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| Cauldron Warlock  ***medium fey, chaotic evil*** | | | | | | |
| **Armor Class 13 (16 with mage armor)**  **Hit Points 170 (20d8+80)**  **Speed 30 ft.** | | | | | | |
| **STR**  10 (+0) | **DEX**  16 (+3) | **CON**  18 (+4) | **INT**  16 (+3) | **WIS**  16 (+3) | **CHA**  18 (+4) | | |
| **Skills** Arcana +7, Deception +8, Perception +7, Survival +7 Alchemist's supplies +8  **Senses** Darkvision 60 ft., Passive Perception 17  **Languages** Common, Draconic, Sylvan  **Challenge 9** (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 150, and it is immune to poison and psychic damage.  While the warlock is within 40 feet of the vessel, it can cast spells as though it was holding a spell focus. | | | | | |
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| 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).  4rd-5th level (2 5th-level slots): Vitriolic Sphere, Cloudkill, Far Step, Scrying, Hold Monster.  **Cauldron Fumes** While the hag 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 45 (10d8) 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 27(5d10) 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 28(8d6) acid damage immediately and 28(8d6) 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 start of your 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 and can't gain 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.  **Poison Bolt.** Ranged Spell Attack: +8 to hit, ranged 120 ft., one target. Hit: 10 (1d12 + 4) Poison damage**.** | | | | | |
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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** Perception +3, Stealth +6  **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 all wepon attacks 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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