



OTHERWORLDLY PATRON – THE CAULDRON: NPCs

The following stat blocks can be used to describe non-player characters who are warlocks that have the cauldron patron or have abilities similar to a warlock with that patron. You can choose the stat block that best aligns with the power level of the NPC.

To further customize your NPC, apply the racial traits of whichever humanoid race you've chosen for it. If the NPC has a spell list, you can also replace any of its known spells with spells of an equivalent level from the warlock or the cauldron expanded spell lists.

REVISED SPELL

ACID ARROW

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

Classes: Sorcerer, Wizard

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes $4d4$ acid damage immediately and $4d4$ acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by $1d4$ for each slot level above 2nd.



APOTHECARY

Medium humanoid(any race), any alignment

Armor Class 14 (hide armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Arcana +2, Investigation +2, Perception +3, Survival +3, Alchemist's supplies +4

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP) **Proficiency Bonus** +2

Pestilent Cauldron. The apothecary can perform a 1-hour ceremony to turn a small pot or cauldron into its magical vessel. This ceremony can be performed during a short or long rest, and any previous vessel is destroyed. The vessel's AC is 13, it has 40 hit points, and it is immune to poison and psychic damage.

Actions

Multiaattack The apothecary makes two dagger attacks.

Dagger. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 4 ($1d4 + 2$) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 ($1d8 + 2$) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 ($2d6$) poison damage on a failed save, or half as much damage on a successful one.

Cauldron Fumes. While the apothecary is within 20 feet of its cauldron, it can choose one of the following effects at random, then choose a creature it can see within 60 feet of its vessel to be the target of the effect.

- 1. Healing Brew.** The creature gains 13 ($3d8$) temporary hit points.
- 2. Necrotic Brew.** The creature must succeed on a DC 13 Constitution saving throw or take 19 ($3d12$) necrotic damage.
- 3. Acidic Brew.** The creature and each other creature within 10 feet of it must succeed on a DC 13 Dexterity saving throw or take 10 ($3d6$) acid damage.
- 4. Invigorating Brew.** The creature gains advantage on weapon attacks it makes before the end of its next turn.

CAULDRON WARLOCK

Medium humanoid (any race), any alignment

Armor Class 13 (16 with mage armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Investigation +4, Perception +4,
Survival +4, Alchemist's supplies +7

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Pestilent Cauldron. The warlock can perform a 1-hour ceremony to turn a small pot or cauldron into its magical vessel. This ceremony can be performed during a short or long rest, and any previous vessel is destroyed. The vessel's AC is 15, it has 80 hit points, and it is immune to poison and psychic damage.

Bonus Actions

Cauldron Fumes. While the warlock is within 20 feet of its cauldron, it can choose one of the following effects at random, then choose a creature it can see within 60 feet of its vessel to be the target of the effect.

1. *Healing Brew.* The creature gains 13 (3d8) temporary hit points.

2. *Necrotic Brew.* The creature must make a DC 15 Constitution saving throw or take 19 (3d12) necrotic damage.

3. *Acidic Brew.* The creature and each other creature within 10 feet of it must make a DC 15 Dexterity saving throw or take 10 (3d6) acid damage.

4. *Invigorating Brew.* The creature gains advantage on weapon attacks it makes before the end of its next turn.

Actions

Chilling Grasp. *Melee Spell Attack:* +7 to hit, range 5 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage, and the target can't regain hit points or take reactions until the start of its next turn.

Poison Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 9 (1d12 + 3) poison damage.

Spellcasting. The warlock's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

(At will): *prestidigitation, mage armor (self only), mage hand, minor illusion*

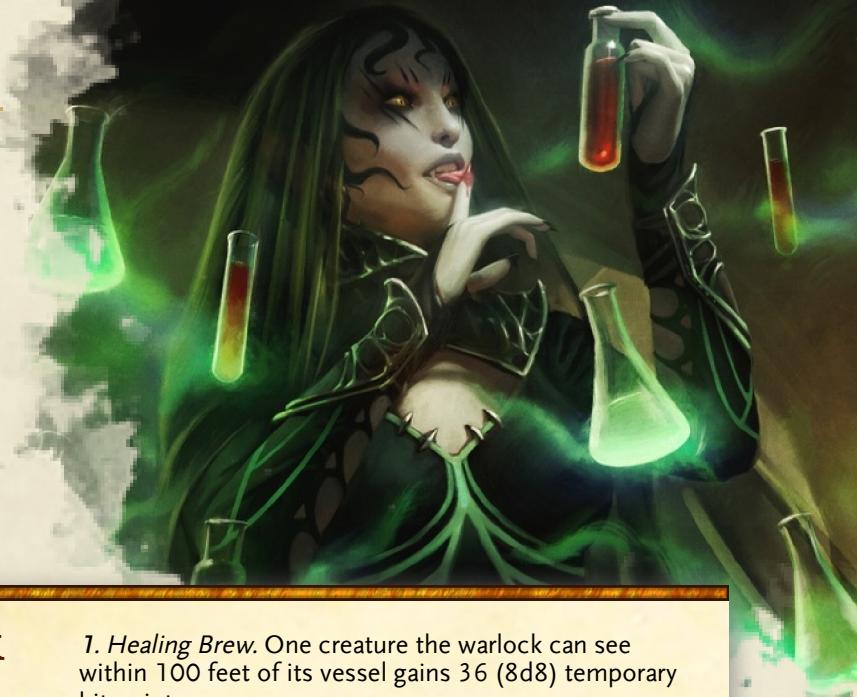
1st-5th level (3 2nd-level slots): *acid arrow**, *mirror image, shatter*

*Revised spell found earlier in this document



ART CREDIT

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GREAT CAULDRON WARLOCK

Medium humanoid (any race), any alignment

Armor Class 14 (17 with mage armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8

Skills Arcana +7, Investigation +7, Perception +7, Survival +7, Alchemist's supplies +8

Senses darkvision 60 Ft. passive Perception 17

Languages any one language (usually Common)

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Eldritch Mind. The warlock has advantage on Constitution saving throws it makes to maintain concentration on spells.

Pestilent Cauldron. The warlock can perform a 1-hour ceremony to turn a small pot or cauldron into its magical vessel. This ceremony can be performed during a short or long rest, and any previous vessel is destroyed if it still exists. The vessel's AC is 16, it has 100 hit points, and it is immune to poison and psychic damage. If a creature wishes to move the cauldron against the warlock's will, it must use an action to make a DC 16 Strength check. On a success, it can move the cauldron until the end of the turn. On a failure, it is unable to move the cauldron.

While the warlock is within 40 feet of the vessel, it can cast spells as though it is holding a spell focus.

Bonus Actions

Cauldron Fumes. While the warlock is within 40 feet of its cauldron, it can choose one of the following effects at random, then choose a creature it can see within 60 feet of its vessel to be the target of the effect.

1. **Healing Brew.** One creature the warlock can see within 100 feet of its vessel gains 36 (8d8) temporary hit points.

2. **Necrotic Brew.** Each creature of the warlock's choice it can see within 60 feet of its vessel must make a DC 16 Constitution saving throw. A creature takes 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

3. **Acidic Brew.** The warlock makes a ranged spell attack against a creature it can see within 100 ft of its vessel (+8 to hit). On hit, the creature takes 14 (4d6) acid damage immediately and an additional 14 (4d6) acid damage at the end of its next turn. If the attack misses, the target takes the initial damage but takes no additional damage at the end of its next turn.

4. **Invigorating Brew.** Until the end of the warlock's next turn, one creature that it can see within 100 feet of its vessel gains advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target.

Actions

Multiaction. The warlock makes three poison bolt attacks.

Chilling Grasp. *Melee Spell Attack:* +8 to hit, range 5 ft., one target. *Hit:* 22 (4d8 + 4) necrotic damage, and the target can't regain hit points or take reactions until the start of its next turn.

Poison Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 10 (1d12 + 4) poison damage.

Spellcasting. The warlock's spell casting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

At will: *mage armor (self only), mage hand, minor illusion, prestidigitation*

1st-5th level (3 5th-level slots): *cloudkill, dispel magic, hold monster, scrying, vitriolic sphere**

*Found in *Xanathar's Guide to Everything*

LEGENDARY CAULDRON WARLOCK

Medium humanoid (any race), any alignment

Armor Class 14 (17 with mage armor)

Hit Points 212 (25d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Wis +7, Cha +9, Con +9, Int +8

Skills Arcana +8, Investigation +8, Perception +7, Survival +7, Alchemist's supplies +13

Senses darkvision 60 ft., passive Perception 17

Languages any one language (usually Common)

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Eldritch Mind. The warlock has advantage on Constitution saving throws it makes to maintain concentration on spells.

Legendary Resistance (3/Day). If the warlock fails a saving throw, it can choose to succeed instead.

Pestilent Cauldron. The warlock can perform a 1-hour ceremony to turn a small pot or cauldron into its magical vessel. This ceremony can be performed during a short or long rest, and any previous vessel is destroyed if it still exists. The vessel's AC is 17, it has 150 hit points, and it is immune to poison and psychic damage. If a creature wishes to move the cauldron against the warlock's will, it must use an action to make a DC 17 Strength check. On a success, it can move the cauldron until the end of the turn. On a failure, it is unable to move the cauldron.

While the warlock is within 40 feet of the vessel, it can cast spells as though it is holding a spell focus.

Bonus Actions

1. Healing Brew. One creature the warlock can see within 100 feet of its vessel gains 36 (8d8) temporary hit points.

2. Necrotic Brew. Each creature of the warlock's choice it can see within 60 feet of its vessel must make a DC 17 Constitution saving throw. A creature takes 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

3. Acidic Brew. The warlock makes a ranged spell attack against a creature it can see within 100 ft of its vessel (+9 to hit). On hit, the creature takes 14 (4d6) acid damage immediately and an additional 14 (4d6) acid damage at the end of its next turn. If the attack misses, the target takes the initial damage but takes no additional damage at the end of its next turn.

4. Invigorating Brew. Until the end of the warlock's next turn, one creature that it can see within 100 feet of its vessel gains advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target.

Actions

Multiattack The warlock makes three poison bolt attacks.

Chilling Grasp. *Melee Spell Attack:* +9 to hit, range 5 ft., one target. *Hit:* 22 (4d8 + 4) necrotic damage, and the target can't regain hit points or take reactions until the start of its next turn.

Poison Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 10 (1d12 + 4) poison damage.

Spellcasting. The warlock's spell casting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

At will: *mage armor (self only), mage hand, minor illusion, prestidigitation*

1st-5th level (3 5th-level slots): *cloudkill, dispel magic, hold monster, scrying, vitriolic sphere**

*Found in *Xanathar's Guide to Everything*

Legendary Actions

The warlock can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlock regains spent legendary actions at the start of its turn.

Cauldron Step. The warlock teleports to an unoccupied space within 5 feet of its vessel or has its vessel teleport to an unoccupied space within 5 feet of it.

Check. The warlock makes a skill check that would normally require an action.

Cauldron Fumes. (Costs 2 Actions) The warlock uses its Cauldron Fumes ability.

Chilling Grasp. (Costs 2 Actions) The warlock makes a Chilling Grasp attack.

Reconstitute (Costs 3 Actions). If the warlock is suffering from one or more conditions that require it to make a saving throw to end, it may immediately make a save against each condition. A successful save for any of the throws will end the condition immediately. The only saving throws that this action can be used for are saves that are made at the end or start of its next turn or saves that would use its action. The warlock can use this legendary action while incapacitated.

1.0.0 CHANGES

- Public Release

1.1.0 CHANGES

- Cleaned up statblocks

1.1.1 CHANGES

- Removed footers from pages with art on the bottom

1.2.0 CHANGES

- Add "(any race)" to creature type of all statblocks

1.2.1 CHANGES

- Typo clean up

1.2.2 CHANGES

- Add spell source references
- Clean up apothecary stat block format

1.2.3 CHANGES

- Add revised acid arrow to document

1.2.4 CHANGES

- Typo fixes

REFERENCED DOCUMENTS

- Revised Spells 1.0.0