

# OTHERWORLDLY PATRON

## THE COVEN

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Concoct vile potions from the flesh of your foes, conduct wicked rites, and turn your enemies to toads! Explore the mysterious magics of hags with this subclass option for the Warlock in 5th Edition **DUNGEONS & DRAGONS**.



## CREDITS

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# OTHERWORLDLY PATRON: THE COVEN

This document presents an otherworldly patron option for the warlock class from the Fifth Edition **DUNGEONS & DRAGONS** *Player's Handbook*.

## This is Playtest Material

The material presented herein is unofficial, draft, playtest content. This material is subject to revision pending playtest feedback and may or may not be appropriate for use in your own campaigns and adventures at your sole discretion.

## OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature, striking a bargain with an entity of great or terrible power. This choice grants Warlock features at 1st level and again at 6th, 10th, and 14th level.

## THE COVEN

Your patron is a coven of precisely three hags, wicked beings that seek to extinguish mortal joy and revelry wherever it may be found. There are many types of hags each terrible in their own way.

The coven may be made up of night hags, devious soulmongers that seek to corrupt the hearts of righteous humans, mighty annis hags that delight in crushing victims in their vice-like hugs, or perhaps a collective of different hags each with their own cruel goals and ideals.

Although you may choose to act as a force of good in the world, the aspirations of the coven are ultimately evil. The powers of a coven are those of malice, which often manifests a curse in those who wield it. You may roll a d8 or choose one of the Coven's Curses when you choose this subclass at 1st level if you wish to do so. This curse cannot be dispelled by the remove curse spell or similar magic.

## Your Relationship with the Coven

Perhaps the coven believes your righteous soul to be ripe for corruption. Maybe they expect that through you, they will gain access to parts of the multiverse otherwise closed off to them. You may even have the dark fate of being a daughter of the coven, fated to some day undergo a horrible transformation into a full-fledged hag. The Coven is made up of hags, living creatures which exist somewhere in the multiverse. Your relationship with The Coven can be as complex or straightforward as you and your Dungeon Master choose, but keep in mind the following points when considering your patron.

- Can The Coven be contacted by a sending spell, or are they shrouded in arcane protections to prevent such magics?
- Is it possible to visit them, and how would they react to your arrival?
- What is the type and personality of the hags within The Coven? Do they usually agree with each other, or do they bicker amongst themselves, and do they share expectations of you, or compete to work you into their schemes and to gain your trust and favor?
- How powerful is the coven that watches over you? Hags as they appear in the Monster Manual are often challenges for low-to-mid-level adventurers, but there are hags of legend such as Baba Yaga that wield powers rivaling demigods.

## Coven's Curse

### d8 Curse

- |   |   |
|---|---|
| 1 | A few of your hairs turn grey and wispy, each time you grow angry.  |
| 2 | You have a hideous wart somewhere on your body. No matter how you try to remove it, it grows back within minutes. |
| 3 | The scent of fresh flowers is a sickening stench in your nostrils.  |
| 4 | When you sleep outdoors you always find yourself covered in spider webs upon awakening.                           |
| 5 | Non-magical clothing you wear becomes worn and tattered within days.  |
| 6 | If you laugh too heartily you have a terrible fit of coughing and weezing.  |
| 7 | Babies begin to cry when you come too near them.  |
| 8 | Under moonlight your skin turns a sickly shade of grey or green.  |

## Expanded Spell List

The Coven lets you 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

### Coven Expanded Spell List

| Spell Level | Spells                       |
|-------------|------------------------------|
| 1st         | inflict wounds, sleep        |
| 2nd         | alter self, augury           |
| 3rd         | bestow curse, lightning bolt |
| 4th         | phantasmal killer, polymorph |
| 5th         | animate objects, contagion   |

## Eye of the Coven

Your coven has taught you to create a hag eye, a magical item made from a real eye coated in varnish and often fitted to a pendant or other wearable item. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. As an action you, or a hag within your patron coven, can choose to look through this eye and see what it sees. During this time, you are considered blind with regard to your own sight. While the hag eye is within 100 feet of you you may cause it to appear in your hand as a bonus action.

If the eye is lost or destroyed you can perform a 1-hour ritual to create a new hag eye using an actual eye as a material component. The eye is consumed as a part of the ritual.

## Wicked Rites

Also at 1st level and again at 6th, 10th, and 14th levels, you learn a spell with the ritual tag of a level that you can cast from the Druid spell list. You can cast spells gained by this feature as rituals. The chosen spells count as Warlock spells for you and do not count against your number of known spells.

Additionally, you gain proficiency in the herbalism and poisoner's kits.

## Toil and Trouble

At 6th level the coven has taught you to create powerful potions with ingredients taken from freshly killed creatures. You can spend one minute harvesting an ingredient from a creature that died within the last hour, such as an eye, a wing, or a tooth. You cannot harvest more than one ingredient in this way from the remains of the same creature and this feature cannot be used on constructs or undead.

During a short rest, you can take an ingredient harvested in this way and concoct a potion from it. Drinking that potion grants the following benefits for 1 hour:

- You have advantage on Wisdom (Perception) checks made to detect hidden creatures of the type used to brew this potion.
- Spells and effects that distinguish creatures by type detect you as the type of creature used to brew this potion.
- The next time you would take damage from a creature of the type used to brew this potion, you have resistance to that damage. Once this effect of the potion has been used all effects of the potion immediately end.

A creature other than you who drinks this potion gains no benefits, and must succeed on a Constitution saving throw against your Warlock spell save DC, or be poisoned until the end of their next turn. A potion brewed by this feature remains magical for 24 hours or until you use this feature again, at which point it becomes a vial of basic poison (PHB pg. 153).

## Turn to Toad

Beginning at 10th level, you may cast the *polymorph* spell at your pact magic spell level, using your warlock spell save DC, without expending a spell slot if the chosen form is a tiny beast that doesn't have a fly speed such as a spider, newt, or toad, and the target creature is of a Challenge Rating less than or equal to half your Warlock level (rounded down). The *polymorph* spell does not need to be on your list of known spells to use this feature. You may use this feature a number of times equal to your Charisma modifier before finishing a long rest.





## Witch's Intuition

When you have reached 14th level, your coven has taught you the secrets of imbuing mundane items with magic. You gain the following features:

- You gain a flying speed of 50 feet while holding a wooden broom.
- You can cast the *scrying* spell without expending a spell slot. You can use a pool of still water or a mirror, in place of the spell's normal material components,
- You can cast the *soul cage* spell without expending a spell slot. You can use a metal cauldron with a lid, in place of the spell's normal material components.

You can cast a spell using this feature, even if that spell is not on your list of known spells. Once you have casted a spell using this feature you may not cast that spell again until you finish a long rest.

## Playtest Feedback

We'd love to hear your thoughts! Once you feel like you've gotten a feel for this content, please take a moment to respond to our short playtest survey and give us your feedback!

Your playtest feedback is the best way for us to continuously improve our content.

## Feedback Link

<https://dndtime.stream/#feedback-hagwarlock>

## Attributions & Special Thanks

This content was created by Pete over at <https://www.twitch.tv/dndtime>. Special thanks to everyone in the DnDTime community for their feedback and overwhelming support.

# FANTASY LABS

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SC-004 - OTHERWORLDLY PATRON

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<https://www.dmsguild.com/product/313480/>

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SC-005 - OTHERWORLDLY PATRON

### The Great Tree

<https://www.dndtime.stream/#treewarlock>

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SC-006 - DRUID CIRCLE

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SC-007 - OTHERWORLDLY PATRON

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