

OTHERWORLDLY PATRON

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At 1st level, a warlock gains the Otherworldly Patron feature. This document presents a new option for warlocks in addition to those offered in the *Player's Handbook*: The Timeless One.

THE TIMELESS ONE

Many great powers are ageless and immortal, but few can claim control over the fabric of time itself. Such beings include Chronos the greek titan of time, the slaad lord of entropy Ygorl and his followers, the white slaadi, and the elven deity Labelas Enoreth. Mortal creatures view the progression of time as linear cause and effect, so the motivations and goals of these higher beings are almost always inscrutable. Seemingly insignificant decisions during a creature's lifetime may prove to have great impacts centuries, or even millennia in the future. Some of these beings are benign and content to watch the multiverse unravel before them, while others seek out vassals to enact their will across countless ages.

Having your mind awakened to the fourth dimension fundamentally alters your perspective on life, the multiverse, and everything in it. You may become aloof or detached after witnessing the inevitable demise of your world. You may receive fleeting visions, glimpses of the past, present and future that you can barely understand. But even to those who study it, the true nature of time remains elusive and unpredictable, and those who tamper with it are perpetually at the whim of the entropy of the multiverse.

EXPANDED SPELL LIST

The Timeless One 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.

TIMELESS ONE EXPANDED SPELLS

Spell Level	Spells
1st	<i>augury, featherfall</i>
2nd	<i>blur, gentle repose</i>
3rd	<i>haste, slow</i>
4th	<i>confusion, divination</i>
5th	<i>commune, legend lore</i>

TIME ALTER

Starting at 1st level, you learn how to manipulate moments in time. Whenever you fail an ability check or saving throw, or miss with an attack roll, you can choose to briefly rewind time and make another attempt. You can re-roll the dice, but must use the new result.

Using this feature causes the flow of time around you to become temporarily more volatile. If you use this feature more than once without completing a short rest, you must roll a d4. On a 1, you fail to use this feature and must roll on the Chrono Mishap Table. Every time you roll the d4 and do not trigger a mishap, the die outcome that results in a mishap increases by one.

Whenever you finish a short rest, you can use this feature again once without needing to roll for a mishap, and die outcomes resulting in a mishap are reset to 1.

CHRONO MISHAP TABLE

D10 Result	Effect
1	The web of time convulses around you. Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.
2	The damaged flow of time drains some of your magical energy. You expend one of your unused spell slots.
3	Your mind is lashed with temporal feedback. You are stunned until the end of your next turn.
4	You are plagued by visions of your other lives. For 10 minutes, you have disadvantage on all ability checks.
5	Time rewinds around the last creature you damaged. That creature regains hit points equal to your warlock level.
6	Time fractures around you. You and all creatures within 10 feet of you must succeed on a DC 14 Constitution saving throw or take 2d6 force damage.
7	Time slows around you as though you were under the effects of the <i>slow</i> spell, which ends after 1d4 rounds.
8	Time accelerates around one creature close to you. One random creature within 30 feet of you is affected by the <i>haste</i> spell, which ends after 1d4 rounds.
9	Your temporal magic backfires. You take force damage equal to your warlock level and are pushed 10 feet away in a random direction.
10	Your connection with temporal space is temporarily severed. You cannot use your Time Alter feature again until you finish a long rest.





Intelligence as a Casting Score

Chronomancy is a kind of magic often associated with Intelligence spellcasters like the wizard. Warlocks who control the flow of time command it using their force of will, manifesting their wishes through the fourth dimension. However, this style of chronomancy does not work for all characters or all interpretations of the magic. As such, consider allowing your warlock to use Intelligence, instead of Charisma, for all of its class features.

PREMONITION

Starting at 6th level, you receive momentary glimpses into the future that allow you to react more effectively to threats. You gain a bonus to initiative rolls and Dexterity saving throws equal to your Charisma modifier.

PHYSICAL REVERSAL

Starting at 10th level, you can restore your body to a more capable state by reversing the temporal flow around it. As an action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to twice your warlock level and regain one expended warlock spell slot. Once you use this feature, you cannot do so again until you finish a long rest.

TEMPORAL STASIS

At 14th level, you can manipulate the strands of time and bend reality to your will. As a reaction, you can attempt to freeze a creature you can see within 60 feet of you in a state of temporal stasis. The target must succeed on a Wisdom saving throw against your spell save DC or become incapacitated. While incapacitated, the target stops exactly where it is and cannot be moved, is immune to all damage, and cannot be targeted by spells or other effects.

At the start of each of its turns, the target must roll a d6. On a 6, this feature ends on the target and it continues to act as it was before. Otherwise, the target remains in stasis for 1 minute, during which time you must concentrate on this feature as if you were concentrating on a spell. Touching the target immediately ends this feature on them, however you can interact with any objects target is holding.

Instead of targeting a creature, you can choose to target an object no larger than 20 feet on any side that is not being worn or carried with this feature.

Once you successfully use this feature, you cannot do so again until you finish a long rest.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocation feature. This document presents new options for warlocks in addition to those offered in the *Player's Handbook*.

DAMAGE PERMUTATION

Prerequisite: Pact of the Blade feature, The Timeless One patron

When you deal damage with your pact weapon, you can choose to re-roll the damage and use the new result. Alternatively, when a creature you can see within 60 feet of you takes damage from a weapon or spell attack, you can use your reaction to re-roll the damage of that attack and use the new result. You can use either of these effects a number of times equal to your Charisma modifier, regaining all expended uses when you finish a long rest.

CHRONOLOGICAL ACCELERATION

Prerequisite: Pact of the Tome feature, The Timeless One patron

When you cast a spell as a ritual from your Book of Shadows, you can expedite time around yourself. You can cast the ritual as an action. You can't do so again until you finish a short or long rest.

TEMPORAL TRANSFERENCE

Prerequisite: Pact of the Chain feature, The Timeless One patron

Your familiar can also tap into a portion of your temporal magic. It can use your Time Alter feature on itself, and as a reaction, can choose to target a creature within 10 feet of it with the feature. Doing so counts as you using the feature as normal.

REACTIONARY REWIND

Prerequisite: 7th level, The Timeless One patron

You cannot be surprised. In addition, as a reaction when you roll initiative, you can target a number of creatures equal to your Charisma modifier within 60 feet of you. The targets can roll a d6 and add the result to their initiative rolls and, if they were surprised, can act normally during the first round of combat. Once you use this invocation, you can't do so again until you finish a short or long rest.

TEMPORAL GAZE

Prerequisite: 15th level, The Timeless One patron

As an action, you can enter the personal timeline of a creature and view a fragment of their past. You must be in physical contact with the target, and the target must fail a Wisdom saving throw against your spell save DC. If the target knows you are using this feature, it can fail the saving throw voluntarily. On a successful save, the target isn't affected, and you can't use this feature against it again for 24 hours.

On a failed save, you receive a vision of an event of your choice from the target's past that is no longer than 10 minutes. You can see and hear the events of the past as if you were there, but cannot interact with them. If the target is willing, they can also choose to witness the vision.

Instead of targeting a creature, you can choose an object or location as the target of this feature. You must be present in the location, or touching the object, to do so.



SAMPLE PATRONS

When determining the nature of your Otherworldly Patron, you can choose to roll on the following table or come up with one of your own.

SAMPLE TIMELESS ONE PATRONS

d6 Patron

- 1 Your patron is secretly you from another timeline, who has come to tutor you in order to prevent the destruction of your world.
- 2 Your patron is unknown to you, or could well be time itself. You hear whispers and callings from the 4th dimension, but scarcely understand them.
- 3 Your patron is a legendary aberration eternally trapped inside a quantum time-loop.
- 4 Your patron is a rare white slaadi who seeks to influence the material plane to achieve some unintelligible goal.
- 5 Your patron is a sphinx who is duty-bound to defend the multiverse for all eternity.
- 6 Your patron is a being from another timeline entirely, such as John Connor, Bill Murray, Steven Strange or the Doctor. What they are doing in a fantasy world only they know. Shit's wibbly-wobbly.



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