Your patron is a being of time, an eldritch entity with control over the flow of causality throughout the multiverse. Such beings often have inscrutable or entirely unknowable motives, and their reasons for acting as your patron may forever be a mystery. Some exercise and demand their control over time and causality to ensure that the temporal currents flow as they are supposed to, while others may see time itself as a prison from which all creatures should be freed.

Entities of this type may include time elementals, demigods of progress and restriction, and angels of the seasons.

Expanded Spell List

The Eternity 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.

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>bane, longstrider</td>
</tr>
<tr>
<td>2nd</td>
<td>augury, gentle repose</td>
</tr>
<tr>
<td>3rd</td>
<td>slow, haste</td>
</tr>
<tr>
<td>4th</td>
<td>divination, arcane eye</td>
</tr>
<tr>
<td>5th</td>
<td>modify memory, legend lore</td>
</tr>
</tbody>
</table>

Reverse Decision

Starting at 1st level, after rolling an ability check, saving throw, or attack roll, you can choose to reroll the d20, as you wind back time slightly for a second chance. You must accept the new roll, even if worse.

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

Reverse Wounds

Starting at 6th level, you can reverse the flow of time around yourself or others to undo a wound or damage. You may cast a healing word spell at 2nd level.

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

Momentary Awareness

Starting at 10th level, your knowledge of time’s currents allows you to avoid entanglements before they happen, as if you are permanently under the effects of a freedom of movement spell.

Relive

Starting at 14th level, when you hit a creature with an attack, you can use this feature to force the creature to live through its worst moments again. The creature is stunned until the end of your next turn as time is rewound and it relives the worst parts of its life.

At the end of your next turn, it takes 10d10 psychic damage as it reels from its horrific experience.

Once you use this feature, you can’t use it again until you finish a long rest.

Art Credit: MaxPixel