

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE FELINE

Your patron, for all intents and purposes, is a cat. Fickle and demanding, it insists on your attention, affection, and offerings of food and milk. Your patron is easily bored, so once sated, your patron leaves you with your otherworldly powers until it again returns for you.

In ages long past, dead empires worshipped these special cats as gods, for their charm and the zeal of their warlocks enthralled many to their power. Now, only a few recognize their nobility as a source of arcane might, and fewer still can court a Feline's attention for long enough to secure a warlock's pact.

EXPANDED SPELL LIST

Your pact with the Feline allows you to choose from an expanded list of spells when you learn a new spell. The following spells are added to the warlock spell list for you.

FELINE EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>animal friendship, longstrider</i>
2nd	<i>darkvision, enhance ability</i>
3rd	<i>catnap, haste</i>
4th	<i>freedom from movement, locate creature</i>
5th	<i>dream, mislead</i>

LAND ON FEET

Starting at 1st level, your patron bestows upon you a cat's uncanny ability to land gracefully. If you aren't incapacitated, you don't take damage from falling 30 feet or less.



CAT SCRATCH

At 1st level, your patron has granted you razor-sharp arcane claws, which usually lie retracted underneath your fingers. You can use your claws to make unarmed strikes, and can use Dexterity instead of Strength for their attack and damage rolls. If you hit with your claws, you deal slashing damage equal to 1d4 + your Strength or Dexterity modifier (your choice), instead of the bludgeoning damage normal for an unarmed strike.

Additionally, as a reaction when you take damage from a creature within 5 feet of you, you can make a melee attack against this creature using your claws.

HISS

At 6th level, as a reaction when you take damage from a creature within 5 feet of you, you can ferociously hiss. The next two attacks that the creature makes before the end of its turn are made with disadvantage.

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



EVASION

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

CAT'S MEOW

At 14th level, you can speak in the language of your Feline master, enthralling those nearby with your song. Each creature you choose within 15 feet of you must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed by you for 1 minute or until your concentration is broken (as if concentrating on a spell).

On each of your turns, you can use your bonus action to command a creature you have charmed by this ability to use its reaction to move up to half its movement speed to a location that you choose or take an action of your choice. This action can be used only to take the Attack (one weapon Attack only), Dash, Disengage, Hide, or Use an Object action.

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

ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level. A level prerequisite in an invocation refers to warlock level, not character level.

ELDRITCH CLAW

Prerequisite: 5th level

When you cast a cantrip that requires one or more ranged spell attacks, you can make melee spell attacks instead.

NINE LIVES

Prerequisite: 15th level

Your patron has embraced your soul, protecting you from death. Whenever you are required to make death saving throws, you do not die until you fail 9 rolls (you still stabilize upon succeeding on three rolls).