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| Great Cauldron Warlock  ***humanoid fey, chaotic evil*** | | | | | | |
| **Armor Class** 14(17 with mage armor)  **Hit Points 170 (20d8+80)**  **Speed 30 ft.** | | | | | | |
| **STR**  10 (+0) | **DEX**  18 (+4) | **CON**  18 (+4) | **INT**  16 (+3) | **WIS**  14 (+2) | **CHA**  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** Common, Draconic, Sylvan  **Challenge 10** (700 XP) Proficiency Bonus +4  **Pestilent Cauldron.** The warlock perform a 1-hour ceremony to turn a small pot or cauldron into it's 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, and has its hit points 100, and it is immune to poison and psychic damage. It also can not be move by a creature other then the warlock unless a creature use it's action to make a DC 17 Strength check. moving the object until the end of the tun.  While the warlock is within 40 feet of the vessel, it can cast spells as though it was holding a spell focus.  **Eldritch Mind** the warlock has advantage on Constitution saving throws that it makes to maintain concentration on a spell. | | | | | |
| **­**   |  | | --- | | Bonus Action |   **Cauldron Fumes** While the warlock is with in 40 feet of its vessel it choose one of the effects at random.  **1** One creature that the warlock can see within 100 feet of it's vessel the gians 36 (8d8) temporary hit points.  **2** Each creature of warlock choice it can see within 60 feet of its vessel must make a DC 16 Constitution. A creature takes 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.  **3** One creature that the warlock can see within 100 feet of it's vessel the must make a DC 16 Constitution saving throw, the target takes 14(4d6) acid damage immediately and 14(4d6) acid damage at the start of the hags next turn on a failed save, or the target takes initial damage and deals no damage at the end of the creature's next turn.  **4** Until the end of the warlock next turn, One creature that the warlock can see within 100 feet of it's vessel has 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 is a spellcaster. Its 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).  3rd-5th level (3 5th-level slots): Vitriolic Sphere, Cloudkill, Scrying, Hold Monster, dispel magic.  **Poison Bolt.** Ranged Spell Attack: +8 to hit, ranged 120 ft., one target. Hit: 10 (1d12 + 4) Poison damage**.**  **Chilling Grasp** Melee Spell Attack: +8 to hit, range  5 ft., one creature. Hit: 22 (4d8 + 4) necrotic damage, and it can’t regain hit points or take reactions until the start of its next turn. | | | | | |
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| Great Cauldron Warlock (Legend)  ***humanoid fey, chaotic evil*** | | | | | | |
| **Armor Class** 14(17 with mage armor)  **Hit Points** 212 **(25d8+100)**  **Speed 30 ft.** | | | | | | |
| **STR**  10 (+0) | **DEX**  18 (+4) | **CON**  18 (+4) | **INT**  16 (+3) | **WIS**  14 (+2) | **CHA**  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** Common, Draconic, Sylvan  **Challenge 15** (700 XP) Proficiency Bonus +5  **Pestilent Cauldron.** The warlock perform a 1-hour ceremony to turn a small pot or cauldron into it's 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, and has its hit points 150, and it is immune to poison and psychic damage. It also can not be move by a creature other then the warlock unless a creature use it's action to make a DC 17 Strength check. moving the object until the end of the tun.  While the warlock is within 40 feet of the vessel, it can cast spells as though it was holding a spell focus.  **Legendary Resistance (3/Day).** If the warlock fails a saving throw, it can choose to succeed instead.  **Eldritch Mind** the warlock has advantage on Constitution saving throws that it makes to maintain concentration on a spell. | | | | | |
| **­**   |  | | --- | | Bonus Action |   **Cauldron Fumes** While the warlock is with in 40 feet of its vessel it choose one of the effects at random.  **1** One creature that the warlock can see within 100 feet of it's vessel the gians 36 (8d8) temporary hit points.  **2** Each creature of warlock choice it can see within 60 feet of its vessel must make a DC 17 Constitution. A creature takes 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.  **3** One creature that the warlock can see within 100 feet of it's vessel the must make a DC 17 Constitution saving throw, the target takes 14(4d6) acid damage immediately and 14(4d6) acid damage at the start of the hags next turn on a failed save, or the target takes initial damage and deals no damage at the end of the creature's next turn.  **4** Until the end of the warlock next turn, One creature that the warlock can see within 100 feet of it's vessel has 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 is a spellcaster. Its spell casting ability is Charisma (spell save DC 17, +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).  3rd-5th level (3 5th-level slots): Vitriolic Sphere, Cloudkill, Scrying, Hold Monster, dispel magic.  **Poison Bolt.** Ranged Spell Attack: +9 to hit, ranged 120 ft., one target. Hit: 10 (1d12 + 4) Poison damage**.**  **Chilling Grasp** Melee Spell Attack: +9 to hit, range  5 ft., one creature. Hit: 22 (4d8 + 4) necrotic damage, and it can’t regain hit points, gain temporary 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 stallion regains spent legendary actions at the start of its turn.  **Cauldron Step** . The warlock teleports to to an unoccupied space within 5 feet of it's vessel or has it's 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 it's Cauldron Fumes Bonus Action.  **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. | | | | | |

Each make 1 cr higher

**With Stand.** As a Reacion to taking any damage. The warlock halves the damage that it takes. Aslo any critical hit against the warlock counts as a normal hit instead

**Vigare** The warlock gains a fly speed of 40 a strength sroce of 18 and gains proficiency in strength, dexterity saving throws (Str + 8, Dex + 8), and acrobatics, athletics. (+ 8)

**Necotic,** creatues of the warlocks choice with in 120 feet of it regian half as much hitpoints when healed and gain half as much temporary hit points form effects, creautes also have disatvatge on death saving throws.

**Acidicd Presence,** At the end of each of the warlocks turns if it is not incapacitated, the warlock can choose to a creature with in 300 feet of that it can see takes 18(4d4) acid damage, When it damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

**LAIR ACTIONS**

The warlock may have a lab or sanctum were it creates it's potent brews, area is filled to the brim with foul ingredients and viles fill with it's brews. many are enchanted to fly to there keeper in he time of need On initiative count 20 (losing initiative ties), warlock can take one lair action to cause one of the following effects even while **incapacitated**, it can't use the same effect two rounds in a row: the warlock in it's layer is a cr 16

•A Healing salve floats to at a creature the warlock can see and aplies it's self, the creature regains 22 (5d8) hit points.

• A vial of rotting fluid flys at a creature the warlock can see making a Ranged Weapon Attack: +8 to hit. On a hit, the target takes takes 21 (6d6) necrotic damage.

•A vial of acid flys at at a creature the warlock can see making a Ranged Weapon Attack: +8 to hit. On a hit, the target covered in acid for the 1 minute or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 15 (6d4) acid damage at end of each of its turns.

•A soothing salve floats to at a creature the warlock can see and aplies it's self, Ending one disease or condition from the following list that is affecting the recipient: blinded, charmed, deafened, frightened, paralyzed, poisoned, stunned.

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| Cauldron Warlock  ***medium humanoid chaotic evil*** | | | | | | |
| **Armor Class** 13 (16 with mage armor)  **Hit Points** 120 (16d8+48)  **Speed** 30ft. | | | | | | |
| **STR**  10 (0) | **DEX**  14 (+2) | **CON**  14 (+2) | **INT**  12 (+1) | **WIS**  12 (+1) | **CHA**  16 (+3) | | |
| **Saving Throws** Wis +5, Cha + 6  **Skills** Arcana +4, Investigation +4, Perception +4, Survival +4 Alchemist's supplies +6  **Senses**. passive Perception 13  **Languages** Any one language (usually Common)  **Challenge** 2 (200 XP) **Proficiency Bonus** +3  Pestilent Cauldron  the warlock can perform a 1-hour ceremony to turn a small pot or cauldron into it's 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, and has its hit points 80, and it is immune to poison and psychic damage. | | | | | |
| **­** | | | | | |
| ACTIONS | | | | | |
| |  | | --- | | **Cauldron Fumes** While the warlock is with in 20 feet of it's vessel, it can choose one of the fallowing effects at random, it chooses one target it can see within 60 feet of it's vessel get the effects:  **1** the targeted creature gians 13 (3d8) temporary hit point.  **2** The targeted creature must succeed on a DC 13  constitution saving throw or take 19 (3d12) necrotic damage.  **3** The targeted creature and each creautre with in 10 feet of it must succeed on a DC 13 Dexterity saving throw or take 10 (2d6) acid damage**.**  **4** The targeted creature can has advantage on it's next wepon attack until tell the end of it's next turn. | | ACTIONS | | **Spellcasting.** The warlock is a spellcaster. Its spell casting ability is Charisma (spell save DC 14, +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-2nd level (2 2th-level slots): Melf's Acid Arrow, Shatter, Mirror Image.  **Poison Bolt.** Ranged Spell Attack: +6 to hit, ranged 120 ft., one target. Hit: 9 (1d12 + 3) Poison damage**.**  **Chilling Grasp** Melee Spell Attack: +6 to hit, range  5 ft., one creature. Hit: 7 (1d8 + 3) necrotic damage, and it can’t regain hit points or take reactions until the start of its next turn. | |  | | | | | | |
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| Apothecary  ***medium humanoid chaotic evil*** | | | | | | |
| **Armor Class** 14 (hide armor)  **Hit Points** 52 (8d8+16)  **Speed** 30ft. | | | | | | |
| **STR**  10 (0) | **DEX**  12 (+1) | **CON**  14 (+2) | **INT**  10 (+0) | **WIS**  12 (+1) | **CHA**  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 (200 XP) **Proficiency Bonus** +2  Pestilent Cauldron  the Apothecary can perform a 1-hour ceremony to turn a small pot or cauldron into it's 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 13, and has its hit points 40, and it is immune to poison and psychic damage. | | | | | |
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| ACTIONS | | | | | |
| **Multiattack. The** Apothecary **makes two Dagger attacks.**  **Cauldron Fumes** While the Apothecary is with in 20 feet of it's vessel, it can choose one of the fallowing effects at random, it chooses one target it can see within 60 feet of it's vessel get the effects:  **1** the targeted creature gians 13 (3d8) temporary hit point.  **2** The targeted creature must succeed on a DC 13  constitution saving throw or take 19 (3d12) necrotic damage.  **3** The targeted creature and each creautre with in 10 feet of it must succeed on a DC 13 Dexterity saving throw or take 10 (2d6) acid damage**.**  **4** The targeted creature can has advantage on it's next wepon attack until tell the end of it's next turn.  **Dagger.** Melee Weapon Attack: +3 to hit, reach 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. | | | | | |
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