



WITCH SUBCLASSES

A Witch subclass, or Coven, is a specialization that grants you features at certain Witch levels, as specified in the subclass. This section presents the Coven of Alchemy, Hexes, Summoning, and the Unbridled subclasses.

COVEN OF ALCHEMY

Concoct and Infuse A Plethora of Potions

Those who join this coven are experts at crafting potions, oils, and other useful alchemical concoctions. These alchemists use their magic to give life to incredibly potent brews that combine years of hard work and training with newfound techniques and mixtures. Alchemy is the oldest of witch covens, having started with the earliest hags and crones toiling away at their cauldrons.

LEVEL 3: INFUSED ELIXIR

When you finish a Long Rest, you can create an potion infused with some of your magic called an Infused Elixir. When you do, choose a spell on your Coven Spell list to infuse into it. When a creature consumes the potion they gain the effects of the spell infused into it, as if you had cast the spell on them.

When you take a Short Rest, and have a set of Alchemist Supplies, you can create another Infused Elixir. During this time, you can store a spell on your Coven Spell table into the elixir by casting it as part of its creation. The spell being stored has no immediate effect when cast in this way.

You must have or expend any requisite Material components and spell slots at the time you create an Infused Elixir. Any elixir you create with this feature remains potent until it is consumed or until the end of your next Long Rest.

LEVEL 3: COVEN SPELLS

Each coven specializes in particular forms of arcane manipulation. One of the ways this is represented is by a number you always have ready. When you reach a Witch level specified in the Alchemy Spells table, you thereafter always have the listed spells prepared.

ALCHEMY SPELLS

Witch Level	Spells
3	<i>Healing Word, Cure Wounds, Lesser Restoration, Blindness/Deafness</i>
5	<i>Nondetection, Tongues</i>
7	<i>Blight, Death Ward</i>
9	<i>Antilife Shell, Contagion</i>

LEVEL 6: ALCHEMIST'S PROTECTION

You are fortified against the harsh acids and toxic substances that come with working with such alchemical components. You gain Resistance to Poison and Acid damage and have Advantage on saving throws you make to avoid or end the Poisoned condition. If you have either of these resistances from another source, you can use your Reaction to reduce incoming Poison or Acid damage by 1d12 (to a minimum of 0).

LEVEL 10: CAULDRON

You have meticulously coated your cauldron's interior with an array of alchemical substances, akin to the seasoned touch of a master chef with a cast iron skillet. To this end, you have a pool of Cauldron Points equal to your Witch level. You regain all expended Cauldron Points when you finish a Long Rest. When you finish a Short or Long Rest, you can expend any number of Cauldron Points to create a potion. The cost to create a potion is detailed in the Cauldron Potions Table below. These potions retain potency until the end of your Long Rest, after which they become inert.

If a potion requires a saving throw, it uses your spell save DC, and you cannot create Oils.

CAULDRON POTIONS TABLE

Potion	Cauldron Points
Common	2
Uncommon	3
Rare	4
Very Rare	10

LEVEL 14: ALCHEMICAL MASTERY

You have learned to suffuse even greater restorative magics into your potions. You gain the following benefits.

Coven's Protection. Whenever you create a potion, any creature who drinks it to gain Temporary Hit Points equal to 2d6 plus your Intelligence modifier.

Enured to Alchemy. You have Immunity to the Poisoned condition.

Restorative Concoctions. When you create an Infused Elixir, you can choose to infuse the *Greater Restoration* or *Heal* spell into the potion, using spell slots as necessary. The first time you make an Infused Elixir each day with either of these spells, you do not need to provide Material components.

