

CATLOCK

WORLDLY PATRON: THE PROVIDER

A.K.A. "The Human"

Most warlocks enter into pacts with eldritch horrors, powerful fiends, or enigmatic fey. You, however, have bound yourself to a far more peculiar entity: a human. This "Provider" is a benevolent, albeit bewildered, being that supplies you with sustenance, warmth, and unquestioning devotion.

Unlike other patrons, the human is usually useless in terms of providing magical power, but instead is needed for providing food, shelter, and a mobile backup bedroll.

Not all patrons of this type are humans specifically, but most are humanoid, as other creature types are not so easily duped into being ensnared into such a lopsided contract. Devils can only envy the deals these diminutive feline warlocks extract from the hapless mortals, with the feline contractor typically offering only items of dubious value such as the tribute of the occasional dead rodent delivered to its human's bedroll or the opportunity to bask in the feline's glory.



THE PROVIDER FEATURES

WARLOCK LEVEL	FEATURE
1st	The Provider Expanded Spells, Tasty Kibbles
6th	Sacred Naptime
10th	Supernatural Zoomies
14th	I Require Your Attention Human

THE PROVIDER EXPANDED SPELLS

The Provider 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>sleep, jump</i>
2nd	<i>calm emotions, knock</i>
3rd	<i>create food and water, tiny hut</i>
4th	<i>greater invisibility, resilient sphere</i>
5th	<i>arcane hand, mislead</i>

TASTY KIBBLES

At 1st level, as an action you can tap impatiently on an empty bowl, causing your Provider to fill it with tasty kibbles. This food functions as rations, and when consumed, you gain temporary hit points equal to your Charisma modifier + your Warlock level. You can share this meal with others, though doing so divides the temporary hit points by the portion consumed, and non-felines may find the taste and texture questionable.

Each time you perform this action again after the first, you must make a Charisma (Deception) check to convince your Provider you haven't yet been fed. The DC is 10, and increases by 5 each time you successfully convince the Provider to feed you again. This resets when you complete a long rest.

SACRED NAPTIME

Starting at 6th level, your Provider makes your naptime sacred. When you fall asleep, you gain the effect of *sanctuary*, which persists until the first time you are the target of an attack or spell (ignoring the normal duration or actions that would end it).

Fully Energized. Additionally, when you complete a short rest, long rest, or nap for more than 1 minute, you become freshly energized, gaining the ability to take the Dash action as a bonus action once (this can be recharged during your next nap or rest, but you cannot gain more than one use of the feature).

SUPERNATURAL ZOOMIES

At 10th level, when you take the Dash action, until the end of your turn you do not provoke attacks of opportunity, can run up vertical surfaces, and can run across liquid surfaces. After taking the Dash action, you have advantage on all Dexterity saving throws and all attacks against you have disadvantage until the start of your next turn.

I REQUIRE YOUR ATTENTION, HUMAN

Starting at 14th level, as an action, you can demand a creature stop doing what it is doing and pay attention to you. The target must pass a Wisdom saving throw against your spell save DC, or become charmed by you for 1 minute. While charmed by you it is not hostile to you or your allies and spends its every action trying to pet or otherwise placate you. If you do not target a creature that was previously hostile, you can target a number of creatures up to your Charisma modifier.

A creature can repeat its saving throw against this ability whenever it or one of its allies suffers a hostile effect (such as being attacked), ending the effect on success.

Once you use this ability, you cannot use it again until you complete a short or long rest.

CATLOCK INVOCATIONS

The following are additional Invocation options available to Catlocks of this patron.

JUST AN ITTY BITTY KITTY

Prerequisite: Cat, the Provider Patron

While you are in the space of another creature two or more sizes larger than you, you gain three quarters covers.

YOU WOULDN'T, WOULD YOU?

Prerequisite: 6th Level, Provider Patron

Once you lose the *sanctuary* effect granted by **Sacred Naptime**, you can regain the effect against an attack or spell as a reaction to an attack or spell once, recharging whenever you gain the effect of the *sanctuary* again.

WHO COULD SAY NO?

Prerequisite: Cat, the Provider Patron

If you or another creature within 30 feet of you fails a Charisma (Persuasion) check against a creature that can see you, you can unleash the full power of large pleading eyes as a reaction, allowing them to reroll the check.

CATLOCK QUIRKS

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

D6	QUIRK
1	You refuse to sleep anywhere but the warmest, coziest spot in the room.
2	You occasionally knock over small objects for no apparent reason, especially when people are watching.
3	You have an overwhelming urge to chase small, fast-moving objects, regardless of the situation.
4	You absolutely cannot stand Oath of the Goodest Boi paladins. They just the worst.
5	You are incredibly particular about food and will only eat it if it is served in just the right way.
6	You communicate in cryptic head tilts, flicks of the tail, and occasional judgmental stares.

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