

THE TIMEKEEPER

Your patron is a being of far beyond the material plane, one who watches over the flow of time, who acts as judge and jury to those who break the laws of the universe.

The executioners however, are selected individuals from across the planes who they deem worthy. These warlocks may be keepers of knowledge, the eyes and ears of the Timekeeper, or those who are sent to hunt who would bend the flow of time to their will.

Often they come into this service when on death's door, crying out for more time, that they were taken too soon. The Timekeeper stays their flow, keeping them on this earth and granting them years beyond their own.

The stress of forming a pact can affect a creature's mannerisms. At your option, you can pick from or roll on the Timekeeper Quirks table to create a quirk for your character.

TIMEKEEPER QUIRKS

d6	Quirk
1	One of your eyes holds a moving fractal timepiece in it, which glows slightly.
2	Clocks freeze when you are near, and then quickly catch up as soon as you leave.
3	You begin counting seconds when you're stressed.
4	Sand near you swirls in helical patterns.
5	A you have a tattoo that changes shape and location every hour of the day.
6	You emit a tick-tock sound while deep in thought

TIMEKEEPER FEATURES

Warlock Level	Features
1st	If I could turn back time, Law of Equality, Time Thief
6th	Mortal Coil Control, Time Bandit
10th	Temporal Syphoning
14th	Offering to the Timestream

EXPANDED SPELL LIST

The Timekeeper 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.

TIMEKEEPER EXPANDED SPELLS

Spell Level	Spells
1st	<i>Sanctuary, Feather Fall</i>
2nd	<i>Defabricate, Space Anchor</i>
3rd	<i>Haste, Slow</i>
4th	<i>Fabricate, Locate Creature</i>
5th	<i>Lustrous Bombardment, Reopen Wounds</i>

IF I COULD TURN BACK TIME

At 1st level, you learn how to reverse the flow of time and switch timelines. As a reaction to taking damage you can instead ignore the damage and teleport to an unoccupied space within 10ft. of you.

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

The distance you can teleport increases to 20ft at 6th level, 40ft. at 10th level and 60ft at 14th level.

LAW OF EQUALITY

All are made equal before the timekeeper. At 1st level, your remaining lifespan is set to 100 years from when you make the pact with the Timekeeper, regardless of your race or current lifespan. Additionally, you are acutely aware of your own mortality, and know exactly how many years you have left at all times.

TIME THIEF

At 1st level, you can attempt to steal a little of someone's time. Once per turn as a bonus action, when you deal damage to a creature with a spell or they fail a saving throw against your spell, they must make a Charisma saving throw against your spell save DC. On a failed save, their lifespan is reduced by 1 year and your lifespan increases by 1 year. If the creature dies from the damage of the spell, they automatically fail the saving throw.

MORTAL COIL CONTROL

At 6th level, when you finish a long rest you can choose to become an elderly, middle-aged or childlike version of yourself. Each confers their own benefits. You may grant yourself advantage on an Intelligence, Wisdom or Charisma check for each of the versions respectively.

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



TIME BANDIT

At 6th level, when you use your Time Thief ability you can choose to empower it. On a failed saving throw, the creature loses their reaction if they have one remaining, and you gain an additional reaction for this round.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

TEMPORAL SYPHONING

At 10th level, you are able to cast either *haste* or *slow* once per day without expending a spell slot. Additionally, you may use the following features once while casting either spell:

Slow: When a creature under the effects of *slow* makes an attack roll, ability check or saving throw, you can use your reaction to switch their timeline and force them to roll again, taking the second result. They still retain any additional effects or modifiers on the second roll, e.g. advantage, disadvantage, inspiration.

Haste: If the spell ends prematurely on a creature other than yourself, you can use a reaction to syphon some of their speed, gaining the benefits of the *Haste* spell until the end of your next turn. You do not suffer the negative effects of *Haste* ending when using this feature.

At 15th level, you are able to cast both *haste* and *slow* once per day without expending a spell slot

- This is v2.0 of the Timekeeper Warlock
- Created by u/LucianAstaroth.
- Art: [Fractal Stock] Chaos Clock by [Jaya Prime](#).

OFFERING TO THE TIMESTREAM

At 14th level, you may sacrifice an additional spell slot and 10 years of your lifespan when casting a spell to create one of the following effects, depending on the duration of the spell:

- **Eternal:** When casting a spell with a duration of 1 min or greater, you can multiply it's duration by 10 to a maximum duration of 48 hours. If the spell would end for any reason than it's duration being reached, you may use your reaction to recast the spell with it's original duration and without expending a spell slot. You must select the same targets. If a target is no longer within range of the spell, the spell fails.
- **Ternary:** When casting a spell with the duration of instantaneous, you can choose to begin channeling the spell. Channeling a spell requires your concentration. On subsequent turn that you are channeling, you can attempt to cast that spell again. To do so, you must succeed on a Charisma check with a DC of 8 + 3 per the number of successful castings of the spell while channeling.

Once you use this feature, you can't use it again until after a long rest.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the Player's Handbook, that are designed for the Timekeeper patron.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time you meet its prerequisite. A level prerequisite refers to your level in this class.

YOUR TIME HAS COME

Prerequisite: 5th level, The Timekeeper Patron

When you steal a creature's time with your *Time Thief* feature, you can mark them as part of the same bonus action (requiring concentration) indicating that their time on this earth is to be cut short. For one minute, they subtract 1d4 from all attack rolls, ability checks and saving throws against you, and each time they miss or fail because of this feature, you steal 1 year from them as in *Time Thief*.

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

MASTER OF TIMELINES

Prerequisite: 9th level, The Timekeeper Patron

You are able to use your *If I could turn back time* feature up to your Charisma modifier per short rest, and gain an additional 10ft. to the teleportation distance.

SOUL COLLECTOR

Prerequisite: The Timekeeper Patron

When you steal a creature's time with your *Time Thief* feature, you can steal a fragment of their soul with it, as part of the same bonus action. If you do, you cannot steal their time again, and the creature feels burning hatred towards you as a part of them is missing that they can never fill.

You can use a soul fragment to cast the scrying spell once per week, targeting the creature.



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