

ORIEL, WARLOCK OF THE CATILUS

Medium humanoid (sun elf), chaotic good

Armor Class 11 (14 with mage armor)

Hit Points 123 (15d8+42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	16 (+3)	15 (+2)	11 (+0)	20 (+5)

Skills and Tools Arcana +6, Deception +9, Insight +4, Perception +4, Persuasion +9, Calligrapher's Supplies, Painter's Supplies

Senses darkvision 60 ft., passive Perception 14

Languages Common, Celestial, Elvish, Sylvan
Challenge 10 (5900 XP)

Innate Spellcasting. Oriel's innate spellcasting ability is Charisma. She can cast the following spells (spell save DC 17), requiring no material components:

At will: *detect magic*, *disguise self*, *find familiar* (can be a **Catilus Adventurer**) *invisibility* (self only), *mage armor* (self only), *silent image*, *tiny hut* (creates an invisible catilus shell)

1/day each: *conjure fey* (can be catilus variant creatures), *demiplane* (she maintains several), *freedom of movement*, *plane shift*, *true sight*

Spellcasting. Oriel is a 15th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *eldritch blast* (300ft range), *mage hand*, *mending*, *message*, *minor illusion* (can also create images of catili), *prestidigitation*

1st-5th level (3 5th-level slots): *blink*, *create food and water*, *creation*, *color spray*, *conjure woodland beings*, *dream*, *enlarge/reduce*, *faerie fire*, *fabricate*, *fly*, *seeming*, *major image*, *mirror image*

Catilus' Marvelous Pigments. Oriel carries a set of *Marvelous Pigments* with enough paint to cover 40 square feet. This paint is magically refilled each time she finishes a long rest.

Actions

Catilus Coven (Recharges after a Long Rest). Oriel summons 4 **catilus adventurers** (CR 1) in an unoccupied space that she can see within 30 feet of her. While all of these catilus adventurers are within 30 feet of Oriel, she has 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.



Oriel the Waking Dreamer

THE CATILUS FAMILY

Oriel is part of the Catilus Family. Her familiar from the find familiar spell can have the form of a **catilus adventurer** (CR 1) and she can make any celestial or fey creatures she summons 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 Oriel is transformed into a celestial or fey creature through any means, she can also choose to take on the form of a catilus herself, retaining the creature's original statistics while gaining the above benefits. This feature applies even if the transformation would cause Oriel to lose access to her other abilities.



CATILUS ADVENTURER

Tiny fey (catilus), 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 Stealth +5, Perception +3, Performance +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan, telepathy 30 ft.

Challenge 1 (200 XP)

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.

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.



ROLEPLAYING ORIEL

Oriel is whimsical and cheerful, yet also well-mannered and calm. A trained diplomat, she knows how to get on the good side of people and has a keen eye for spotting liars and potential enemies. She values art and creativity almost as much as she values friendship, and harbors profound appreciation for the Catilus Family that saved her from the nothingness of the void and took her in.

Thanks to her noble upbringing, Oriel appreciates luxuries and the finer things in life. She often uses her marvelous pigments to paint beautiful dresses, rare perfume bottles, or exotic delicacies, often further enhancing them with subtle illusion magic.

Personality Traits. I am very calm, even in the face of mortal danger. Nobody stays angry at me or around me for long, since I can defuse any amount of tension.

Ideal. Creativity. Reality needs more color and beauty, and no art is worse than a blank canvas.

Bond. Nothing is more important than the other members of the Catilus Family that saved me and took me in.

Flaws. I am impulsive and easily distracted. I am never satisfied with what I create. I rarely finish an art piece before I yearn to work on a new one.

ORIEL'S MAGIC

Oriel's pact with the Catilus otherworldly patron gives her access to colorfully whimsical magic with a focus on illusion and conjuration spells. She will often use *disguise self* to alter the appearance of her outfits and she doesn't hesitate to use *invisibility* to either make a dramatic entrance or to surprise a friend.

In addition to her familiar, which usually manifests as a particularly chatty **catilus adventurer**, she often calls upon her pact with the Catilus to summon forth a wide range of catilus variant creatures through the *conjure fey* and *conjure woodland beings* spells. Some of the catilus variant creatures she can summon have spells of their own, which they gladly use to protect her or aid her in her creative endeavors. Oriel, as well as her **catilus adventurer** friends, can cast an enhanced version of *minor illusion* that, in addition to images of objects, also allows her to create images of catili.

Oriel can cast a special version of the *tiny hut* spell that creates an invisible catilus shell instead of the usual dome. She also takes full advantage of *demiplane*, the most powerful spell the Catilus has granted her. With this magic, Oriel has created several demiplanes that function as art galleries, as well as her secret sky atelier, her demiplane-workshop, which she has imbued with persistent illusions that make its walls appear as open skies without limit. She uses *plane shift* to travel between her demiplanes, often taking trusted friends with her.

ORIEL'S COMBAT TACTICS

When faced with the prospect of combat, Oriel will usually try to find a peaceful situation. If that is not possible, she will use her considerable illusion magic to protect her friends and facilitate an escape, usually hiding her party inside illusory objects, or creating illusory creatures to misdirect her enemies.

Oriel won't hesitate to use *plane shift* to leave the battlefield, taking her friends with her to one of her demiplanes. If escape is not possible, or if she decides she must stay and fight, she will call upon her **Catilus Coven** and other summoned catilus variant creatures to defend her and use her 300-foot-range *eldritch blast* to attack enemies from afar while hiding inside illusory objects her catili friends create.

SIGNIFICANT CHARACTERS

Here are some significant and interesting characters that Oriel knows:

The Catilus. As the oldest of its kind, this mystical feline being of creativity and whimsy is known simply as the Catilus. Floating through dimensions inside its shell, the Catilus is on a timeless quest to counter the slow, entropic decay of the cosmos by adding touches of whimsical complexity. The Catilus saved Oriel when she was lost in the void and welcomed her in the Catilus Family, giving her magic to paint the nothingness of the void with pretty colors and create quirky curiosities out of formless matter.

Master Venthir. A cheerful and gentle sage, Master Venthir hails from a long line of dark elf wizards. Instead of risking his life in dangerous adventures like his predecessors, Venthir has chosen the safety of Varmy, dividing his time between studying magic and enjoying flamboyant parties with other hedonistic and peace-loving scholars. Venthir was delighted when Oriel sought refuge in Varmy, devastated when she slipped into the Mageplex, and positively thrilled when she walked out again decades later, wielding the whimsical magic of the Catilus.

Lord Eresseus. Oriel's father is an ambitious merchant who sought to marry his daughter to an elf of noble, or even royal status. His ruthless schemes endangered Oriel's life and ultimately forced her to disappear for decades. Yet Eresseus is a patient man, and now that the people of Ramethis have transformed into rift elves, Oriel, still retaining her sun elven essence, is an even more valuable asset he can use to join the royal court of Ramethis...

Vizier Ahrimaz. A powerful enchanter and advisor to the kings and queens of Ramethis, Ahrimaz once sought Oriel's hand in marriage, using dark magic with the blessings of her father. Oriel's resistance and subsequent disappearance thwarted his plans, but the Elven Exodus and his transformation into a rift elf have only strengthened his resolve, as marrying Oriel now will not only make him vastly rich, but also pave the way for more political power among the scattered elves.



ORIEL'S STORY SO FAR...

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...

THE CATILUS AS A WARLOCK PATRON

Discover more about the curious catili and embrace the power of the Catilus to become a whimsical warlock like Oriel in the Catilus booklet: **Otherworldly Patron: The Catilus (5e Subclass)**

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Oriel, Warlock of the Catilus

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