

OTHERWORLDLY PATRON: THE MEDDLER

There are some beings who experience time in the same way that we take in a street corner; we can cross it at any time we want, in any place we want, and if we are not careful to abide the rules, we can cause an accident. You have made a pact with such a creature, and are complicit in the cascade of implied consequences due to crimes against the timestream slowly manifesting around you. Meddlers include: rogue sphynxes, the hag Aunt Meridian, time dragons such as the great wyrm Giotractuszeit, any merrenoloth familiar with Umberlee's Fist, students of the The Chronocorsa, or mindflayers and abberations from the end of time.

Meddlers have little to no care for the consequences of their actions. You can retry tasks and challenges, approaching them from different angles each time until you find the correct approach. Just hope that you don't get weary of it, because it's a very hard habit to kick.

MEDDLER FEATURES

Warlock Level	Feature
1	Expanded Spell List, Bonus Cantrips, Chrono-May-Care
6	Non-Committal
10	Remorse
14	Future Perfect Progressive

EXPANDED SPELL LIST

The Meddler 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.

MEDDLER EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect good and evil, detect poison and disease</i>
2nd	<i>augury, find traps</i>
3rd	<i>catnap, nondetection</i>
4th	<i>arcane eye, divination</i>
5th	<i>commune, skill empowerment</i>

BONUS CANTRIPS

At 1st level, you learn the *guidance* and *resistance* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

CHRONO-MAY-CARE

Your patron has granted you the ability to bring your present body and mind back in time a few seconds per instance. It's still the same *you*. You bring all your worries and hang-ups with you, but now you can try again, a different way, for fun and experimentation.



At 1st level, you gain a number of mulligans equal to your number of eldritch invocations known. When you make an ability check, you can spend a mulligan to undo time and try again immediately after you know the outcome, but you must use a skill or tool proficiency you did not already use. This feature only works if the DM finds the new skill acceptable. You regain all of your expended mulligans when you finish a long rest.

TEMPORAL NON-COMMITTANCE

At 6th level, you've found that some creatures are easier to kill with magic, and others with swords. Often you have to try both before you get it right.

When you use your action to attack or cast a cantrip, you can use a mulligan on the entire action. If you made a weapon attack the first time, you must cast a cantrip the second time, and vice-versa.

REMORSE FOR THE FUTURE

At 10th level, you can avoid the worst of bodily damage by going backwards, but seeing as you're basically trying to dodge a *fireball* twice, you don't always recommend it.

When you fail a saving throw, you can spend a mulligan to instead succeed at the saving throw, taking any damage, conditions, and other effects that come with a success. You then attempt the saving throw again.

FUTURE PERFECT PROGRESSIVE

Wait, you remember this. You might will have been dying here. Well that's 1d4 hours too many to wait, let's skip to the good part.

At 14th level, you've figured out how to skip past the worst parts of the story: the ones without you. At the beginning of your turn, if you would make a death saving throw, you may chose to make all of them immediately. if you make it to 3 successes, you can use your action to regain 1d4 hit points. Once you use this feature, you can't so so again until you finish a short rest.

EVERYTHING BY: ROONOCERUS.

Even Bill Murray in Groundhog Day. I made him. Come home son.