

OTHERWORLDLY PATRON

THE CAULDRON

The source of your power is tied to eldritch alchemy, and you can conjure a magical cauldron through which you channel this alchemy. Your patron may have been a fiend, hag, or powerful witch who bestowed the cauldron upon you, or it may be the cauldron itself, which possesses a bizarre, arcane sentience. Your power also might be derived from a magical elixir you discovered or concocted, which your fate is now irrevocably bound to.

However you came about this power, you can now use your alchemical knowledge to gather ingredients used to create arcane elixirs and mystical brews. Your enchanted cauldron allows you to brew these concoctions, and they can provide impressive aid to your allies while meeting out terrible fates to your enemies.

EXPANDED SPELL LIST

Your alchemical powers allow you to 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.

CAULDRON EXPANDED SPELL LIST

Spell Level

Spells

1st	Tasha's Caustic Brew*, Ray of Sickness
2nd	Locate Object, Melf's Acid Arrow**
3rd	Stinking Cloud, Life Transference
4th	Locate Creature, Vitriolic Sphere
5th	Reincarnate, Cloudkill
7th	Regenerate

*Found in *Tasha's Cauldron of Everything*

**Revised Version Found on Page 4

HUNT FOR SPECIMENS

Starting at 1st level, you gain proficiency in one of the following tools of your choice: alchemist's supplies, brewer's supplies, cook's utensils, or herbalism kits. At 6th level, your proficiency bonus when making checks using the chosen tool is doubled.

Additionally, you can use the chosen tool to acquire one or more magical ingredients by spending 1 minute harvesting the remains of a creature of CR 1/8 or higher that died within the last hour. These ingredients are used for your other pact of the cauldron features, but spoil and become useless 8 hours after being harvested. When you make this harvest, roll on the Ingredient Types tables to determine the type of ingredient you harvest.



You can harvest a number of ingredients each day equal to 1 + your warlock level. Roll for each ingredient harvested separately.

INGREDIENT TYPES

d4	Effect
1	Verdant
2	Pestilent
3	Acidic
4	Invigorating

PESTILENT CAULDRON

At 1st level, you can perform a 1-hour ceremony to turn a small pot or cauldron into your magical vessel. This ceremony can be performed during a short or long rest, and any previous vessel is destroyed. The vessel's AC equals your spell save DC, its hit points equals five times your warlock level, and it is immune to poison and psychic damage.



While you are within 20 feet of the vessel, you can cast your warlock spells as though you are holding a spell focus and you can use an action or bonus action to pull out and throw a magical ingredient into the vessel and gain an effect based on the type of ingredient.

INGREDIENT EFFECTS

Ingredient	Effect
Verdant	You may have a target creature within 60 feet of your vessel that you can see regain a number of hit points equal to $1d6 + \text{your proficiency bonus}$.
Pestilent	You may make a ranged spell attack against a target creature within 60 feet of your vessel. On a hit, the target takes $1d12 + \text{your proficiency bonus}$ necrotic damage.
Acidic	You choose a point within a 60 feet of your vessel that you can see. Each creature within a 10-foot radius of that point must make a Dexterity saving throw against your spell save DC, taking $1d6 + \text{your proficiency bonus}$ acid damage on a failed save.
Invigorating	A target creature you can see within 60 feet of your vessel gains advantage on the next attack roll it makes before the end of its next turn.

WITHERBLOOM BREW

At 6th level, when you complete a long rest, you may turn a number of rations equal to your proficiency modifier into ingredients as though you harvested them using your Hunt for Specimens feature.

Additionally, whenever you throw 3 or more ingredients into your vessel, each within a minute of the next, you create a magical brew that is held inside your vessel. You can use an action to harvest the brew from your vessel with an empty flask. The brew retains its magical potency for 24 hours or until it is used.

The effect of the brew depends on the last ingredient used to create it, as shown in the table below. A vessel can hold only one brew at a time and if another brew is created it before it is harvested, the old one is destroyed.

A brew retains its potency for 8 hours, unless you spend 200g worth rare herbs and spices to preserve it.

BREW EFFECTS

Ingredient	Effect
Verdant	A creature can drink this brew or administer it to another creature as an action. The recipient regains $5d8$ hit points.
Pestilent	As an action, a creature can apply this brew to a simple or martial weapon. The effect lasts for 1 hour or until the weapon or a piece of ammunition fired by it hits a creature, causing the target to take $6d6$ additional necrotic damage from the attack.
Acidic	The vial with this brew can be treated as an improvised thrown weapon with a range of 20 feet. On a hit, the target is covered in acid for the 1 minute or until it or another creature within 5 feet of it uses its action to scrape or wash off the acid. A creature covered in the acid takes $6d4$ acid damage at start of each of its turns.
Invigorating	A creature can drink this brew or administer it to another creature as an action. The creature administering the brew can end one disease or one of the following conditions affecting the recipient: blinded, charmed, deafened, frightened, paralyzed, poisoned, stunned.

PEST SUMMONING

Starting at 10th level, you can use an action to call forth a pest into an unoccupied space that you can see within 20 feet of you. Roll to determine what type of pest it is, as you would an ingredient. This determines its abilities, as shown in its stat block on the next page.

The **pest** is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. You can command the pest on your turns as a bonus action, and you may throw a magical ingredient into the vessel as part of the same bonus action. If you don't issue any command to the pest, it takes the dodge action and uses its movement to avoid danger.

After 10 minutes, or if you summon another pest, the pest stops obeying you and does anything it can to escape.

Regardless of whether it's dead or alive, you can throw a pest into your vessel as though it's an ingredient with the property equivalent to the type of pest it is. The pest loses its potency as an ingredient 1 hour after its death or 8 hours after it's summoned unless you feed it 200g worth rare herbs and spices to preserve it.

You can summon a pest up to 3 times, and you regain all expended uses of this ability when you finish a long rest.

INFUSE WITH VITALITY

At 14th level, you've learned how to prolong your life through eldritch alchemy. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

UNWILLING INGREDIENT

At 14th level, whenever you use a pest as an ingredient in your vessel, the following effects replace those listed in the Pestilent Cauldron feature.

EMPOWERED EFFECT

Ingredient Effect

Verdant	You may have up to three creatures that you can see within 60 feet of your vessel regain 3d8 hit points.
Pestilent	Each creature of your choice that you can see within 60 feet of your vessel must make a Constitution saving throw against your spell save DC. A creature takes 3d10 necrotic damage on a failed save, or half as much damage on a successful one.
Acidic	You may make a ranged spell attack against a target creature within 100 feet of your vessel that you can see. On a hit, the target takes 4d6 acid damage immediately and 4d6 acid damage at the end of its next turn. On a miss, the attack splashes for the initial damage and deals no damage at the end of the creature's next turn.
Invigorating	You choose a creature within 100 feet of your vessel that you can see. Until the start of your next turn, that creature has advantage on attack rolls, ability checks, and saving throws and can't suffer disadvantage imposed on it for any of these rolls. Additionally, other creatures have disadvantage on attack rolls against the target and they can't gain advantage on attack rolls against it.



PERSONALIZED PESTS

While the pests here are inspired by the creatures from Strixhaven, your pests can take on a form unique to your character. They could appear to be toads, crabs, lizards, or giant insects. Regardless of their appearance, they are still have the monstrosity creature type.

PEST

Tiny monstrosity, chaotic neutral

Armor Class 10 (natural armor)
Hit Points (2 times your warlock level)
Speed 20 ft., swim 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (0)	12 (+1)	1 (-5)	8 (-1)	2 (-5)

Senses Darkvision 30 Ft., passive Perception 9.

Challenge —

Proficiency Bonus Equal to your proficiency bonus

Actions

(Verdant) Infuse with Vitality. Target creature within 10 feet of the pest that it can see gains 1d8 + your proficiency bonus temporary hit points.

(Pestilent) Moldering Touch. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d12 + your proficiency bonus necrotic damage.

(Acidic) Acid Blech. The pest exhales acid in an 15-foot line that is 1 feet wide. Each creature in that line must make a Dexterity saving against your spell save DC, taking 1d6 + your proficiency bonus acid damage on a failed save, or half as much damage on a successful one.

(Invigorating) Bite. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d4 + proficiency bonus piercing damage, and the pest attaches to the target. While attached, the creature that it is attached to has disadvantage on attacks against the pest and the pest has advantage on attacks against it. The pest can't bite another target while attached.

The pest can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the pest.

REVISED SPELL

MELF'S 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.

OTHERWORLDLY PATRON – THE CAULDRON: NPCs

The following stat blocks can be used to describe non-player character warlocks that have taken the pact of the cauldron or have abilities similar to a warlock with that pact. 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 pact of the cauldron spell lists.



APOTHECARY

Medium humanoid, any alignment

Armor Class: 14 (hide armor)

Hit Points: 52 (8d8+16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	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

Multiattack. The apothecary makes two dagger attacks.

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.

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

Dagger. *Melee Weapon Attack:* +3 to hit, range 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 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 WARLOCK

Medium humanoid, 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)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Investigation +4, Perception +4,
Survival +4, Alchemist's supplies +6

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 at each other creature within 10 feet of it must make a DC 15 Dexterity saving throw or take 10(2d6) acid damage.

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

Actions

Spellcasting. The warlock's spell casting ability is Charisma (spell save DC 15, +6 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 hand, minor illusion, mage armor (self only)*.

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

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

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.

ART CREDIT

- Dina, Soul Steeper - Chris Rahn, Wizards of the Coast
- Pestilent Cauldron - Dan Scott, Wizards of the Coast
- Pest Summoning - Zoltan Boros, Wizards of the Coast
- Witherbloom Apprentice - Josh Hass, Wizards of the Coast
- Gyome, Master Chef - Steve Prescott, Wizards of the Coast
- Blood Researcher - Cristi Balanescu, Wizards of the Coast



GREAT CAULDRON WARLOCK

Medium humanoid, 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

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.

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

Bonus Actions

Cauldron Fumes. While the warlock is within 40 feet of its cauldron, it can perform one of the following actions at random.

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 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

Multiattack The warlock makes three poison bolt attacks.

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

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

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

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.

LEGENDARY CAULDRON WARLOCK

Medium humanoid, 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 +8, Survival +8, Alchemist's supplies +10

Senses darkvision 60 Ft. passive Perception 18

Languages Any one language (usually Common)

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

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.

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

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

Bonus Actions

Cauldron Fumes. While the warlock is within 40 feet of its cauldron, it can perform one of the following actions at random.

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 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 (+8 to hit). On hit, the creature takes 14(4d6) acid damage immediately and an additional 14(4d6) acid damage at the start of the warlock's 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.

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

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

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

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.

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/start of its next turn or using its action. It can use this action while incapacitated.