

 CATILUS RPG 

# OTHERWORLDLY PATRON: THE CATILUS



**5E SUPPLEMENT**

A colorfully whimsical warlock subclass for the world's greatest roleplaying game

# OTHERWORLDLY PATRON: THE CATILUS



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INCLUDING THIS BOOK, POSSIBLE!

# THE CATILUS

*No mortal is supposed to fall through the Rift.*

*Entropian horrors grasped at me with alien malice and I fought to survive from the moment I crossed the threshold of the ancient portal. As my power waned and the unnamable creatures drew closer, I spent the last vestiges of my magic to escape towards the nothingness beyond.*

*Endlessly and helplessly I drifted across the empty realm outside reality. As I contemplated the meaning of everything, I noticed something curious: a vibrant shell that floated though nothingness with purpose. It was a drop of impossible color in the endlessness of the void, and it was coming ponderously towards me.*

*Then I saw it. An enormous cat's head rose from within the floating shell and looked at me with eyes filled with the magic of creation.*

*"MEOW." Its voice reverberated across the blank void, painting it with the infinite colors of possibilities. Around it, countless other shells appeared out of illusory hiding, each of them housing a cat-like critter that added its mewl to the great one's magic, transforming the nothingness around us into a polychromatic paradise. I stepped on the green grass and breathed in the fresh air.*

*One by one, the curiously shelled cats landed around me. One of them approached me shyly and brushed its shell against my leg as the great one watched from above, and I knew I was home.*

*—Oriol the Waking Dreamer on her first encounter with the Catilus*



## CATILUS FEATURES

### Warlock

#### Level Feature

1st	Expanded Spell List, Endless Art Supplies, The Catilus Family
6th	Painted Magic
10th	Catilus Coven
14th	Catilus' Marvelous Pigments

## THE CATILUS SPECIES, THE CATILUS PATRON, AND THE CATILUS FAMILY

The term "Catilus" refers to an entire species of curious feline creatures that float through dimensions inside nautiloid (for them, catiloid) shells. There are catili of all shapes and sizes, and the oldest and wisest of them may come to be known as just "the Catilus". All catili, as well as their friends, are collectively known as the Catilus Family.

## OTHERWORLDLY PATRON: THE CATILUS

Your patron is the Catilus, a mystical feline being of creativity and whimsy that exists on the rim between worlds, where sheer will shapes the fabric of reality. Catili thrive in painting the nothingness of the void with pretty colors and creating quirky curiosities out of formless matter... and then take long naps.

As the oldest of the catili, your patron's catnaps last an eternity. But now the Catilus has awoken in the age of mortals, and its urge to create; its passion to add shape, color, and meaning to the endless void and beyond; is overwhelming.

Turning an infinite blank canvas into something delightful is no small task, so the Catilus seeks to expand the Catilus Family with mortals who would use its unusual magic to counter the slow, entropic decay of the cosmos by adding touches of whimsical complexity.



## EXPANDED SPELL LIST

### 1st-level Catilus feature

The Catilus 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.

#### Spell Level Spells

1st	<i>color spray, faerie fire</i>
2nd	<i>blur, enlarge/reduce</i>
3rd	<i>blink, create food and water</i>
4th	<i>conjure woodland beings, fabricate</i>
5th	<i>creation, seeming</i>

## ENDLESS ART SUPPLIES

1st-level *Catilus* feature

Your patron gifts you a set of magical painter's supplies with enough paint to cover a number of square feet equal to 10 times your proficiency bonus. This paint is magically refilled each time you finish a long rest.

These special supplies can be used as an arcane focus for your warlock spells and grant you proficiency in painter's supplies, or expertise if you already have proficiency in painter's supplies.

You also learn the *minor illusion* cantrip, which doesn't count against the number of warlock cantrips you know. In addition to images of objects, you can also create images of catili with *minor illusion*, subject to the spell's limitations.

If the Endless Art Supplies are destroyed or you lose them, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and the previous supplies are destroyed if they still exist. The painter's supplies vanish in a burst of color when you die.

### PLAYER TIP: MASTERING MINOR ILLUSION

With a bit of whimsical creativity, *minor illusion* can be a truly powerful and versatile tool for any spellcaster! It allows you to create sounds and static images, it can be cast in silence as it only has somatic and material components, and it does not require concentration. Here are some creative ways you and your catili friends can use *minor illusion*!

- Create illusory objects and hide in them (poor person's invisibility).
- Hide traps within illusions.
- Overlay an item with its illusory duplicate so you can secretly interact with it (open doors, steal stuff, etc).
- Quickly display maps and building layouts.
- Send discreet messages (written or auditory) to friends or enemies.
- Create countless visual or auditory distractions.
- Impersonate any voice, mimic any sound, and create music with no musical proficiency.
- Project your voice when you are unable to speak.
- Sound illusory bells and alarms, and shout illusory orders to confuse enemies.
- Create farting sounds during the big speech of an evil antagonist!
- Make art!

### CATILI OR CATILUSES?

*Call us catiluses, call us catili, call us snail-cats, call us extradimensional fur babies, call us your meows. It's all good. Just call us.*

—The *Catilus* Coven explaining the plural form of 'catilus' to Oriel the Waking Dreamer

## THE CATILUS FAMILY

1st-level *Catilus* feature

You are now part of the *Catilus* Family. If you gain a familiar through the pact of the chain, you can choose the form of a **catilus adventurer** (CR 1) for it.

Additionally, you can choose any celestial or fey creature you summon with a spell or ability to appear as a *catilus*. These *catilus* variant creatures retain all of their originals statistics and gain the following extra abilities, unless the original creature was a *catilus* to begin with:

- **Fluff in a Shell.** The *catilus* variant creature gains a +1 bonus to AC.
- **Catiloid Defense.** The *catilus* variant creature can use a bonus action to retreat into its shell, gaining resistance to all damage and three-quarters cover while its speed drops to 0. The creature can use another bonus action to come out of its shell.
- **Feline Floating.** If the original creature has flying speed, the corresponding *catilus* variant can also hover.
- **Friend of the Fur.** The *catilus* variant creature is always friendly to you unless you harm it first, even if you lose control of it.

If you are transformed into a celestial or fey creature through any means, you can also choose to take on the form of a *catilus* yourself, retaining the creature's original statistics while gaining the above benefits. This feature applies even if the transformation would cause you to lose access to your subclass abilities.

## PAINTED MAGIC

6th-level *Catilus* feature

As part of a long rest, you can use your Endless Art Supplies to create one magic painting infused with the power of a spell. The chosen spell can be from any class's spell list, but it must be of 1st or 2nd level and must have a casting time of 1 action.

The spell in the painting counts as a warlock spell for you, but it doesn't count against the number of warlock spells you know.

Instead of a 1st or 2nd level spell, you may create the magic painting of a special version of the *tiny hut* spell, which you can cast as a ritual. Instead of an opaque dome, this version of *tiny hut* creates an invisible *catilus* shell that provides total cover to anyone inside it. You may use your Endless Art Supplies to paint the shell as you like, or leave it invisible.

The magic painting can be used only by you, and the spell in it remains until you create another magic painting as part of a long rest. Doing so depletes the previous painting's magic, leaving behind a beautiful but mundane painting.



## CATILUS COVEN

10th-level *Catilus* feature

You can use your action to summon a number of **catilus adventurers** (CR 1) equal to your proficiency bonus in an unoccupied space that you can see within 30 feet of you. While all of the summoned **catilus adventurers** are within 30 feet of you, you have advantage on saving throws against spells and other magical effects, and resistance against the damage of spells.

A summoned **catilus adventurer** disappears when it drops to 0 hit points or after 1 hour. The **catilus adventurers** are friendly to you and your companions. Roll Initiative for the **catilus adventurers** as a group, which have their own turns.

The **catilus adventurers** happily follow any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise spend their actions chatting, playing, and floating around.

Once you use this feature, you can't use it again until you finish a long rest.

## CATILUS' MARVELOUS PIGMENTS

14th-level *Catilus* feature

Your patron transforms the magically refilling paints in your Endless Art Supplies into Catilus' Marvelous Pigments. These pigments allow you to create magic items, mundane three-dimensional objects, and terrain features by painting them in two dimensions. You can paint magic items, objects, and terrain features that are up to a number of cubic feet equal to 100 times your proficiency bonus. It takes 1 minute to paint 10 square feet. The paint flows from the Endless Art Supplies to form the desired object as you concentrate on its image in the following ways:

**Painted Magic Items.** You can create a number of common and uncommon magic items equal to your Charisma modifier (minimum of 1) by painting them in two dimensions. Each item takes 1 hour to create and lasts until it is destroyed, until it is consumed (in the case of a consumable item), or until you die. If you try to exceed the maximum number of Painted Magic Items, the oldest magic item loses its magic and becomes mundane when the new one is created.

**Painted Mundane Objects and Terrain Features.** You can create mundane objects and terrain features that become real when you complete painting them. Painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit, and its depth counts against the total area of objects you create.

Nothing created by the pigments can have a value greater than 25 gp. If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from polished shells with a value of 25 gp.

If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm to anything.



## CATILUS ADVENTURER

*Tiny fey (catilus), typically chaotic good*

**Armor Class** 14 (natural armor)

**Hit Points** 10 (3d4 + 3)

**Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	18 (+4)

**Skills** Perception +3, Performance +6, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan, telepathy 30 ft.

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Magic Resistance.** The catilus has advantage on saving throws against spells and other magical effects, and resistance against the damage of spells.

### Actions

**Coloring Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage, and the target is marked with magically glowing paint. As long as the target is marked, it can't benefit from being invisible. The paint lasts for 1 minute, or until a creature takes an action to scrape it off.

**Minor Illusion.** The catilus casts *minor illusion* (spell save DC 14) requiring no material components. In addition to images of objects, the catilus can also create images of catili with *minor illusion*, subject to the spell's limitations.

**Invisibility.** The catilus magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the catilus wears or carries is invisible with it.

### Bonus Actions

**Catiloid Defense.** The catilus can use a bonus action to retreat into its shell, gaining resistance to all damage and three-quarters cover while its speed drops to 0. It can use another bonus action to come out of its shell.

## MEMBER OF THE CATILUS FAMILY, ORIEL THE WAKING DREAMER

Born to a wealthy family in the great elven nation of Ramethis, Oriel has been harboring a dark secret since birth. Shouldering an ancient curse, she suffers from visions that can manifest as illusions that alter reality itself for her and those around her, unless she controls them through sheer force of will.

Oriel's father, Lord Eresseus, is a vastly influential merchant who sought to buy his way into the court of Ramethis. For his goal to succeed, he had to ensure Oriel's secret remained hidden while he manipulated her into an arranged marriage to a viable heir of noble, or even royal, birth.

Just before her hundredth birthday, Oriel entered the royal court of Ramethis to serve as a diplomat and mediator, a duty she assumed with enthusiasm and fulfilled with success. However, as soon as she realized that her position in the court was part of her father's schemes to marry her off to a royal heir, she abandoned her post to seek refuge among the peaceful, yet sometimes hedonistic dark elf sages of Varmy, deep in the Sunken World.

Not to be outsmarted, Lord Eresseus employed master diviners to track his daughter down and sent a host of suitors to Varmy, hoping that one of them would impress Oriel enough to secure a marriage that would bring his daughter back while ensuring his elevation to noble, or perhaps even royal, status. Her father's intervention threatened to bring discord to the serene dark elves of Varmy, and when one of the suitors was revealed to be a dangerous enchanter who would not hesitate to subvert her will with his dark magic, Oriel made a brave decision. She left her dark elf friends behind, and against their counsel, she escaped into the Mageplex, a disused and unstable nexus of magic portals built by deep dwarves and dark elves millennia ago.

Entering the Mageplex, Oriel fell through the Rift, the astral plane through which one could reach most other realms, and found herself battling against her own visions and entropic horrors that live beyond time and space. Sensing her impending doom, she used the last reserves of her magic to cross into the void, the endless, featureless realm where reality has not yet taken shape.

As she floated helplessly into the void, she caught the attention of the Catilus, an ancient feline being of creativity and whimsy that had just awoken from its timeless catnap to create once more. The Catilus brought her into its family and bestowed upon her magic to paint color and meaning into the nothingness of the void. Empowered with these newfound abilities, Oriel was able to finally master her vision, turning them into works of magical art. With the aid of her patron, she returned back to the world of Naam as a member of the Catilus Family.

For Oriel, it felt like a few days of intense struggle against entropic horrors, and then a few more days of partying and making art with the catili, but when she stepped out of the Mageplex, five whole decades had passed, and the Theomachy, the cosmic war between the gods, had transformed Naam beyond recognition once more. Now, as one of the first warlocks of the Catilus in this era and one of the few remaining sun elves on Naam, she must use magic more creatively than ever before, seek out old friends, and make new allies if she is to survive...



Oriel, Warlock of the Catilus

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# THE CATILUS HAS CHOSEN YOU TO BATTLE ENTROPY!

The Catilus has awoken!

Its will is clear:

Go forth to change reality and battle entropy through the power of color and art. Embrace the magic of this whimsical feline patron and obtain fantastic abilities to shape the fabric of reality itself!

Catili are playful fey cats in nautiloid shells that love to paint color and meaning into the endless void and beyond. The great Catilus is the most ancient of them all, a guardian to its younger friends, and a patron of mortals with a creative spark.

As part of the Catilus Family, you have joined an unlikely gathering of quirky catili and freethinking mortals with a passion to create and a spirit that thrives in mischief. With the blessing of your patron, you can always count on your catilus friends to lend a helping paw!

Turning the infinite blank canvas of the void into something delightful is no small task, so the Catilus wants YOU to wield its power through your creativity and counter the entropic decay of the cosmos!

Are you ready for colorful adventure?



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