

## 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.

### 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.

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.

**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 make a DC 13 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 13 Dexterity saving throw or take 10(2d6) acid damage.

4. *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

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## 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 to an unoccupied space within 5 feet of its vessel or has its vessel teleport to 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 use 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.