

OTHERWORLDLY PATRONS

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 FUTURE YOU

Your patron is you in a decades-distant future. Perhaps your future self found an artifact of great power connecting the him to the past, which he must now lead you to discover, or perhaps he was taught the mystic arts by his future self long ago, and you will have to continue this cycle by teaching yourself someday. Your future self has forgotten the fine details of some things, and outright refuses to tell you about things you 'can't know yet,' but nonetheless offers compelling insight and guidance. You're not quite sure what he is planning for your future (and for his past), but one is certain - he needs you alive.

FUTURE YOU SPELLS

Spell Level	Spells
1st	<i>shield, detect magic</i>
2nd	<i>augury, locate object</i>
3rd	<i>gaseous form, protection from energy</i>
4th	<i>death ward, divination</i>
5th	<i>legend lore, mislead</i>

FUTURE YOU QUIRKS

Strange effects linger after communicating with your future self. You gain one of the following traits:

d6 Quirk

- 1 You often speak in the wrong tense.
- 2 You sometimes refer to a person you just met by name, before they've introduced themselves.
- 3 You often refer to yourself in the plural.
- 4 In certain lighting, you look much older than you are.
- 5 Seeing certain people alive can instantly reduce you to tears.
- 6 Your future fashion sense clashes completely with that of today.

REMEMBER!

IF A FUTURE YOU TRIES TO WARN YOU
ABOUT THIS TEST,



DON'T LISTEN.

IT HAPPENED LIKE THIS

Starting at 1st level, your discussions of the future with yourself have given you some periphery knowledge about how events played out. When you take a short or long rest, your DM rolls a d20 in secret and records the number rolled. Your DM can disclose the value, keep it a secret, or lie about its value. You can replace any ability check you make with this roll. You must choose to do so before the roll and can only use this recorded value once.

I COULD DO WITH FEWER SCARS

At 6th level, your future self often warns you of particular attacks to watch out for. When you are targeted by an attack you can use your reaction to gain a +10 bonus to AC against that attack. After using this ability, you must take a short or long rest before doing so again.

EXPECT AN AMBUSH

At 10th level, your future self always warns you about potential ambushes. As a result, you cannot be surprised while you are conscious and have advantage on initiative rolls.

GRANDFATHER PARADOX

At 14th level, your knowledge of the future allows you to exploit some of the rules of spacetime. As an action, you can cause that creature to make an Intelligence saving throw. On a failed save, you goad the creature into causing a paradox. For 1d6 rounds the creature is incapacitated, locked between two opposing states while the paradox sorts itself out. The creature is unaffected on a successful save. Once you use this feature, you can't use it again until you finish a long rest.

PACT BOON

Your otherworldly patron bestows a gift upon you for your loyal service.

PACT OF THE HOURGLASS

You age at half the normal rate, becoming 1 day older for each two days that pass, and you can accurately recall anything you have ever seen or heard. Additionally, you can sometimes recall events that have not yet occurred. You can gain advantage on an attack roll, an ability check, or a saving throw. After doing so, you can't use this ability again until you complete a long rest.

INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

CLAIRVOYANT CONFUSION

Prerequisite: Pact of the Hourglass feature

Your patron gives you the ability to show false futures to your foes. As a bonus action, you can cause each creature you choose within 15 feet to make a Wisdom saving throw. On a failure, a creature perceives a possible future in which you run past them, and attempts Opportunity Attacks on the air, expending its reaction. After using this ability, you cannot do so again until you take a short or long rest.

HIM? I REMEMBER HIM...

Prerequisite: Pact of the Hourglass feature

You can gain advantage on an Intimidation (Charisma) or Persuasion (Charisma) check. You may not do so again until you take a long rest.