



WARLOCK PATRON

MIDNIGHT COVEN

The Midnight Coven is a common epithet for that vilest of patrons, the hag coven. A single hag rarely has enough power to bestow much, but a trio bonded into a coven has no such difficulty. Midnight Coven warlocks are hated and feared, for their patrons live solely to prey upon humanity.

While the name "Midnight Coven" implies a trio of night hags, this is not a given. Hags of any variety may form covens, and accordingly, their warlocks have diverse powers.

Midnight Coven warlocks may be despised, but they need not necessarily be evil. Hags are masters when it comes to the unrefusable deal, and many a virtuous soul has been dragged into their service out of desperation.

MIDNIGHT COVEN FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Evil Eye
6th	Bleak Bargain
10th	Minor Coven
14th	Rule of Threes

EXPANDED SPELL LIST

The Midnight Coven lets you choose from an expanded list of spells when you learn a warlock spell. The Midnight Coven Expanded Spells table shows one column of general coven spells that are added to the warlock spell list for you, along with additional columns based on the type of hag you serve: night, sea, or green.

Warlock Level	Coven Spells	Night Hag Spells	Sea Hag Spells	Green Hag Spells
1st	<i>bane</i>	<i>sleep</i>	<i>crashing wave^K</i>	<i>entangle</i>
3rd	<i>blindness/deafness</i>	<i>ray of enfeeblement</i>	<i>dancing wave^K</i>	<i>barkskin</i>
5th	<i>bestow curse</i>	<i>hypnotic pattern</i>	<i>waterspout^K</i>	<i>summon plant^K</i>
7th	<i>polymorph</i>	<i>phantasmal killer</i>	<i>control water</i>	<i>carnivorous garden^K</i>
9th	<i>scrying</i>	<i>geas</i>	<i>maelstrom^{XGE}</i>	<i>insect plague</i>

Spells marked with a ^K are by KibblesTasty, and are included at the end of this document.

THESE SPELLS...KIND OF SUCK?

Some of 5E's most flavorful curse spells are also pretty bad. You can find superior replacements for *barkskin*, *geas*, *phantasmal killer*, and *ray of enfeeblement* (and many more) in [Spells That Don't Suck](#).

EVIL EYE

At 1st level, you can call your patrons' attention upon your enemies, afflicting them with a hag's curse. As a bonus action, you can direct this evil eye towards a creature you can see within 30 feet, which attempts a Charisma saving throw against your spell save DC to resist the effect. Choose one of the following three curses:

- Whenever the target makes an attack roll, they must roll 1d4 and subtract the result.
- Whenever the target deals damage, they must roll 1d6 and subtract the result.
- The first time each round the target misses with an attack, they suffer 1d6 necrotic damage.

The target can reattempt the saving throw at the end of each of its turns. You can afflict another creature in this way once, regaining the ability on a short or long rest.

BLEAK BARGAIN

At 6th level, your patrons grant you further power, but at a cost. You gain the following three benefits:

- When you cast a spell granted to you by this subclass, you may choose to amplify it, as if cast with a spell slot one level higher. If you do so, the next time you cast any warlock spell, it takes effect as if cast with a spell slot one level lower.
- Once per turn on your turn when you deal damage with a warlock spell, you can choose to deal an additional 1d6 necrotic damage. You suffer half as much additional damage, which can't be resisted or reduced in any way.
- As a bonus action when you have no Pact Magic spell slots remaining, you can regain one slot. If you do so, you gain one level of exhaustion, which can't be removed by any means except a long rest.

WHOOPSIE!

You can't cast higher-level spells with lower-level slots, so once Bleak Bargain's available to you, make sure you don't accidentally lock yourself out of all your spells.

MINOR COVEN

At 10th level, the trio of hags you serve grants you a measure of their own aptitude for forming covens. As part of a long rest, you can identify one or two other creatures with which to pool your power in a lesser coven. Each creature in the lesser coven may cast one spell another creature in the coven knows, as long as it has a casting time of 1 action. When they do so, they may also use your Evil Eye ability as part of the same action.

HAGS' ASPECT

At 14th level, your physical form starts to resemble those of your patrons. As a bonus action, you can activate one of the following three benefits for 10 minutes.

- **Hag's Eye:** You can pluck out one of your eyes. This eye gains truesight out to 30 feet, and you can see through it normally as long as it is within 1 mile of you. It cannot move or take actions on its own. After 10 minutes or if it is destroyed, it magically reappears in your eye socket.
- **Hag's Heart:** You can harden your heart, transmuting it into a scaly black stone. While your heart is transformed in this way, your armor class improves by 2, you gain immunity to poison and disease, and you may ignore the first instance of damage you take after each one of your turns.
- **Hag's Fetish:** You conjure a small totem, is a small object with AC 14 and hit points equal to your warlock level. While this totem exists and is within 1 mile of you, you may cast your warlock spells or use your evil eye as if you were in the totem's space. As a reaction before you would take damage, you may instantly teleport to the totem's location, destroying it in the process.

You can call upon each Hags' Aspect once, regaining them all after a long rest.

MIDNIGHT COVEN QUIRKS

The following are some optional quirks for a player of this subclass to choose from.

d6 Quirk

- 1 You occasionally refer to yourself as plural.
- 2 When you cast spells, your skin takes on a pallor not unlike your patrons.
- 3 You subconsciously arrange items in sets of three.
- 4 You accidentally slip rhymes into your sentences without noticing.
- 5 Your fingernails are unnaturally long, and your hair mats and twists easily.
- 6 You're always getting warts in uncomfortable places.

APPENDIX: SPELLS

CHANGELOG

V0.3

- Added note for Bleak Bargain
- Made Evil Eye spend-on-success and target-repeats-saves.

V0.2

- Ah usage limits, my old enemy

V0.1

- Rough Draft

CREDITS & REFERENCES:

- Midnight Coven Patron created by [somanrobots](#) | [Discord](#) | [Patreon](#)

Spells

- Crashing Wave, Dancing Wave, Summon Plant, Carnivorous Garden, Waterspout by KibblesTasty

Art

- All art © Wizards of the Coast LLC except where noted, listed in order of appearance.
 - Hourglass Coven, by Konstantin Porubov

Background Image Stains

- [Jared Ondricek](#)

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