

THE GREAT ORANGE ONE

A 5E WARLOCK PATRON

A fluffy orange cat is the central focus of the image. Its eyes are replaced with black, spider-like creatures with multiple legs. The cat is sitting in a warm, orange-toned environment with wooden pillars and a textured background. The overall lighting is warm and golden.

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The Great Orange One

A warlock patron for 5E

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The Great Orange One

Your patron is an avatar of gluttony and sloth. Once residing in one of the Lower Planes, they have clawed their way out and created a demiplane to reside in, hoping to escape the never-ending drone of the hells. Known as a solitary being, The Great Orange one keeps their plane largely unoccupied, with only a canine companion and a faithful servant residing within it. They are a hulking, fur covered figure - known to sleep the majority of their time, stirring only to eat.

Largely indifferent to matters not pertaining to them personally, it is uncommon for them to extend pacts to mortals. However, they will selectively enter into pacts with those who share in their indifference and love of feasting and rest. The orange behemoth revels in the consumption of all things and languid loafing; they demand the same behavior in those they empower. Beings blessed by The Great Orange One find themselves more rested after sleeping and with increased vigor after eating; though they can never truly rest or eat enough to please their patron.

EXPANDED SPELL LIST

The Great Orange One allows you to choose from an expanded list of spells when you learn a new warlock spell.

The following spells are added to the warlock spell list for you.

Spell Level	Spells
1 st	<i>Goodberry, Sleep</i>
2 nd	<i>Calm Emotions, Silence</i>
3 rd	<i>Stinking Cloud, Create Food and Water</i>
4 th	<i>Dominate Beast, Greater Invisibility</i>
5 th	<i>Dominate Person, Telekinesis</i>

RELENTLESS LETHARGY

Starting at 1st level, you are able to use your patron's unceasing drowsiness against those who stand against you. As an action, you can cast the *sleep* spell without expending a warlock spell slot or material components. When casting *sleep* in this way, you may add a bonus, equal to your Charisma modifier + your warlock level, to the hit point total of the spell.

Once you use this ability you cannot use it again until you finish a long rest.

ELDRITCH REPOSE

The Great Orange One's restfulness has been extended to you and resting fortifies you in new ways. Starting at 6th level, any time you complete a short rest, treat any hit dice rolled as if they were the maximum amount. Additionally, any time you complete a short or long rest, you gain temporary hit points equal to your Charisma modifier + your warlock level.

RESTORATIVE INDULGENCE

Starting at 10th level, your patron blesses you when you indulge in a meal and grants you the ability to summon food for yourself. You gain the ability to cast the spell *Create Food and Water* once per short or long rest without expending a warlock spell slot. Additionally, any time you partake in a meal, you can choose any one damage type to gain resistance to. This resistance can only be gained from a meal eaten during a short or long rest and lasts 8 hours or until you consume your next meal.

ORANGE JUDGEMENT

At 14th level you can use your action to send a target to the demiplane of The Great Orange One. The target must make a Wisdom saving throw versus your spell save DC. On a failed save, they are immediately transported to the demiplane of The Great Orange One, who does not tolerate intruders in their realm and attacks on sight, doing 4d6 slashing damage and 4d6 force damage. The target returns at the end of your next turn and suffers one level of exhaustion.

Once you use this feature, you cannot use it again until you finish a long rest.

INVOCATIONS

RELENTLESS APPETITE

You feel your patron's unceasing hunger and have been given a means to sate it. You can cast *Goodberry* without expending a warlock spell slot. You can't do so again until you finish a short or long rest.

THE ORANGE ONE'S COMPANION

Prerequisite: 7th Level, *Pact of the Chain*

You can use your action to alter your familiar into the form of your patron's canine companion - imbuing them with the power of The Great Orange One. For one minute, they gain a movement speed of 40, a bite attack, and temporary hit points equal to their maximum hit points. While in this form, it can attack once on its turn, independent of your actions. Your familiar's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus; all other stats remain the same, but it cannot use abilities that would be impossible for a canine. On a hit, its bite deals 3d8 + your spellcasting attack bonus piercing damage.

After one minute, your familiar's true form returns and the effects of the empowerment end. You cannot use this invocation again before finishing a short or long rest.

OTHERWORLDLY INDIFFERENCE

Prerequisite: *9th Level*

Your patron has little care regarding matters of good and evil, and that indifference has filled you as well. You can cast *Dispel Evil and Good* once per long rest without expending a spell slot.

ELDRITCH FEAST

Prerequisite: *11th Level*

Your patron urges you and your companions to indulge as they do and grants you the ability to provide such indulgences. You are able to cast the spell *Heroes' Feast* using your *Mystic Arcanum*.

Servants of The Great Orange One

The terrible feline's presence can sometimes cause aberrant behavior on the material plane. This is a list of creatures that are either a result of that power or serve The Great Orange One directly.

Bo-bo the Enforcer

A clown of unknown origin who seems somehow linked to The Great Orange One. Their relationship is strange as neither being seems to enjoy the other's company, yet Bo-Bo serves all the same. The clown stands tall, scowling above others and creates an imposing frame that is juxtaposed

harshly by their desire to make people laugh. They enjoy doing sleight of hand tricks and non-magical illusions in what seems to be a minor defiance of their purring patron.

Bo-Bo THE ENFORCER

Medium fiend, lawful evil

Armor Class 15

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	16 (+3)

Skills Performance +9, Sleight of Hand +5, Acrobatics +5, Animal Handling +4

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages -

Challenge 6 (2300 XP)

Special Performance. Bo-Bo can add their Charisma modifier to any saving throw they make, including adding it again to a Charisma saving throw.

Spellcasting. The bo-bo the enforcer is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The bo-bo the enforcer has the following bard spells prepared:

Cantrips (at will): *animal friendship, dancing lights, minor illusion*

1st level (4 slots): *disguise self, hideous laughter, sleep, speak with animals*

2nd level (2 slots): *detect thoughts, enhance ability*

ACTIONS

Multiattack. The Bo-Bo the Enforcer makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and 9 (2d8) force damage.

REACTIONS

Props. When targeted with a ranged or melee attack, Bo-bo can use this reaction to try and distract the attacker with colorful props and movement. The attacking creature must succeed on a Wisdom saving throw (DC 13) or have disadvantage on their attack.

Hairball Spawn

A nightmare creature that crawls out of (or is maybe made from) hairballs of The Great Orange One. They are imbued with the same hunger as their creator and “live” only to consume living things.

HAIRBALL SPAWN

Tiny aberration, lawful evil

Armor Class 17

Hit Points 35 (10d4 + 10)

Speed 20 ft., burrow 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages -

Challenge 1 (200 XP)

Pack Tactics. The hairball spawn has advantage on attack rolls against a creature if at least one of the hairball spawn's allies are within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage and 5 (2d4) poison damage. On a hit, the hairball spawn attaches to the target. While attached, it automatically succeeds on bite attacks against the same target. The hairball spawn can detach itself freely. A creature, including the target, can use its action to try and detach the hairball spawn.

REACTIONS

Thorn. If a creature grabs the hairball spawn, it can use this reaction to twist its form to create harsh spikes. The grabbing creature must succeed on a Dexterity saving throw (DC 14) or take 2 (1d4) piercing damage and 5 (2d4) poison damage.

Lasagna Slime

An unusual favorite of the orange presence, lasagna is uniquely tied to their power. If The Great Orange One has a greater presence in an area, likely due to Orange Cult activities, some lasagna may spontaneously come to life. This can be especially dangerous in local homes, as families who sit down for a delicious dinner may find themselves being eaten instead.

LASAGNA SLIME

Tiny ooze, unaligned

Armor Class 10 (burnt cheese shell)

Hit Points 35 (10d4 + 10)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	13 (+1)	1 (-5)	6 (-2)	4 (-3)

Damage Resistances acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages -

Challenge 1 (200 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the Lasagna Slime remains motionless, it is indistinguishable from a normal pan of lasagna.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench. Any creature that starts its turn within 5 feet of the Lasagna Slime must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Lasagna Slime's Stench for 24 hours.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 6 (2d6-1) bludgeoning damage plus 7 (2d6) acid damage.



Odd Hound Elementals

These glowing yellow canine creatures are born of the dreams of The Great Orange One. They are ethereal magical representations of their canine companions. Due to their unique creation, they are technically elementals of a dream plane. Their peculiar nature fits their peculiar name, which is typically shortened to OdHE. Though they cannot interact with the world as a normal dog would, this does not seem to bother them in the slightest. They continue to root

ODD HOUND ELEMENTAL

Medium elemental, unaligned

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Damage Immunities force, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Force Form. The Odd Hound Elemental can enter a hostile creature's space and stop there. It can move through non-magical barriers or walls up to 1 foot thick.

Keen Hearing And Smell. The Odd Hound Elemental has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The Odd Hound Elemental has advantage on attack rolls against a creature if at least one of the Odd Hound Elemental's allies are within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage plus 7 (2d6) force damage.

Force Breath (Recharge 5-6). The Odd Hound Elemental exhales magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC 13), taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one.

around as any dopey dog would, ignoring walls and the lambasting of locals.

Killing one of these creatures can sometimes disrupt the dreaming of The Great Orange One, an act the powerful being will not take kindly to.

Orange Cultist

Those devoted to The Great Orange One come from all over, but a casual outsider could never know that. The cultists take up a single masculine name and do what they can to alter their appearance to appear identical. Their ranks are filled with different species and sizes, all working towards unknowable goals. All of them seem quite fond of animals.

ORANGE CULTIST

Medium humanoid (any race), lawful evil

Armor Class 11 (padded armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	8 (-1)

Skills Animal Handling +3, Medicine +3, Religion +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Magic Resistance. The orange cultist has advantage on saving throws against spells and other magical effects.

Weak Will. The orange cultist has disadvantage on saving throws against being charmed or frightened.

Spellcasting. The orange cultist is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orange cultist has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame*
1st level (4 slots): *purify food and drink, sleep, speak with animals*
2nd level (3 slots): *calm emotions, silence*
3rd level (2 slots): *create food and water*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.