spells
3	<i>Calm Emotions, Create or Destroy Water, Fog Cloud, Rain</i>
5	<i>Deluge, Torrent of Water</i>
7	<i>Control Water, Bind with Water</i>
9	<i>Conjure Elemental (water only), Tehom</i>

Level 3: Transfigured Form

As a Bonus Action, you can expend a use of your Wild Shape feature to take on a transfigured form rather than shape-shifting.

While in your transfigured form, you retain your game statistics, but your body glows faintly with divine magic. You gain the following benefits in this form.

- You shed Dim light in a 10-foot radius.
- You have advantage on all Charisma Checks
- You have advantage on Constitution saving throws made to maintain Concentration.
- You gain a number of Temporary Hit Points equal to 5 times your Druid level.

This form lasts for 10 minutes, but ends early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

Level 6: Baptism

You perform a ritual to baptize a willing creature in water. The ritual takes 1 minute to perform, and must be performed in waters of sacred significance, such as a temple pool, a river of historic importance, a natural hot spring, or similar.

You can perform the ritual of baptism on a number of creatures up to your Wisdom modifier. When you baptize a creature, choose which of the following benefits it receives. A creature can only benefit from the effects of one baptism at a time, and if you baptize a creature again, the effects of the previous baptism fade before the new baptism takes effect. The benefits of baptism are otherwise permanent. You cannot baptize yourself.

Discipline. The creature’s normal speed increases by 5 feet.

Faithfulness. The creature can cast the *Detect Evil and Good* spell without expending a spell slot and using your spellcasting modifier. The creature can cast the spell in this way once, and regains the ability to do so after finishing a Long Rest.

Joy. The creature gains resistance to psychic damage.

Patience. The creature gains a bonus to its Initiative rolls equal to your Wisdom modifier.

Peace. The creature can cast the *Calm Emotions* spell without expending a spell slot and using your spell save DC. The creature can cast the spell in this way once, and regains the ability to do so after finishing a Long Rest.

Right Judgment. The creature gains proficiency in Insight. If it already had proficiency in Insight, it gains Expertise instead.

Self-Control. The creature gains proficiency on Intelligence, Wisdom, or Charisma saving throws (your choice).

Level 10: Wade in the Water

You can shape the destructive force of water to avoid harming your allies. When you cast a spell that uses water to affect other creatures that you can see (such as *Control Water* or *Deluge*), you can choose a number of creatures equal to your Proficiency Bonus who automatically succeed on their saving throws against the

spell, and take no damage if they would normally take half damage on a successful save.

Level 14: Waters of New Life

While you are in your Transfigured Form, a soft rain falls around you in a 30-foot Emanation. While in the Emanation, you and your allies cannot have your Hit Point maximums reduced by any means. Additionally, if an ally with 0 hit points starts its turn in your Emanation, it regains a number of Hit Points equal to your Druid level.

Spells

Bind With Water

Level 4 Conjunction (Druid, Ranger, Sorcerer)

Casting Time: Action Bonus Action

Range: 120 feet

Component: S

Duration: Concentration, up to 1 minute

You stretch out your hand, causing tendrils of water to erupt from the earth at a point within range. Each target of your choice within a 20-foot wide, 50-foot tall cylinder centered on that point must make a Strength Saving Throw. A creature who succeeds on the save is ejected to the nearest empty space outside of the cylinder. On a failed save, a creature is restrained and held aloft by the tendrils of water.

The maximum number of targets you can restrain with your water tendrils is equal to your spellcasting ability modifier. A Medium or smaller creature counts as one target, a Large creature counts as two, a Huge creature counts as three, and a Gargantuan creature counts as five.

A restrained target repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

Using a Higher-Level Spell Slot. You can restrain one additional target for each spell slot level above 4.

Blessing of the Little Flower

Level 3 Divination (Cleric, Druid)

Casting Time: Action

Range: Self

Component: V, S, M (a pressed rose petal)

Duration: 1 hour

You are momentarily surrounded by rose petals raining from the sky, and temporarily gain the skills needed to accomplish your goals. You gain an Origin Feat of your choice for the Duration.

Using a Higher-Level Spell Slot. If you cast this spell with a level 6+ spell slot, your choices are expanded to include General Feats, and if you cast it with a level 9 spell slot, your choices are expanded to include Epic Boon Feats.

Deluge

Level 3 Evocation (Druid, Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S, M (a vial of rainwater)

Duration: Instantaneous

You conjure a deluge of water that crashes down in a 10-foot-radius, 40-foot-high cylinder centered on a point you can see within range. Each creature in this area makes a Dexterity saving throw. On a failed save, a target takes 5d8 Bludgeoning damage and is knocked Prone. On a successful save, a creature takes half as much damage and is not knocked prone. The water then spreads across the ground in all directions, extinguishing unprotected flames on the ground within a 30-foot Radius, and then vanishes.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 3.

Eyes of Eden

Level 4 Divination (Druid, Ranger)

Casting Time: Action

Range: Touch

Component: S (a seed)

Duration: Concentration, up to 1 hour

You touch a solid surface, causing a small flower to instantly sprout and bloom from the point you touched. You can mentally see and hear through this flower, which has Blindsight with a range of 30 feet. There is no limit to how far away from the flower you can move, but if you enter another Plane of Existence or the flower takes any damage, the spell ends.

Tehom

Level 5 Conjunction (Druid, Sorcerer, Warlock)

Casting Time: Action

Range: 60 feet

Component: V, S, M (a vial of water collected within the last week)

Duration: Concentration, up to 1 minute

A swirling whirlpool of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range, which must be on the ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that enters it for the first time on its turn or starts its turn there must make a Strength saving throw. On a failure, a creature takes 4d8 Bludgeoning damage and is pulled 15 feet toward the center of the whirlpool. On a success, a creature takes half as much damage and is not pulled.

If a creature begins its turn at the center of the whirlpool and fails its saving throw, it immediately disappears and is magically teleported to the exact spot from which you collected the vial of water used as the Material component of the spell. The target remains there until the spell ends, at which point the target reappears in the nearest unoccupied space to the one it

left.

If you maintain concentration on this spell for the full Duration, vanished creatures do not return.

Torrent of Water

Level 3 Conjuraton (Druid, Ranger, Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S, M (a smooth stone taken from a riverbed)

Duration: Concentration, up to 1 minute

A river flows up from the ground at a point you choose within range, which must be on the ground or solid surface, or in a body of water. You can make the river up to 60 feet long and 10 feet wide, and the river can be shaped in any way you choose as long as it makes a continuous path along the ground. The river is considered difficult terrain. You choose the direction the water is flowing when you cast the spell. The river lasts for the duration.

When the river appears, each creature within its area must make a Strength saving throw. On failure, a creature takes 2d10 Bludgeoning damage and is pushed 10 feet in the direction of the water's flow. On a success, a creature takes half as much damage and is not pushed. A creature must repeat this saving throw when it enters the area of the river for the first time on its turn, or when it begins its turn there.

Wrath of Eden

Level 5 Evocation (Druid, Ranger)

Casting Time: Action

Range: 120 feet

Component: V, S, M (a piece of snake skin)

Duration: Concentration, up to 1 minute

You invoke the desecration of Eden to call on nature to rise up against wickedness. Choose a point you can see within range. Nature springs to life in a 30-foot-radius Sphere centered on that point, causing the following effects.

Thorns and Thistles. Thistles spring up from the ground, causing the area to become Difficult Terrain for creatures of your choice.

Dust Shall You Eat. At the start of each its turns, each creature of your choice with a Fly Speed must succeed on a Constitution saving throw or its Fly Speed becomes 0 and it cannot hover.

Trees and Vines. At the start of each its turns, each creature of your choice within 5 feet of a tree or vine must make a Dexterity saving throw. On a failure, a target takes 3d8 Force damage and is Restrained until the spell ends. On a success, a target takes half as much damage and is not Restrained. A Restrained target can use its Action to repeat the saving throw, ending the effect on a success.