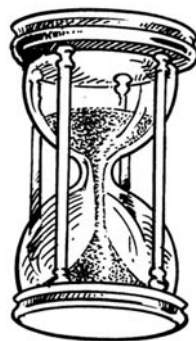


The Net Book of Time



For the d20 system



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Version 1 (February 2003)

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Welcome to the Netbook of Time

The purpose of this netbook is to help players and GMs understand the effects and possibilities of time in role-playing games. Most gamers ignore the issues of time in a campaign, unless they are on small-scale events (combat rounds) or specific long-term consequences (like ability adjustments due to character age). As such, our intent is to show you the many options possible when you introduce time-related effects into your game. These ideas are just that. They are not meant to take the importance of a Core Rulebook, but to allow your minds to open new vistas in your campaigns and adventures.

Through this book, there will be a number of new ideas presented. These ideas are meant to be useable in most campaigns, but we realize that information and ideas may need to be adjusted to fit your specific needs. For instance, this is especially true with the gods, goddesses, and domains section, as typically each world has set gods and goddesses in place. Additionally, any major changes (such as those involving implementing the new classes, feats, and/or spells found below) will involve individual tweaking to fit the continuing enjoyment that is key to role-playing.

Why a Netbook of Time

Throughout the history of fantasy writing, time and time travel have been a favorite for the creation of powerful magics and plot lines. The spurning point for hit movies, bestsellers, and whole gaming systems, time and its uses are all around us.

Throughout the history of the Dungeons and Dragons® games, the powers of time has been evident in magical spells and powerful artifacts. In supplements such as the *Tome of Magic*, time was given a place in normal spells, creatures, and even magical equipment. Only one supplement of this system truly looked at the powers and possibilities of time, the *Chronomancer*. Many other gaming systems have time related supplements, such as *Time Travel* by the Generic Universal Role-Playing System® (GURPS), as well.

In the third edition of *Dungeons & Dragons*®, as well as with the OGL and the d20 gaming system, time once again has been barely given even a cursorily looking at. In recognition of the possibilities of time travel and other aspects of time among all players of these games, this project was started. As with all supplemental material, this is not meant to replace the rules set forth in the Core Rule Books or System Resource Documents, but rather to offer new and exciting opportunities to GMs and players alike.

Thank you, and enjoy your gaming to it's fullest

- The staff of the Netbook of Time

"It's your game now"

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Introduction

"Time is too slow for those who wait, too swift for those who fear, too long for those who grieve, too short for those who rejoice, but for a chronomancer time is eternity!"

WHAT IS TIME?

There are many different levels of understanding of the great power that is time. None of these points of view are wrong or right; they are just different, based upon what the individual needs to know about time.

Common People and Time

To a commoner, time is simple and straightforward. Time goes in one direction, and always at the same speed. It is what determines the seasons and the growth of crops. It determines the breeding of animals, and yes, even humanoids like you or I. Time is very important when cooking or baking, and is important in the crafting of many items from swords and arrows to jewelry and fine art. Time determines when you wake in the morning, when you eat, and when you sleep. Time also controls less fortunate things such as taxes, time you spend in jail, and how long you spend in the local militia.

Magic-users and Time

To those that deal with magic and rituals, time is straightforward, but not as simple. Time relates the intricate motions and rituals dealing with spells. Time determines how long a caster can hold a spell, and even how long it takes for a spell to take effect. Time is the length that a spell acts upon a creature or item. Time also can be manipulated to minor degrees through some highly specialized magics. Divination spells bring knowledge from the past or future to the present. Spells such as *Haste* and *Slow* can even change how time affects a single creature.

Some spellcasters choose to specialize in the effects of time. Whether they make this choice at the beginning of their lives or after years of study, they have powers that most can only begin to dream about. They have the powers to bend the forces of time to their very will. Skipping into the future, looking in the past, even causing time to affect others in ingenious ways, these time masters come in many varieties.

The Laws of Time

No matter your level of understanding, we all must follow the same governing rules of time.

Only through immensely high-powered magics and divine intervention can these rules be broken. These rules, however, should be custom made towards each individual campaign. What follows are a few examples of these rules.

- Time travel is commonplace, and history is often altered by the significant and insignificant actions of time travelers.
- Time travel is possible, but 'historical momentum' prevents any major changes to the flow of events.
- Travel back in time is possible, but if history is changed this results in a new timeline (parallel demi-plane) which experiences the effects of the altered history.
- No one can ever move backwards in time. To do so causes irreparable damage to the time continuum, causing the traveler to be destroyed immediately.
- Any attempt to move backwards in time results in the moving into a parallel Prime Material similar to the character's Prime Material.
- Any attempt to move backwards in time allows the character to remain on the ethereal plane as an observer only. No spells or abilities can be used to change this.
- Time Magic cannot be attempted unless the mage is specially trained in this style of magic. This usually involves becoming part of a school or learning the magics from the character's patron deity.
- Although a person can move forwards and backwards through time, no one can take any other persons with him or her.
- The flow of time cannot be affected by anything short of a minor deity.

Obviously, different rules or sets of rules cause widely different amounts of this Netbook to be used. All information following are ideas and suggestions for DMs to implement.

"I wasted time, and now time wastes me."

TIME TRAVEL

As with the many different ideas and levels of understanding of time, there are many ways to look at the subject of time travel. Even the simple act of defining time travel is difficult.

Some viewpoints follow:

- We travel through time every moment. As time is constantly moving forward, we move forward with it. We move at a constant pace that cannot be changed. It is impossible to slow down or stop.
- Even simple spells like *Haste* or divination spells are a method of time travel. Time travel, however, does not let you change the past, as not enough power exists to allow someone to go back that far.
- Time travel is possible through powerful spells. With the most powerful spells and rituals, even changing the past is possible.
- With high technology and alchemy, time travel can exist, although it would take the wisdom of a god to figure it out and understand it.

As you can see, there are many possibilities. If time travel is used in your game, prepare yourself for these exciting possibilities. Also, prepare for splitting headaches if care is not taken. Just as a fighter must follow certain rules while in combat, and thieves must follow certain rules when stealing items, time travelers must follow basic rules of time, or else the purpose of the game is lost. Most of these rules focus around potential paradoxes.

"Someone once told me that time is a predator that stalked us all our lives. But I rather believe that time is a companion who goes with us on the journey that reminds us to cherish every moment because they'll never come again. What we leave behind is not as important as how we live it. After all, traveler, we're only mortal."

***- Jean Luc Picard,
a guy encountered
in a distant future...***

Dealing with Time Paradoxes

There are many different theories on the possibilities of time paradoxes. Throughout the history of civilization, many treatises have been written on the topic. To try and pay homage to each idea in its completeness would fill a book the size of an ancient gold dragon. The following is a brief compilation of ideas by a Dungeon Master who has heeded our call for clarification on this matter. Some consider him a genius, while others think of him as a lunatic.

So, you or your players want to travel through time? Great, wonderful. But, I know what you may be thinking... What will happens if someone ever creates a **time paradox**? Yeah, shivers, right? Well, here are some ideas of logic that might help you on your way.

Basically, there are two branches you can go down, depending on which temporal theory you subscribe to: Either time paradoxes are possible, or they are impossible. Lets see the two:

Time paradoxes cannot exist.

Time paradoxes in real life only account for the feeble logic of the poor of brain. Simply put: if time travel is possible, it thus means that the future is already determined (which includes everyone's actions), and so you cannot alter it. Then, time paradoxes in the game only account for the GM's lack of imagination. With creativity you can easily handle the matter, and whatever your players do, there won't be any time paradox—somehow their attempts to create paradoxes will always be foiled.

Time paradoxes can exist and are cool.

Why couldn't we have time paradoxes in a heroic-fantasy game full of magic and impossible situations? In fact, if you look at it carefully, other aspects of the game do not fit in a coherent setting (for instance the ridiculous imposition of a 20th-century monetary system). As such, why should you bother so much about time-paradoxes, when you can make anything you want happen with them? It could well be that time-paradoxes are precisely what makes time travel in the game interesting.

1 - TIME PARADOXES CANNOT EXIST

Theory

"If I travel backward in time to kill myself when I was a child, I would not have grown up to the age when I decided to travel backward in time to kill myself. Therefore, I didn't kill myself; and so I grew up to the point when I was able to travel back in time to kill myself."

In terms of logic only, the facts are rather terribly simple: If a character would travel backward in time, he would become a living proof that the future already exists (that is, once he reaches his destination in the past). And then, if the future already exists, it simply means that freedom of choice doesn't exist. One only does what fate has decided he would do. HENCEFORTH, you traveled backward in time because you were fated to, and you didn't even create the slightest of paradoxes, because you didn't/do not/will never do what you want. As such, whatever you may want to do, you won't kill yourself.

By the way: here is another of these common, but fallacious, lines of reasoning. The same people who use the above paradox to refute the possibility of time-travel, also often use the following pseudo-logic to pretend that the future is not predetermined:

"If my future is already determined, I am going to stop doing anything, but will nonetheless become X and Y as it was predicted."

But who predicted this? Only the poor brain who scoffs at time-travel, using his feeble pseudo-logic as an irrefutable proof that only his opinion is valid. Because the future is already written doesn't imply in the least that events should be incoherent. One stops working, and waits for becoming X or Y because he is fated to? My only answer is that fate decided to give him a poor brain only apt at wrong deductions. That you may decide to do something or not just to prove that destiny exists or doesn't, was already decided by fate.

"I don't want to think that the future is already written, because it's so distressing."

And why should it be distressing? When you buy a book, it is already written! Do you mind it? If life is already written, it is in no way worse than reading a novel that *is* already written!!

Handling this in the Game

So, what to do if you want to forbid the occurrence of Time Paradoxes, but don't want to forbid your players do what they want?

You are in charge:

I suggest to let your player have his character go to the past, and then commit suicide by killing himself when he was a child. Why should it bother you? (*I mean, as far as time-paradoxes are concerned, not whether your player may need some psychological help.*) Use your imagination! After all, it's a game of magic and fantasy. Let's see three possible ways to circumvent this pseudo-paradox:

- **Lenient GM:** Okay, your character killed himself. BUT(!) what you didn't know, was that he had a most gentle aunt, who by the way was also a great wizard, and furthermore possessed a lock of his hair. Then, when she saw that your character had been killed, she didn't want to have her sister (the character's mother) die from sorrow. So, she discreetly created a clone of your character, and nobody (even himself) ever knew of the event.

- **Merciless GM:** Okay, your character killed himself. But there is no time paradox! Simply he never existed at all. Your character was in fact a demon with a false identity. When he eventually succeeded to travel backward in time to kill a certain child (of whom he had taken the identity thanks to a curse), he was freed and resumed his true self. And so, your character disappears, and the demon returns (as an NPC of course). *What?* No, the other players cannot resurrect your character, even with a *Wish* spell, because he never existed. They could resurrect the child, but he would not become what the demon was until he freed himself.

- **Psychotic GM:** Okay, your character killed himself... but not as you would believe. In fact, when he was young (that is: at the "present" past event you went back to) your character suffered a personality crisis. He was attacked by a stranger (that is: your character coming back from the future), who fortunately failed his attack and killed himself by accident instead of murdering your character. Sadly however, the trauma resulted in a self-destructive obsession. This neurosis remained dormant until that precise moment where it fully awakened: and so when trying to kill that child (which he is/was), your character instead got a crisis during which he lost his mind and killed himself.

All in all, the idea is to use your creativity, so what happens is not what the players believed would happen, but rather what YOU decide. In other words, let your PCs do whatever they want, but come up with the outcome that suits YOUR aims. Then, in a world full of magic and impossible things, it should not be too difficult to invent a

"coherent" explanation for explaining why the characters' doings did not produce the intended results in the first place.

No paradox, no rewritten history

If you opt for the idea that history cannot be rewritten, you should remember that true history and acknowledged history are two different things. As such, a time traveler could go to the past, change some key event, and then upon return to the present learn that people still believe in the same history. But who says that what is known has to be the truth (especially in a game)?

2 - TIME PARADOXES EXIST AND ARE COOL!

From a strictly logical point of view, if the future already exists, as a direct consequence freedom of choice doesn't (meaning that everyone only does what fate determined he would do, and no other way). However, this risks being very difficult to handle in the game. For one thing, it obliges the GM to have everything determined (written down on paper). Then, the idea that everything in the game is already determined, so nothing can be changed, is in fact not interesting. Why travel back in time if you cannot change history? If it is to plunder a dungeon, there is not much point to it. And telling your players "*No! You cannot do this!*" is in fact a poor option.

I rather suggest saying that important things are already determined, but that events can be altered in some minor way. Time-paradoxes become possible, since characters' actions are not determined. However, they cannot destroy a whole world, just put a little of chaos here and there. As such, time-paradoxes become an opportunity for interesting situations.

Rewriting history

The main problem with changing events of the past is to believe they will irremediably change all of history, and then oblige the GM to change his setting accordingly. This belief is a misconception.

History shouldn't be *wholly* rewritten

The typical campaign normally includes a physical setting with plains, mountains, etc. Then, for example, a certain mountain range is extremely important because it prevents the abominations that are on the other side, to invade the civilized lands. So my question is: are you going to forbid wizards PCs to get the *Disintegrate* spell because they could disintegrate the whole mountain and thus change the landscape and let the horrors from beyond pour forth? No, in fact you won't mind because it would

take an enormous number of *Disintegrate* uses to make the mountain disappear. However, as a GM you are expected to be ready to cope with a PC trying to destroy a castle with that spell.

It doesn't have to be different with alteration of past events. Why believe or assume that changing a single small event should modify the whole history? Even if it is a key event, a whole history cannot be changed with the alteration of a single event, for the same reason as you won't suppress a mountain with a single application of a *Disintegrate* spell. Let's give a metaphoric image: time has sometimes been compared to the flow of a river. Now try to alter the riverbed in throwing a rock into it. Well, maybe you will cause a little disturbance in it, but not much more. The water will go around the rock, creating some little whirlpools, and then will resume its course normally. With much time and effort, you may create a dam, but it is doubtful that you will prevent the water from eventually flowing to the sea. So, why not assume that whatever a Chronomancer does while time traveling is just to "throw a rock" in the river of time?

Rewriting history is unpredictable

Another aspect of altering past events, is to believe that what you do in the past, will have the expected result in the future. Remember that as a GM you have the final word about what occurs when changing an event in the past. The fact is that there is *always* more to it than what the players think. As such, despite any precaution taken when changing the past, it's up to you to decide what consequences it really brings, because of the unexpected which wasn't (and couldn't be) foreseen.

Effects of rewriting history

Lastly, another important point is to decide what *plainly* happens when history is rewritten. Usually, nobody is aware, no evidence can exist, that history has been rewritten. Only those who were involved in the change are aware of it. If you think about it, there are a few issues in handling it that way, in terms of fantastic stories. Let me suggest the option below:

Alternate History & Reality

Some say that whenever a time-traveler changes something, an 'alternate timeline' is created, a parallel plane in which the alternate events unfold.

I believe that the two following extremes are but poor options. Either there is only one history, and each time it is rewritten nobody knows except those who did it; or every time a single event is changed a whole new alternate universe is created. In the latter case, time travel becomes another form of dimensional travel. So, I suggest an in-between:

Local Alternate Realities

The idea is that each time an important decision is made or a time paradox is caused by time travelers, local/limited alternate planes are created. That is, at some point two different realities overlap: the reality of the original history, and the reality of the rewritten history. In this option, the two parallel planes are almost identical except for what was changed, and the ensuing consequences. The "time paradox" becomes that the two realities overlap and merge at several points, occasions, circumstances, etc., making it look like that the continuum seems affected by chaos.

So, a funny idea can be that any event you modify in the past, creates an alternate reality that interacts with the normal reality weirdly, until the "inertia of time" makes the alternate events catch up with the normal ones (i.e.: become identical again). As such, a time paradox creates a very limited demi-plane, or 'alternate timeline', that is intertwined with the prime plane. This demi-plane mirrors the normal plane except for the events that were changed. Also, this demi-plane exists only where events are different. The usual consequence is that some people may slip between the two realities. So, the ensuing result is always chaos in some way. Here are some examples:

• Dead/Alive Character

A character died, but his death is prevented by a time traveling person; or the reverse: a character is slain by a time traveling person coming from the future. As such, during all the time the two alternate realities exist at the same time, strange things occur perpetually around that character:

- Some peoples are convinced he died, and in fact there still is his corpse to prove it.

- Many things he does, are in fact also done by other peoples. Depending on which reality you are at any given time, you may determine (with divination magic or careful investigation) it is one way or the other.

- The character could be in some place where peoples will be able to interact with him normally, while for other peoples he is simply not there. At times, some persons will find themselves on the border of the two alternate realities, and will see the character suddenly appear or disappear, or will see the alternate reality "in which he resides" as a ghostly image.

• Destroyed/Not-destroyed City

A city was once totally destroyed by an army. However, some adventurers decide to go into the past and turn the tide of battle, so the army flees and the city is saved. Where the ruins of that ancient city stand, there is also a demi-plane with the city still intact. However, the two realities tend to overlap, and this may create any of the following effects at GM's discretion:

- Once every year, the city re-appears just for one day, that same day as when the battle was fought. Then, what occurs in the city could be much varied according to the GM's whims. Maybe time passes slower for the inhabitants of the city, maybe they are now all long dead from starvation, etc.

- When adventurers enter the ruins of that ancient city, they sometimes find themselves in buildings, streets, etc; which suddenly appear whole, as they were before the city was destroyed. However, the city's inhabitants have become specters who hunger for the flesh of the living to sustain themselves.

- The city still exists as in former times. But the funny thing about its history, is that any historians of far away countries maintain that it was destroyed long ago. Then, one of them once came to see the truth by himself, and only discovered ruins where all the region inhabitants know there is the city and have gone to it at one time or another.

• Broken/Not-broken Item

An item that was destroyed is saved from destruction by a time-traveler coming from the future. The result is that the item now seemingly exists at random. As soon as a character doesn't look over it, it gets a chance of disappearing. That is, those looking after the item unknowingly go from one reality to the other. It manifests itself in that peoples searching for it cannot understand where it may be, and could well believe it was stolen. Then, when the item is found again, it will often be with a: *"Well, I cannot believe it! It was all*

the time here under my nose, and I just didn't see it despite having searched this place twice!".

Note furthermore that the DC for finding the item varies with the individual concerned. Those who were the most affected by its disappearance will have the highest DC to find the item; while those who did not witness it disappear will have relatively low DC to find it.

Conclusion

All in all, remember that you control the time paradox exactly as you want. As such, it begins and ends only when and where you want it. It means that when you don't want it anymore, there is a point when/where the events of both the true and alternate realities become identical, thus merging the two into only one again. Remember also that it is the "inertia of time" (a law of the universe no more ridiculous than magic, the outer-planes, etc.) that will automatically force two alternate realities back into one. You only have to decide when and where it occurs, and give any explanation seemingly coherent enough (which includes, but is not limited to, the repairing of time).

Overall, there are a number of exciting possibilities for players and GMs alike to use with time traveling and paradoxes. How you use them is up to you.

Core & Prestige Classes

Chronographer

Variant core class by Ian Cheesman

Lvl	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1 st	0	0	2	2	Sense fate 1/day	3	1	—	—	—	—	—	—	—	—
2 nd	+1	0	3	3	Metaspell	4	2	—	—	—	—	—	—	—	—
3 rd	+1	1	3	3	---	4	2	1	—	—	—	—	—	—	—
4 th	+2	1	4	4	Defensive Foresight (+1)	5	3	2	—	—	—	—	—	—	—
5 th	+2	1	4	4	Metaspell, Sense fate 2/day	5	3	2	1	—	—	—	—	—	—
6 th	+3	2	5	5	---	5	3	3	2	—	—	—	—	—	—
7 th	+3	2	5	5	---	6	4	3	2	1	—	—	—	—	—
8 th	+4	2	6	6	Metaspell, Defensive Foresight (+2)	6	4	3	3	2	—	—	—	—	—
9 th	+4	3	6	6	—	6	4	4	3	2	1	—	—	—	—
10 th	+5	3	7	7	Sense fate 3/day	6	4	4	3	3	2	—	—	—	—
11 th	+5	3	7	7	Metaspell	6	5	4	4	3	2	1	—	—	—
12 th	+6 / +1	4	8	8	Defensive Foresight (+3)	6	5	4	4	3	3	2	—	—	—
13 th	+6 / +1	4	8	8	—	6	5	5	4	4	3	2	1	—	—
14 th	+7 / +2	4	9	9	Metaspell	6	5	5	4	4	3	3	2	—	—
15 th	+7 / +2	5	9	9	Sense fate 4/day	6	5	5	5	4	4	3	2	1	—
16 th	+8 / +3	5	10	10	Defensive Foresight (+4)	6	5	5	5	4	4	3	3	2	—
17 th	+8 / +3	5	10	10	Metaspell	6	5	5	5	5	4	4	3	2	1
18 th	+9 / +4	6	11	11	---	6	5	5	5	5	4	4	3	3	2
19 th	+9 / +4	6	11	11	—	6	5	5	5	5	5	4	4	3	3
20 th	+10 / +5	6	12	12	Metaspell, Defensive Foresight (+5), Sense fate 5/day	6	5	5	5	5	5	4	4	4	4

Standicus looked out over the city with pity in his heart. It was too bad that the city would be destroyed in a few days time. He wished he could warn the people, but he couldn't. It wasn't part of his mission, after all. All he had to do was see where the raiders from the deserts took the holy roc egg. He must start by figuring out where the roc egg is, though.

By the morning of the day of battle, he was ready. He was hidden on the bluffs near the village, watching through a spyglass the dust cloud approach. The desert raiders had done their job well, as the city was expecting a caravan of traders that day. A few hours latter, the battle was over, and the entire city was in flames.

Standicus watched the raiders load the egg into one of the carts and head back into the desert. Standicus jumped up to follow after the cart when all of a sudden he felt his head start to spin and landed not on the rocks of the canyon below, but on silk pillows.

"Did you get your answer?" a grimy little gnome asked him.

"Yes, it is in the desert somewhere. I need to go back and find out where. Now!"

"I don't think so, you will be lying in a bed for a few weeks. Your journey took a lot out of you. You wouldn't survive the trip and then I would have to explain to your father the king how I let his son the crown prince and high priest of Themsulat die in my chamber. Nope, not gonna happen. Ain't gonna do it."

The grimy little gnome pushed his big spectacles back onto his oversized nose and headed out of the room. Standicus struggled to get up and follow him, but it was as the gnome had said, he was as weak as a kitten.

Sighing with despair, Standicus lay back into the pillows and waited for Methinoid to return. Standicus realized suddenly that this meant he could not escape the lectures and debates of religion that Methinoid always seemed to want to hold. Sighing again, Standicus realized it would be a long few weeks.

...

Confused as clerics, wizards, fools, geniuses, and much more, Chronographers must work extra hard to ensure that people understand both who they are, and who they are not.

A Chronographer is both a devout follower of the god Chronos, master of time, and of the force of Time. In addition, Chronographers are historians/futurians, learning about the past and future every second of their lives. Unlike academic historians, though, a Chronographer actually puts his knowledge to use.

Both through Chronos and Time the Chronographers gain a small amount of divine magic to understand, record, and even protect history. The Chronographers are often found in churches and holy places throughout the world, offering their "unbiased points of view" whenever needed. Additionally, there are many noblemen who have employed a Chronographer to help with disputes or questions of the past.

Adventures: Chronographers will typically adventure as a way to gain more knowledge of time and history, and of course to spread the word of Chronos. Of course, Chronographers are people, too, and may have all the more common motivations for adventuring.

Characteristics: Chronographers cast divine spells much the same way clerics do, though they get their spells from both the power of Time and from Chronos. This is hard for other spellcasters to understand, as they can only draw their power from one source or another. When asked to explain which abilities come from which source, a Chronographer will most likely respond that they all come from both.

In addition to spells, Chronographers get some premonition abilities that improve with level, including the "sense fate" ability. Chronographers are poor combatants, as their demanding studies require they spend most of their time on them; moreover, their scholarly outlook is somewhat incongruous with a crusader's military training and way of life.

Alignment: Chronographers can be of any alignment. However, as they often are scholars reveling in the study of their "art", they do not much concern with the mundane affairs of everyday lives and peoples. As such, Chronographers tend toward neutral alignments, although evil or good Chronographers are not unheard of.

Religion: It is obvious that Chronographers are worshippers of Chronos, but they also respect and worship the force of Time itself. As with their spellcasting abilities, many other religious types cannot understand how they can give equal patronage to both a god and a force.

A close similarity can be drawn a druid, who worships both a deity of nature and Nature itself.

Background: Chronographers are typically urban characters raised in the ancient cities of a refined society. They almost never come from savage areas, unless they were brought from such a place to the aforementioned cities at an early age.

In rare cases, though, even a savage child may be born who is blessed by the gods with an inherent insight into the nature of Time, and chooses to pursue this path.

Races/Gender: Humans and gnomes seem drawn to chronomancy the easiest. In fact, gnomes fit with chronomancy so easily, that Chronographer counts as a preferred class for them. Halflings distrust the idea of the past, always living in the present, while elves can often remember the past. Dwarves seem to be neither drawn nor pushed from chronomancy.

Other classes: Chronographers tend to be loners, as their art is much exotic and demanding. Nonetheless, Chronographers appreciate members of other classes in the same way a bard might. They know the value of being able to cast spells from behind strong warriors, or to "magic up" rogues and send them out to scout.

Chronographers love to get into theological discussions with clerics and priests. However, this often leads to conflict due to their dismissive attitudes towards most traditional gods; there are many churches where Chronographers are banned by decree.

Mages and their kin likewise have a love-hate relationship with Chronographers, but usually in the opposite manner. Mages, wizards, and such are always pursuing Chronographers in attempts to acquire more knowledge about the force of Time in order to bend it to their will. Most Chronographers respond to this "rape" of Time in the same way a druid would to the destruction of her favorite forest: while some of their spells may achieve similar effects, they do it to serve Time, not to bend it to serve their worldly desires.

GAME RULE INFORMATION

Chronographers have the following game statistics.

Abilities: Wisdom determines how powerful a spell a Chronographer can cast, how many spells the Chronographer can cast per day, and how hard those spells are to resist. To cast a spell, a Chronographer must have a wisdom score of 10 + the spell's level. A Chronographer gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a Chronographer's spell is 10 + the spell's level + the Chronographer's Wisdom modifier.

Alignment: Any.

Class Skills

The Chronographer's class skills (and the key ability for each skill) are *Astrology* (Int), Concentration (Con), Craft (Int), *Intuit time* (Wis), Knowledge - all (Int), Profession (Wis), Scry (Int), Speak Languages (n/a), and Spellcraft (Int).

Skill Points at 1st level: (4 + Int modifier) x4

Skill Points at each additional level: 4+ Int modifier

Class Features

All of the following are class features of the Chronographer core class.

Hit Die: d6

Weapon and Armor Proficiency: Chronographers are proficient with all simple weapons, and with light armor. Heavier armor or shields interferes with their ability to sense the flow of time, so a Chronographer who uses such equipment faces the same spell failure chances as arcane mages.

Spells: Chronographer cast divine spells, and may prepare and cast any spell from the Chronomancy spell list in the *Spells & Magic* chapter of this netbook, or any Divination spell from the Cleric spell list, provided they can cast spells of that level. They prepare and cast spells in the same way as a cleric does (though they cannot expend a prepared spell to cast *Cure* spells in its place).

Like a cleric, they have access to two domains and may prepare a bonus domain spell of each level per day. However, these must be time-related domains, usually the ones described in this netbook.

To prepare or cast a spell, a Chronographer must have a Wisdom score of at least 10 + the spell's level. The difficulty for a saving throw against a Chronographer's spell is 10 + the spell's level + the Chronographer's Wisdom modifier. Bonus spells are based on Wisdom.

Sense Fate (Ex): At 1st level, the Chronographer begins to get premonitions of the immediate future and can attempt to alter it in a limited fashion. Once per day, the Chronographer is allowed to re-roll one d20 roll that she has just made. She must take the result of the re-roll, even if it's worse than the original roll.

This ability increases at every fifth level, allowing one more use per day. However, using this ability is stressful, and once it is used, it cannot be used again for at least one minute.

Metaspell (Ex): At 2nd level and every three levels thereafter, a Chronographer can choose one spell known to her, and learn an alternate version that then becomes permanently modified as though affected by a metamagic feat. The feat chosen must be time-related: affecting either the casting time or duration. The spell's level increases by one less than the normal cost of the selected metamagic feat. Once the choice of spell and modification are chosen, they cannot be changed.

Example: Methinoid chooses Haste to be Quickened permanently at 11th level. She may now choose to memorize either the normal (3rd level) Haste, or the Quickened version, which is 6th (rather than 7th) level for her.

As the Chronographer goes up in level, she can choose either a new spell or the same spell to be modified in different ways with multiple metaspell abilities. She can also choose to further reduce by one level the cost of a previously selected feat on a previously selected spell. She does not need to know the feat she applies to the spell.

Defensive Foresight (Ex): As the Chronographer's intuitive awareness continues to extend farther into the future, and in new ways, he is able to enhance his ability to react to danger a fraction of a second before it happens. As such, the Chronographer gets a +1 insight bonus to his AC at 4th level. This bonus then increases at every four levels.

This ability is also reflected in the Chronographer's reflex saves, which are especially good for a spellcaster.

Chronomancer

Prestige class by Dominique Crouzet

Lvl	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	0	0	0	2	Spell knowledge	+1 spell-casting level
2 nd	+1	0	0	3	—	+1 spell-casting level
3 rd	+1	1	1	3	Chronomancer specialist (+1)	+1 spell-casting level
4 th	+2	1	1	4	—	+1 spell-casting level
5 th	+2	1	1	4	Chronomancer specialist (+2)	+1 spell-casting level
6 th	+3	2	2	5	—	+1 spell-casting level
7 th	+3	2	2	5	Chronomancer specialist (+3)	+1 spell-casting level
8 th	+4	2	2	6	—	+1 spell-casting level
9 th	+4	3	3	6	Chronomancer specialist (+4)	+1 spell-casting level
10 th	+5	3	3	7	—	+1 spell-casting level

Chronomancers are typically arcane spellcasters who were fascinated by the prospect of bending time to their will, but hadn't the mystical inclination required to become chronographers. As such, they try to study time from a more scientific perspective, and generally do not care about history, and about the ethical problems that arise from modifying past events. Chronomancers are likewise rarely interested in the philosophical questions pertaining to the passing of time. In fact, the chronomancer is usually an opportunist motivated by the power he expects to gain from becoming able to manipulate time with greater efficiency than normal.

The truth is that the control of time is a difficult art. Arcane spellcasters have access to only a few spells with time related effects, and these often do not directly affect the time stream, except for the higher level spells. Magic that controls the flow of time is difficult to understand, and a novice could not begin his spellcaster's career immediately specializing in the school of time. Chronomancy is a subtle magic open only to experienced mages.

Most chronomancers are wizards. Sorcerers and priests of time deities are sometimes attracted to this class, which gives them access to more spells, while a few bards have been known to become chronomancers as a way to travel to other epochs in addition to other lands.

Requirements

To qualify to become a chronomancer, a character must fulfill all the following criteria:

Knowledge [Arcana and Time]: 8 ranks each

Spellcraft: 8 ranks

Feats: Extend Spell, Quicken Spell.

Spellcasting: Ability to cast at least two 3rd or higher level spells in the Chronomancy list.

Class Skills

The chronomancer's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (Int), Intuit time (Wis), Knowledge [arcane, history, mathematics, time] (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the chronomancer prestige class:

Hit-Die: d4 (four).

Weapon and Armor Proficiency: They do not get any additional weapon or armor proficiencies.

Spells: Chronomancers continue their spell-progression as in their former class (similar to the Loremaster in this regard), gaining a new spell-casting level every new level (but no other benefit such as class abilities). Characters with more than one previous spellcasting class must select the one that enabled them to become a Chronomancer.

Chronomancers have access to the spells of their previous spellcasting class, plus the spells from the school of chronomancy (i.e., any spells described in this netbook). Any known spell that exists at different levels in their previous class's and the Chronomancy spell list is now treated as being of the lower of the two levels.

Spell Knowledge: At each level, chronomancers automatically learn one chronomancy spell of their choice at no cost. Those chronomancers who cast their spells as bards or sorcerers get them as bonus spell-known, and those who prepare their spells get them as if with the spell-mastery feat (they do not need a spellbook to prepare them).

Chronomancer Specialist: At 3rd level, chronomancers get a +1 bonus to their Spellcraft checks to learn chronomancy spells, to the DC of these spells, and to beat a creature's spell resistance against them. This bonus increases to +2 at 5th level, +3 at 7th level, and +4 at 9th level.

Time-Master

Prestige class by Dominique Crouzet (inspired by various sources)

Lvl	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	0	0	0	2	Manipulation power (minor)	—
2 nd	+1	0	0	3	Time sense	+1 spell-casting level
3 rd	+1	1	1	3	Manipulation power (minor)	—
4 th	+2	1	1	4	Slow metabolism	+1 spell-casting level
5 th	+2	1	1	4	Manipulation power (major)	—
6 th	+3	2	2	5	Accelerate metabolism	+1 spell-casting level
7 th	+3	2	2	5	Manipulation power (major)	—
8 th	+4	2	2	6	Timeless body	+1 spell-casting level
9 th	+4	3	3	6	Manipulation power (greater)	—
10 th	+5	3	3	7	Transcendent self	+1 spell-casting level

Time Masters are a secretive brotherhood of spellcasters who develop the ability to manipulate time to an outstanding degree. They learn to attune themselves to its flow, being able to alter it with their own will. However, due to this emphasis Time Masters tend to neglect formal magical (or psionic) studies.

Time Masters belong to a secret organization of their own, whose goals always remain obscure. Some even say that it split into two different factions with opposed objectives, making them dire enemies of each other's. Of course, rumor also has it that one faction pursues nefarious ambitions of conquering the world and altering the past to their own benefit, while the second faction tries to stop them. In fact, the only thing that is known for sure is that the founder of the brotherhood became the first Time Master as a way to achieve immortality. Whether this ancient founder is still leading the brotherhood, however, remains a mystery.

Time Masters induct very few new members into their organization, and those are usually carefully screened and tested before being accepted. Such new members are thereafter sworn to secrecy.

Sorcerers and chronographers are traditionally the most likely characters to become Time Masters. Nonetheless, other classes also infrequently join the brotherhood, so bards, wizards, and priests are not unheard of. However priests of time deities usually consider them an anathema, and thus almost never become Time Masters.

Requirements

To qualify to become a Time Master, a character must fulfill all the following criteria:

Knowledge [Time]: 10 ranks

Feats: two metamagic feats related to time effects (such as Extend Spell or Quicken Spell).

Spellcasting: Ability to cast 3rd-level chronomancy spells, or arcane spells related to time (such as *Haste* or *Slow*).

Special: Must be approved by the council of Elder Time Masters before training can begin. The initial training takes about six months. Thereafter a Time Master can train himself through study.

Class Skills

The Time Master's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Intuit time (Wis), Knowledge [arcana, history, mathematics, time] (Int), Profession (Wis), Scry (Int), Speak Language (-), and Spellcraft (Int).

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Time Master prestige class:

Hit-Die: d4 (four).

Weapon and Armor Proficiency: Time Masters do not get any additional weapon or armor proficiencies.

Spells: Time Masters continue their spell-progression as in their former class (similar to the Loremaster in this regard), gaining a new spell-casting level every two new levels (but no other benefit such as class abilities or else). Characters with more than one previous spellcasting class must select the one that enabled to become a Time Master (see requirements).

Time Masters can only learn new spells from the chronomancy school of magic.

Time Sense (Ex): Time Masters are so in tune with time that they can keep track of it exactly. This innate sense gives them a +2 to Intuit Time checks for each level of the Time Master class. (If they did not have this skill, they can now use it untrained.)

Slow Metabolism (Ex): At 4th level, a Time Master can slow his own metabolism at will. This has the following effects:

- Poison takes 4× the normal time to take effect.
- Bleeding wounds and similar circumstances in which hit-points are lost each round, or minutes, etc., take 4× the normal time to take effect (1 hp lost every 4 rounds instead of every round for instance). This ability automatically activates subconsciously if the character is below 0 hit points.
- The character can hold his breath 4 times longer as normally.
- This ability cancels any spell (like *Haste*) that would accelerate the character.

While Slow Metabolism is in effect, the Time Master acts as if under the effect of a *Slow* spell.

Accelerate Metabolism (Ex): At 6th level, a Time Master can accelerate his own metabolism at will. This has the following effects:

- The character gains a +2 circumstances bonus on his initiative.
- The character gains a +1 circumstance dodge bonus to his AC.
- The character speed is increased by 10 feet.
- This ability cancels any spell (like *Slow*) that would slow the character.

Accelerating one's metabolism is tiring though. The Time Master can maintain it only for a number of rounds equal to 1d6 + his Constitution modifier. Thereafter he must wait at least 20 minutes before doing it again.

Timeless Body (Su): After achieving 8th level, a Time Master no longer suffers ability penalties for aging and cannot be magically aged. (any penalties he may have already suffered remain in place.) Bonuses still accrue, and the Time Master dies of old age when his time is up.

Transcendent Self (Su): At 10th level, a Time Master has tuned her body with time energy to the point that she becomes a magical creature. She is forevermore treated as an outsider (extraplanar creature) rather than as a humanoid. For instance, *Charm person* does not affect her. Additionally, the Time Master definitively ceases to age, and thus becomes immortal unless dying of damage, poison, etc. However, as an outsider, a 10th level Time Master is subject to spells that repel enchanted creatures such as *Protection from Evil*.

Manipulation Power (Su): At 1st, 3rd, 5th, 7th, and 9th levels, Time Masters can learn a power of time manipulation of their choice. At 1st and 3rd levels this can only be a minor power; at 5th and 7th levels it can be either a minor or major power; and at 9th level either a minor, major, or greater, power. Each power is usable once per day; in selecting the same power more than once, a Time Master could use the same ability more times during a single day.

Time Manipulation powers are supernatural abilities that are mentally activated, and require no components, motion, or XP cost. The ones below are just a few suggestions. As a general guideline, Minor powers should be based on 1st-3rd level spells, Major powers on 4th-6th level spells, and Greater powers on 7th-9th level spells.

Some examples are:

• Bypass Entropy (minor)

The Time Master can interact with a present item as if it was in a different state of degradation due to the passage of time. This can be viewed as roughly equivalent to either Age Item or Restore Prime Condition spells, but with five times the usual limits on target weight, target volume, or damage caused.

The Time Master must touch the item being affected, and as soon as he does not touch it anymore, the item reverts to its present state. For example, let's suppose that the Time Master is in front of a door that he cannot open nor break. He could touch it and call a time when the door will be totally rotten, and then easily break through. Then, once the Time Master leaves, the bits on the floor revert to their present hardness, yet the door remains destroyed. This power will work well on a wooden door, but also on an iron door that could rust. It could be impossible however, against a magical stone door.

The reverse also works fine: the Time Master could touch a rotten ladder and call a time when it was solid enough to keep it from breaking while he climbs it. Maintaining another state of entropy is a matter of concentration, and the Time Master can only perform simple actions when doing it. The Time Master can maintain this power up to a maximum duration of 1 minute × his concentration check (he cannot take 10 or 20 in this case). Disturbing the Time Master prematurely ends his perception unless he succeeds a Concentration roll at DC=15 (or more as relevant to the circumstances). Also, getting into a fight with an item (such as a rusted sword for instance) thus altered requires to make a Concentration check at DC=15 for the whole combat duration.

• Foresight (minor)

The Time Master is granted an intuitive premonition of danger in relation to himself. This power has a total duration of one hour per Time Master level, during which the character receives instantaneous warnings of impending danger or harm. As such, the Time Master cannot be surprised or caught flat-footed; he gets a general idea of what simple actions he might take to best protect him or herself (duck, jump right, close the eyes, etc.); and gains a +2 insight bonus to attacks, AC and to Reflex saves. This insight bonus is however lost whenever the Time Master would lose a Dexterity bonus to AC.

- Perceptions of the Past (minor)

The Time Master can see and hear what happened in the past of where he currently is, as if he had been there at the time. Note that magically enhanced senses do not work as such to see and hear in the past; the perception occurs only on a normal basis.

What is perceived is perceived at the same pace as it occurred; that is, something that had a 10 minutes duration, takes 10 minutes of present time to observe carefully. Reaching farther in the past is difficult, and requires a successful Scry check at $DC=5 + 1/\text{day removed from the present day}$. Scanning a day to find a specific event to observe takes 5 minutes. Perceiving the past is a matter of concentration, and the Time Master is unaware of his present surroundings when doing it.

The Time Master can maintain his perception of the past up to a maximum duration of 5 minutes \times his concentration check (you cannot take 10 or 20 in this case). Disturbing the Time Master prematurely ends his perception unless he succeeds a Concentration check at $DC=15$ (or more as relevant to the circumstances).

- Temporal Swap (major)

The Time Master can take into account the different states in which a certain area or item may be over periods of time, and choose the state that suits his needs the best.

For example, let's suppose that the Time Master is in front of a door that he cannot open. He can reasonably think that the door is sometimes open, and thus choosing a time when the door was open, will swap this moment with the present time to let him go through. However, if per chance the door is never opened, he won't find any moment of opening to bring to the present. In fact, the less time this door is open, the more difficult it will be for the Time Master to bring forth such a moment.

This is resolved with a Search roll with a DC appropriate to the number of times the state sought has a chance to occur (based on past events, not an hypothetical future). Divide the percentage chance by 5 to get the DC. For instance, if the above door is open 10% of the time, it means it is closed 90% of the time, thus giving a $DC= 18$. Otherwise the number of rounds during which the Time Master must concentrate for this time swap happens, is equal to the DC.

Disturbing the Time Master prematurely foils his attempt unless he succeeds a Concentration check at $DC=15$ (or more as relevant to the circumstances). The swapped time remains for a number of rounds equal to $1d12 + \text{the character's Int modifier}$. The Time Master can affect an area of up to $30 \times 30 \times 30$ feet.

- Time Zone (major)

The Time Master can determine a zone of 30 feet diameter around him, in which time will flow at a different pace. This pace can be increased up to 10 times faster or decreased to 10 times slower. So, 1 minute within the zone would equal 1 round outside, or 1 round within the zone would equal 1 minute outside. Any creature or item that enters or leaves the zone is affected by the relevant time. However, if the Time Master leaves the zone, it cancels it.

This zone can be maintained for a maximum duration of 1 hour of normal time (e.g.: outside). Vision and hearing are affected in that those inside the zone will appear accelerated or slowed according to the different time pace, to those outside the zone.

The edge of the zone appears to be a swirling, amorphous mass of air. Magical or supernatural effects cannot be cast into or out of the zone (though magical works normally within), and attacks across the edge of the zone are impossible.

- Timeline Walk (greater)

The Time Master can walk along the timeline of an object and emerge at some point in the future where the object is. This walk is tied to the object that he must touch when he departs, and that he will touch likewise when he will emerge. If the object is moved in the meantime, the Time Master will emerge where the object will be, provided there is sufficient empty space to emerge in.

During his walk the Time Master is totally outside of reality, and perceives it in a much succinct manner unless he stops and adjusts his "time pace" to that of what is observed in the direct vicinity of the object. The Time Master can walk forward in time up to a maximum distance of 100 hours, and can remain in this outside reality only for 100 minutes of subjective time.

Note that observing 1 hour of events in 1 minute gives imprecise information at best. It is possible to move forward, then backward, however in the end the Time Master can only emerge in the future, even if only one minute after having departed. When the Time Master emerges, it is like if he teleported there.

- Inside the Momentum (greater)

The Time Master (and his equipment) ceases to move within the fourth dimension like everyone else, but stops within a time singularity for a maximum subjective duration of one round/level. This effect is similar to a Time Stop spell.

Alternatively, the Time Master can use a weaker form of this ability that lasts for ten minutes per level. In this case, he can only activate spells and effects that target him personally.

Temporal-Guardian

Prestige class by Dominique Crouzet

Lvl	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	0	2	0	2	Bonus save ; Detect time disturbance ; Prestige domain	+1 spell-casting level
2 nd	+1	3	0	3	Aura of Courage	+1 spell-casting level
3 rd	+2	3	1	3	---	+1 spell-casting level
4 th	+3	4	1	4	Cancel time disturbance (1/day)	+1 spell-casting level
5 th	+3	4	1	4	---	+1 spell-casting level
6 th	+4	5	2	5	---	+1 spell-casting level
7 th	+5	5	2	5	Cancel time disturbance (2/day)	+1 spell-casting level
8 th	+6	6	2	6	---	+1 spell-casting level
9 th	+6	6	3	6	---	+1 spell-casting level
10 th	+7	7	3	7	Cancel time disturbance (3/day)	+1 spell-casting level

Temporal Guardians are priests of time deities who pledge themselves to the protection of history and the integrity of the time and space continuum. Where the regular clergy of the gods of time are often historians and recorders of the passage of time (traditionally with astronomy), Temporal Guardians on the other hand, are more of the crusader type. These clerics watch over history and the natural order of time, and oppose all of those who would disrupt them through time travel and the creation of time paradoxes. As such, Temporal Guardians generally dislike and hold in suspicion all mages that try to manipulate time with their magic, especially chronomancers and the like.

The first duty of the Temporal Guardians is to locate time paradoxes created by unconscious or uncaring time travelers, then try to correct the situation and bring it back to normal. The Temporal Guardians' greatest fear is that if space and time are tinkered with too much, reality will be disrupted and true chaos would ensue. Thus they perform their guardianship duty: carefully scrutinizing history and checking suspect areas with their abilities to detect disturbances in the continuum of time.

Otherwise Temporal Guardians, whenever they can, keep an eye on time travelers, in some cases acting like a fanatical Inquisition against blasphemers. However, practicality has it that Temporal Guardians cannot keep watch over all those able to affect time, and are often only able to detect the major chronomantic activities. Moreover, they are also restrained in their actions against chronomancy. For example, it is not possible for them to destroy the first historical chronomancer before he invented chronomancy, as this would cause a major time paradox in itself, something they want to prevent. After all, time traveling also belongs to history.

Temporal Guardians are a secretive group and try to remain anonymous at all times. They do not want to publicize the fact that chronomancy exists, which would only attract more practitioners to this kind of magic. As such, whenever asked Temporal Guardians will deny who they are, while the clergy of time deities will typically acknowledge that time travel is impossible, and will do what they can to convince everyone that those who pretend otherwise are just charlatans or fools. Besides, remaining unknown gives Temporal Guardians the advantage of surprise in their war against those who alter time.

Requirements

To qualify to become a Temporal Guardian, a character must fulfill all the following criteria:

Alignment: LN. Since fixing a disturbance in time may sometimes require killing innocents or helping the 'wrong' side in a battle, Good characters are not accepted into this order.

Base Attack Bonus: +4

Knowledge [History and Time]: 8 ranks

Spellcasting: Access to one of the time-related domains described in this netbook.

Special: Must have proved their willingness to defend time, or serve the god of time. This includes a mettle to restore history to its true state that would overcome any consideration of good or evil.

Class Skills

The Temporal Guardian's class skills (and the key ability for each skill) are: Astrology (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intuit time (Wis), Knowledge [arcana, history, time] (Int), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Temporal Guardian prestige class:

Hit-Die: d8 (eight).

Weapon and Armor Proficiency: Temporal Guardians are proficient with all simple weapons, and all armors and shields.

Spells: Temporal Guardians continue their spell progression as in their former class (similar to the Loremaster in this regard), gaining a new spellcasting level every new levels (but no other benefit such as class abilities or else). Characters with more than one previous spellcasting class must select the divine class that enables to get domain spells.

Prestige Domain: Temporal Guardians get access to a time-related domain of their choice (probably one of the ones described in the Deities & Time chapter of this netbook). They also get the granted power associated with the domain, and can choose the spells in that domain as their daily domain spells. Note however, that with such spells often come a great responsibility, and that Temporal Guardians are expected to make use of certain of its spells with discernment and only in the course of their rightful duty.

Bonus Saving Throw: Temporal Guardians can add their Charisma bonus to all saving throws, and get an additional +4 insight bonus to saving throws against Chronomancy spells and effects

Aura of Courage: Like Paladins, Temporal Guardians are immune to fear starting at 2nd level, and all allies within ten feet get +4 on saves against fear effects. This is a supernatural ability.

Detect Time Disturbance: Temporal Guardians can detect disturbances in the flow of time at will. They must concentrate for a full round, facing the direction where the disturbance is. Range varies according to the strength of the disturbance.

- Detect chronomancy spell: works like a *Detect magic* spell that detects only chronomancy.

- Detect time traveler: the Time Master can detect if a character/creature belongs normally to the present time or not.

- Detect time paradox: the Time Master can detect if an area, creature, item, etc. is currently subject to a time paradox. Range depends on size and strength of the disturbance (GM discretion).

Cancel Time Disturbance: Temporal Guardians can repair the continuum of time. This ability may be used once per day at 4th level, twice per day at 7th level, and thrice per day at 10th level. It works in relation to the above ability:

- Chronomancy spell: works like a *Dispel magic* spell that dispels only chronomancy spells. The Guardian counts as five levels higher for the purpose of the caster level check.

- Time traveler: works like a *Dismissal* spell, forcing a time traveler to return to his normal epoch.

- Repair time paradox: the Time Master can force a chaotic flow of time (overlapping alternate histories) to return to normal through a special ritual that takes at least 1 hour, but could go up to 1 week depending to the importance of the disturbance. It has a DC of at least 20, but could go up to 40 also depending to the importance of the disturbance. Check is 1d20 + Wis mod + Temporal Guardian level. Other Temporal Guardians can help, adding their level to the roll.

New Feats & Skills

"Time may be a great healer... but it's a lousy beautician."

NEW SKILLS

Astrology (Int; Trained only)

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This skill is about determining the influences of the stars and planets upon a character according to his/her birth date. Then, as the stars and planets are supposed to have an influence on everything, astrology can apply to practically anything; provided it has a precise beginning, like the foundation of a knights' order, the building of a temple, etc. Lastly, astrology can be used to determine the general influences at work on the world, and their possible impact on events. However, contrary to a general belief astrology cannot be used to predict the future. Astrology may only determine what will be the influences on something at a future date. So, while this may affect greatly the outcome of events, this doesn't determine what they will be.

Check: Provided you know the birth date of a character, you can determine his/her general traits (materialist or spiritual, physical or intellectual, etc.). Then, you may calculate what will be the unseen influences that will be at work on him at a future date; that is, if things will be easier or more difficult in some domain. The same kind of calculation can apply to a building (temple, castle, etc.), an organization (government, religion, etc.), endeavor (travel, etc.), and else. Finally, astrology can be used to determine if there will be some major influence affecting the world: nature (seasons, flood, etc.), nations, and else.

DC / Result

- 15 Determination of the basic personality traits of a character (materialist or spiritual, physical or intellectual, evasive or straightforward, calm or nervous, etc.). DC will be reduced to 10 if the astrologer also knows the location and hour of birth.
- 15 Determination of a major event concerning the world at large. This event could be prevented as the future is yet not determined. For example, an old and useless stone structure could become a gate to the lower planes when the stars and planets are in the right alignment. However, the gate may be destroyed or prevented to function. In any case the astrology check would reveal

that "Hell and Earth will meet and woe will befall to the world".

- 20 Determination of a major influence that could affect a whole society. This event could be prevented as the future is yet not determined. For example, a certain alignment of planets could have an "evil" influence on living creatures, inducing irritability and anger in almost everyone. As such, disputes and riots could erupt everywhere much more easily than normally, thus giving an astrology check like: "Sons and fathers will confront each others, kings will be overthrown, and hate will thrive".
- 25 Determination of a major influence that could affect an endeavor. This should NOT be determined at random. On the contrary it should be used as a tool of the GM to give the PCs some clues about the adventure to come. For example, they are to save the kidnapped princess, but unknowingly she is in fact the evildoer who organized a devious scheming. As such the astrology check would tell (concerning her rescue) that "Against all expectations, a perverse treachery will ruin their plan".

Retry: Yes, but usually it is very difficult to tell if the astrological calculations were made correctly until the events occur. Even then, it's not always easy to tell if what occurs is conform to what had been determined through the use of astrology.

Special: Spellcasters using astrology in conjunction with divination spells, may cast them at a higher effective casting level. The astrology calculations are made just before the casting, then the casting time is multiplied by 5, and the spell is cast at +1d4 levels, provided the character succeeded an astrology check at $DC=10 + 2 \times \text{spell level}$.

GM's note: It should be noted that in medieval times, not all peoples know their birth date with certainty. The upper educated classes and those living in cities will be more accustomed to declare the birth of their children to the official registration. But deep in the countryside, many peoples won't know when they were born exactly. At best they would know the year and season, which is insufficient to make an astrology check. On the other hand, astrology could be used to great ends by a GM wishing to add dramatic effects to his campaign, with stories of special alignments of stars and planets that are portent of major events concerning the world. In any case however, Astrology is not a divination spell. As such, the GM is in his right to give some clues or not. After all,

whatever is checked astrology will only tell of the influences provided by the stars and planets, not foresee the future, and most of the time such influences will be perfectly neutral.

Intuit Time (Wis; Trained only)

This skill can be used as a way to intuitively know what time of the day it is, or how long one has been waiting (very important if one cannot see the sky or has been knocked unconscious).

Check: By concentrating for 1 minute, the character can determine the precise time it is at any moment of day or night. If the check fails, the character cannot determine it. On a natural roll of 1, the character errs and mistakenly makes a wrong evaluation of the present time. The GM makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

DC / Effect

- 10** Act at a predetermined time less than 6 hours away (i.e. – eat, shave, milk the cow, etc.)
- 10** Wake up at a predetermined time (sleeping without the aid of magic, intoxication, or big heavy things hitting you over the head)
- 15** Ability to correctly determine exact time (while awake)
- 20** Able to notice which day it is after being unconscious for extended periods of time with no ability to see or hear outdoors
- 25** Ability to determine correct time of day after being unconscious for extended periods of time with no ability to see or hear outdoors

Retry: The character can use Intuit Time more than once per day. The roll represents how sensitive to time the character is at that point in the day.

Special: Untrained characters can't use an innate sense of time, but they could determine time in using special devices or observing nature (sun in the sky and shadows on the ground, etc.).

Knowledge: Time (Int; Trained only)

The knowledge of time and its effects are paramount in importance for anyone dealing with the aspects of time. This academic knowledge lets a character know of most of the major theories concerning time and its flow. It can help determine what effects could have any manipulation of time on the continuum; and it can help determine if unusual and incomprehensible events could result from a time paradox or not.

Check: See Knowledge skill in SRD.

NEW FEATS

Note that in addition to the new feats described here, the school of Chronomancy can be chosen for any existing feat (such as Spell Focus) that requires a school of magic to be named. Any spell listed in the Chronomancy list in this netbook may be considered to be of the Chronomancy school (in addition to its normal school) for the purposes of such feats.

Mindless Effort [Metamagic]

© 2000, Bradley H. Bemis Jr.

You can continue to maintain a concentration spell for a limited time without concentrating on it.

Prerequisites: 7 or more ranks in Concentration

Benefit: A concentration based spell cast using this feat can continue to function without concentrating for a period of rounds equal to your primary ability modifier. If there is already a modifier to the duration of the spell once concentration has ceased, you may add your modifier to that duration. This spell takes up a spell slot one level higher.

Stable Spell [Metamagic]

© 2001, Carl Cramer

You need not concentrate to maintain spells

Benefit: A Stable Spell does not need concentration. Any (C) note in the duration field is replaced with a (D) note instead, which allows you to end the spell at will. A Stable Spell uses up a spell slot two levels higher than the spell's actual level.

Special: If you want to control aspects of the spell, such as controlling the movement of an illusion, you must still concentrate while in control. If you don't concentrate, the spell effect will still remain, without changing in any way.

Prophecy [General]

© 2002, Dominique Crouzet

The character is sensitive to messages sent by a god about the future. Most of the time, these messages will be delivered in cryptic vision that need be deciphered and interpreted.

Prerequisites: to be able to cast either Divine or Chronomancy spells.

Benefit: The character may enter into a trance once per day in order to receive visions from the gods. The trance has a duration of 1d12 × 10 minutes during which the character is totally unaware of what may happen around him. In fact, the character cannot be disturbed, and thus becomes helpless if attacked. The duration of the vision is

independent from the duration of the trance, as the character is really in another state of consciousness. This vision is usually in cryptic form, somewhat resembling a dream full of symbols, that the character will have to interpret on his own, with a potential for misinterpretation.

Special: This feat should be seen as a GM tools rather than a player's ability. The God/GM sends visions to the character as he sees fit, not because the character request them. As such, the character may enter into the trance and gain no vision at all. Furthermore, in case of very important visions, he may get the same vision several times. As such, each related vision would emphasize on one aspect or another of the original vision, and answer in some way the questions that the character may have about it. Lastly, note that a wise GM will describe, preferably in a cryptic manner, not the outcomes of events, but only the general circumstances of future events whose outcome is not yet determined.

Spells & Magic

His time is forever, everywhen his place.

TIME MAGIC

Descriptors

Most time-manipulation spells will also be part of traditional schools, such as Transmutation or Abjuration. As such, many of them can be learned by ordinary wizards (or priests in some cases), though often at a higher level.

Chronomancy can also be considered a school of magic in its own right. A wizard specializing in Chronomancy is a possibility: at low levels, such a specialist will probably be a bit weak, but this weakness will quickly reverse itself as the more powerful time manipulations are learned.

One wise time mage once spoke on the subject of opposing schools of magic with that of chronomancy. Hear his words:

"Temporal schooling holds many things dear, and finds that many other schools compliment their practice than hinder or oppose it. Of those that do, there are reasons behind it all.

Conjuration: A school that brings nothingness into being certainly holds no regard for time or even space, as it is not even teleportation from another space. These methods are backwards to ours, and thus should not even be attempted by other chronomancy students.

Abjuration: While the end results are often desired, their ways are also quite alien. A halt, seal, or even ward is principally against the idea that time flows constantly. If one were to begin believing that anything could merely be stopped, then your connection to the ever-flowing river of time may dwindle. Hence, it should be avoided."

Chronomancy Subtypes

Most time-related magical effects can be classified in a number of categories. Highly specialized chronomancers often have a favorite sub-domain in which they concentrate, although most are able to use magic in all the categories below.

Pseudo-Time Effects: These are effects that have some relationship or similarity to time manipulation, but do not actually warp time.

For example, a ghost's aging is really a body deterioration effect, and *expeditious retreat* merely gives a creature strength to move its legs faster rather than altering time's flow.

Pseudo-Temporal spells do, however, have some relationship to the forces of Time, and are therefore considered Chronomancy effects.

Temporal Knowledge: Effects that allow exact measure of the current time or of the passage of time. These are relatively weak magic, since non-magical effects can offer a good approximation in many cases.

Temporal Vision: Divination-type effects that allow visions or knowledge of another time (past or future). A large number of existing divination effects fall into this category. Spells which allow specific, detailed knowledge of the future often have an associated XP cost, due to the stress caused by the danger of temporal paradoxes.

Temporal Communication: The sending of a message forwards or backwards in time. This can be very dangerous, and is more prone to creating paradoxes than simple temporal knowledge. Spells that communicate directly with the past will always have an XP cost.

Temporal Acceleration/ Deceleration: Increasing or decreasing the speed of a person's or object's travel forward through time, as in a Haste, Slow, or Time Stop spell.

Temporal Push: Unidirectional travel forward in time. This is a separate category from those which can cause backwards time travel, since it is unable to create paradoxes, and thus much safer to use. Effects in this class can be a simple skip forward a few seconds or a journey of thousands of years.

When a creature or item is pushed to a time where its space is occupied, it is displaced to the nearest available location.

Temporal Wandering: Continuous travel backwards and forwards in time, from a given starting point. Note that this form of magic means that there is no jump across long periods of time (see Temporal Teleportation below), but can temporarily 'turn the clock backwards' and travel in your local time neighborhood.

When traveling backwards in time through a Wandering effect, a character is visible (to forward-moving observers) as a ghostly phantasm, a dim backwards-moving outline unable to be affected or manipulated in any way (except by some Temporal Anchoring effects; see below). Similarly, the rest of the world appears phantasmal to the moving character. But solid objects that continue to exist for the duration of the effect, such as a wall or the ground, do block the character's movement.

Due to the danger of creating temporal paradoxes, spells of this type usually have an XP cost.

Temporal Teleportation: This term refers to bi-directional, 'random access' travel in time. This obviously creates a severe danger of paradoxes! Spells in this category will have major XP costs if used to travel backwards in time.

If a character temporally teleports to a location that is occupied in the target time, he will automatically be displaced to the nearest available location.

Temporal Replacement: Replacing a person or an object with an alternate version, from an earlier or later time. There are open philosophical questions as to whether you are committing suicide when you invoke an effect like this-- since your personality and experiences constantly change, is the 'past you' really you? In any case, these are always stressful effects that carry an XP cost.

Temporal Replication: Some powerful spells can look into the past and repeat past events, for good or ill. The Backlash spell is a good example of this: it repeats events of the past round, in order to relive fortunate results for the caster.

Timeline Communication: Spells in this category allow communication with alternate timelines, where (due to slightly different ways events unfold) information may be available which is useful even in the current one.

Timeline Jump: This is actual travel between alternate timelines, where (depending on when the original divergence occurred) recent events may have unrolled somewhat differently.

Temporal Anchoring: Connecting two objects or creatures, so they can share time effects or protect each other from such effects.

CHRONOMANCY SPELL LIST BY LEVEL

In the list below, most spells are described in this netbook. Spells whose names are in italics are described in the Player's Handbook. The levels here are the Chronomancy levels, applicable to the classes in this netbook; most spells are available to standard classes at slightly higher levels.

Level 0

Alarm Clock: Create sound of ringing bell at selected future time.

Guidance: Gain +1 to some role in next minute.

Measure Time: Learn current time, or measure an interval of time.

Mismeasure Time: Target acquires incorrect belief about the current time.

Level 1

Accelerate Metabolism: Fire ray that temporarily reduces target's strength and dex.

Age Item: Damage item through rapid aging, weapon or armor becomes -1 per 2 levels.

Burst of Haste: Target gains extra action and +4 dodge bonus to AC, for one round.

Expeditions Retreat: Double speed of movement.

Nomad: Increase time between meals.

Sudden Slowness: Target gets only a partial action and -2 attack, -2 AC penalty, for one round.

Temporal Sheen: Seeing an instant ahead gives +2 to hit, +1 AC to target.

Temporal Shove: Target creature misses one partial action, of self or opponent.

Truestriks: Gain +20 on next attack.

Level 2

Accelerate Magic: Cause a spell to run out its duration at double the normal rate.

Augury: Learn whether an anticipated action will be good or bad.

Defense From Aging: Protect target from natural or magical aging.

Delay Damage: Damage to target is deferred for 1 round/level.

Delay Poison: Delay the effects of a poison for 1 hour/level.

Delay Spell Effect: Cause effect of later spell to be delayed up to 10 minutes/level.

Gentle Repose: Preserve a corpse.

Last Sight: See last visions of dead creature.

Lateness: Target thinks it's late, distracted and suffers -3 to attacks, saves, abilities, skills for 1 min/lvl

Repeated Actions: Force creature to repeat last round's actions continuously.

Restore Prime Condition: Cancel effects of aging, erosion, and decay on an object.

Second Chance: Allow a die to be rerolled.

Suspend Object: Put one object into suspended animation.

Temporal Anchor To Item: Gain SR 5+level vs chronomancy through anchoring to an item.

Time Distortion Cube: One cube/2lvls of distorted time can be used to attack, ranged touch for d12 dmg.

Time Leap: Move forward in time up to 1 day, may bring others for shorter leap.

Vision of Youth: See item or creature as it was in former times.

Withdraw: Step aside from time, can only interact with self for 1 minute/level within a single round.

Level 3

- Ascertain Spellcaster:** Find out who created/cast an item or effect.
- Chrindol's Curse:** Combination of Mismeasure Time and Lateness, lasts 1 day/level.
- Diminish Plants (Stunt):** Retard growth of plants or crops.
- Haste:** Target gains extra partial action and +4 AC.
- Plant Growth (Enrichment):** Improve growth of plants or crops.
- Slow:** One subject/lvl gets only partial actions, -2 attack and AC.
- Suspend Creature:** Put one creature / 3 levels in suspended animation.
- Temporal Backstep:** Future version of caster travels back one round to gain extra actions now.
- Temporal Safe:** Keep item safe by sending into future.
- Time Blink:** Target pushed randomly forward in time once / 3 levels.

Level 4

- Age Animal:** Instantly kill a nonmagical beast through rapid aging.
- Alternate Timeline Divination:** Learn secrets by consulting an alternate self.
- Divination:** Gain useful advice on specific proposed action.
- Legend Lore:** Learn about the past of a person, place, or thing.
- Temporal Anchor:** Connect self to another creature, sharing time effects.
- Temporal Barrier:** Create barrier of distorted time that slows and confuses those passing through.
- Temporal Push:** Send target forward in time up to 1 round / 2 levels.
- Temporal Simultaneousness:** Merge next d4+2 rounds into one.

Level 5

- Alternate Charges:** Recharge magic item by replicating earlier charging event.
- Delay Magic:** Delay all spells cast by target for 1 round/level.
- Permanency:** Make magical effects permanent.
- Recall from the Past:** Temporarily bring back earlier version of dead creature.
- Retry:** Send message to very recent self, changing action in past three rounds.
- Temporal Do-Over:** Redo all events of previous round
- Temporal Scrying:** As Scry spell, but can view past or future (at XP cost.).
- Time and Space Folding:** Create gate to a distant place.

Level 6

- Alternate Timeline Banishment:** Send away an enemy to an alternate timeline.
- Backlash:** Repeat events of the previous round that damaged a particular target.
- Contingency:** Cause effect to take place at a later time.
- Relativity:** One-way travel into far future, up to 100 years / level.
- Mass Haste:** As haste, but can affect one target / level.
- Temporal Banishment:** Get rid of enemy by sending into far future.
- Temporal Capture:** Capture time traveler and blackmail into helping you.
- Temporal Reversal:** Reverse direction of travel in time.
- Zone of Retarded Magic:** All magic in a 30' radius of target is delayed 1 minute/level.

Level 7

Chrindol's Minor Change: Change past events, up to 1 month ago, by sending msg to previous self.

Reset: Replace character with recent former version, healing damage and negating effects.

Save Item State: Remember current version of item to possibly replace with later.

Soloman's Warriors: Recipients are Hasted and gain STR/DEX/CON, but age 5% of their lifespan.

Vision: More powerful and stressful version of Legend Lore.

Level 8

Alternate Timeline Summoning: Summon an alternate self for aid, at some risk.

Quicken Aging: Kill target by rapidly aging it 100 years/round.

Temporal Projection: Project astral self into visions of distant times.

Temporally Teleport Object: Send object anywhere in time.

Time Walk: Travel locally back and forth in time.

Level 9

Chrindol's Major Change: Change past events, up to ten years ago, by sending msg to previous self.

Foresight: "Sixth Sense" warns of impending danger.

Save State: Remember current version of creature to possibly replace later.

Temporal Stasis: Target is frozen in suspended animation.

Temporal Teleport: Travel anywhere in time instantly.

Time Stop: Stop time for everyone but caster.

True Disintegrate: Target is both disintegrated and erased from history.

Weirdtomb: Suspend time in area or building.

NEW SPELLS

Accelerate Magic

Abjuration / Chronomancy: Accel/Decel

Level: Chr 2, Sor/Wiz 2

Components: V, S

Casting Time: One action

Range: Short

Target: One magical effect

Duration: Special (halves target's duration)

Saving Throw: Special

Spell Resistance: No

This spell causes the targeted magical effect to run through its duration at twice the normal rate. Usually this has the effect of cutting the duration in half, though in some cases (heat metal, for example) it can cause damage to be done more quickly. Note that only the magical field is affected, not any summoned or created creatures--so this spell cannot be used to *_haste_* summoned monsters, for example. The only effect on a summoning spell is to halve the duration.

To affect any spell or effect cast by another creature, a caster level check must be rolled, just as in Dispel Magic. Also, only effects that can be dispelled with Dispel Magic are affected by this spell.

Age Animal

Transmutation / Chronomancy: Pseudo-temporal

Level: Chr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: One full round

Range: Short

Target: One nonmagical beast, max 1HD/lvl

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Animals have very short life spans normally. This spell takes advantage of that. By aging the animal to its point of death, the animal targeted has one round left to life, before it dies of old age. If the animal succeeds in a fortitude saving throw, it is affected as by the spell *slow* for two rounds.

Note that certain animals, such as tortoises, actually have life spans comparable with or longer than humanoids; such animals are merely *slowed* for two rounds if they fail their save, and unaffected if they succeed.

Accelerate Metabolism

Necromancy / Chronomancy: Pseudo-temporal

Level: Chr 1, Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Short

Target: One creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell quickly weakens a target by quickly accelerating its bodily functions, causing extra stress and depriving the body of nutrition. If a touch attack succeeds and the saving throw is failed, the victim becomes weak by suffering a -1 in temporary ability damage to Str and Dex per 2 caster levels (min -1, max -5 each).

Age Item

Transmutation / Chronomancy: Accel/Decel

Level: Chr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: One action

Range: Short

Target: One nonmagical item, max 10 lbs/lvl

Duration: Instantaneous

Saving Throw: Reflex negates (if held by creature)

Spell Resistance: Yes (if held by creature)

This spell attempts to damage an item by rapidly aging it hundreds of years. The effect varies based on type of item. Some examples:

- Food: rots instantly
- Wooden door: takes 1hp/2 caster levels (max 5) of structural damage
- Weapon: gains nicks, receives penalty of -1 to hit & damage / 2 caster levels (max 5)
- Armor: weakens, receives penalty of -1 AC and additional -1 armor check / 2 caster levels (max 5).

Alarm Clock

Illusion / Chronomancy: Knowledge

Level: Chr 0, Sor/Wiz 0

Components: V, S

Casting Time: One action

Range: Short

Target: One object

Duration: Up to 1 day / level

Saving Throw: None

Spell Resistance: No

This spell creates the sound of a ringing bell at a future time designated by the caster. The sound can be heard clearly within 30' and faintly within 60' of the spell's target. If the caster is within Short range when the alarm goes off, he can (as a free action) silence the bell and delay it another twenty minutes.

Alternate Charges

Enchantment / Chronomancy : Replication

Level: Chr 5, Sor/Wiz 6

Components: V, S, M

Casting Time: One hour

Range: Touch

Target: Object Touched

Duration: Permanent

Saving Throw: None (object)

Spell Resistance: No (object)

XP Cost : 2x normal cost of recharging item

This spell adds 10% of the maximum to the current charges of a magical item by duplication of some of the arcane or divine powers that were used to create it in the past. A magical item cannot have more than the 75% of its maximum number of charges for the type of object. Artifacts cannot be affected by this spell.

Alternate Timeline Banishment

Transmutation / Chronomancy: Timeline Jump

Level: Chr 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Medium

Target: One creature + equipment

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell banishes a creature to a random alternate timeline. Like Temporal Banishment, it can be considered a more humane form of Disintegrate, since it effectively removes the target creature from the game.

Alternate Timeline Divination

Divination / Chronomancy: Timeline Comm

Level: Chr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this spell, the caster attempts to talk to an alternate timeline version of himself, who knows some piece of information that the caster wants. This must be something that, in some possible

reality, the caster would know. For example, if he wants to know the password to the Thieves' Guild, he might find an alternate reality where he is a thief.

However, this spell can be dangerous to use, since it is possible that the answers may be different in the alternate timeline.

The base chance of a useful answer is 70% + 1% per caster level; the DM may adjust this depending on how far-fetched the idea that the caster knows the answer in some reality. The caster will never know for sure whether the answer is correct, without independently trying to verify the information.

The caster can cast this spell again to contact a different alternate self with the same question. However, using this spell has the side effect of bringing attention to the existence of the caster's own timeline-- abusers of this spell often find themselves later called with an Alternate Timeline Summoning spell!

Alternate Timeline Summoning

Divination / Chronomancy: Timeline Jump

Level: Chr 8, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Short

Target: Self

Duration: 2 rounds / level

Saving Throw: None

Spell Resistance: No

With this spell, the caster attempts to summon an alternate timeline version of himself, to aid in current battles or tasks. This is an extremely dangerous spell to use, since it is possible that the alternate self may have different opinions about what needs to be done, or even be of a differing alignment.

The caster must roll a Knowledge (Time) check, DC 25, to choose a correct alternate self-- otherwise, the alternate self summoned may choose to join his opponents (10%) or be so annoyed by the summoning that he will not take any actions other than self-defense (90%).

In addition, a Spellcraft check, also DC 25, is required in order to get a target of approximately equal power to the caster. If it succeeds, the summoned version will have the same stats as the caster. If it fails, the alternate version will be significantly different. (In effect, use a random NPC, 2d6 levels weaker than the caster.)

If both skill checks succeeded, the alternate timeline version of the caster will usually have access to this spell as well. Thus a user of this spell will often find himself on the receiving end of it in the near future.

Ascertain Spellcaster

Divination / Chronomancy: Vision

Level: Chr 3, Sor/Wiz 4

Components: V, S

Casting Time: One full round

Range: One foot

Target: One item, creature, or magical effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows one to determine who cast a particular spell or supernatural effect that is being observed, who created a magical item or an undead creature, etc. The caster must be able to closely study that magic (spell, item, undead, ward), although he does not need touch it. This spell requires a Scrying skill check with a DC=20. The following modifiers can apply to the DC (which are cumulative):

- Famous spellcaster that everyone is likely to know.: -4
- Familiarity with the caster -2
- Each time this spell had been previously successfully cast on an item/spell of that caster: -1/instance.
- Different class (witch vs. priest, priest vs. wizard): +4
- Steps were taken to disguise the magical aura: +1 to +4

Material Components: The material component is a pinch of golden dust worth at least 1 gp.

Backlash

Transmutation / Chronomancy: Replication

Level: Chr 6, Sor/Wiz 8

Components: V, S, M

Casting Time: One action

Range: Medium (100 ft. + 10 ft/lvl)

Target: 1 Creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This immensely powerful spell can cause the death of even the most powerful of opponents. Any damage done to the target (physical or otherwise) since the same initiative count in the previous round is dealt again to the target. Note that this damage is coming from a single source (the caster), though it is considered to be of the same type as the original damage.

Burst of Haste

Transmutation / Chronomancy: Accel/Decel

Level: Chr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: One round

Range: Short

Target: One creature

Duration: 1 round

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes (Harmless)

This spell is the equivalent of the spell Haste, except that it only lasts a single round. It is often useful for spellcasters who are in a combat-heavy situation and wish to transfer one of their actions to a fighter, who can use it more effectively.

Chrindol's Curse

Enchantment / Chronomancy: Knowledge

Level: Chr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Close

Target: One creature

Duration: 1 day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is one of Chrindol's first time spells, and still most feared. The affected creature loses any sense of time—treat it as if they are constantly under the effects of the spells Mismeasure Time (with no additional saving throws) and Lateness. The creature is aware of the curse, but any attempt they make to somehow be aware of time (purchasing a clock, watching the sun, etc.) will fail—the moment they are told the correct time, they instantly forget it.

Chrindol's Major Change

Enchantment / Chronomancy: Communication

Level: Chr 9

Components: V, S

Casting Time: One day

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

XP Cost: 5000

Perhaps one of Chrindol's greatest achievements was this spell. Building upon his minor change spell, he found a way through great personal expenditure to change events far into his past. The caster may change an event in their past. This event may be as far back as ten years. The event must be something the caster had control of at the time, and the change may not always work out the way the caster hopes. Examples include changing what town the character shopped in, which weapon to train in, deciding to create a magical item instead of studying spells, etc.

In effect, the caster is communicating with his past self, instructing him to do something differently. With this powerful magic, the past self is guaranteed to act on the results of the communication.

As with spells like *wish* and *miracle*, the actual effects of this spell are up to the GM, and should be far reaching, and not always what the caster intended.

Chrindol's Minor Change

Abjuration / Chronomancy: Communication

Level: Chr 7, Sor/Wiz 8

Components: V, S

Casting Time: Two Hours

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

XP Cost: 2000

Chrindol built upon the abilities of the *Retry* spell by creating this powerful spell. The caster may alter a minor event from his past that may affect the present. The event changed cannot have occurred more than 1 month before the spell is cast. Events such as changing what spells were memorized in the morning, having remembered to buy something at a store, or taking back an insult that led to a fight.

In effect, the caster is communicating with a past self, telling him to do something differently. With this powerful magic, the past self is guaranteed to act on the results of the communication.

As with spells such as *wish* or *miracle*, the effects of this spell are far reaching, and the exact effects should be left up to the GM, and are not always what the caster intended.

Defense from Aging

Abjuration / Chronomancy: Pseudo-Temporal

Level: Chr 2, Clr 3

Components: V, S, M

Casting Time: One round

Range: Touch

Target: Creature Touched

Duration: 1 day or until dispelled

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes (Harmless)

This spell protects a creature from magical and natural aging. If victim of an aging attack, the recipient is protected and the spell immediately ends.

If cast continually on a single target in an attempt to permanently retard aging, it causes great

strain on the body. Each day a Fortitude save must be made at DC 20, or the age-retarding effects of all previous castings of this spell are undone.

This spell can also be used to protect a body from decay, or to preserve meat and vegetables from spoiling.

Delay Damage

Transmutation / Chronomancy: Push

Level: Chr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Touch

Target: Creature Touched

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a temporal field around the target, which intercepts any damage done to it and delays it until the expiration of the spell. Both weapon damage and energy effects are delayed, though any magical effects not causing damage (charm, hold, etc) are treated normally. Healing effects are also delayed, so they will take effect at the same time as the damage does. (But this aspect can be turned off: see below.)

A second casting of this spell will NOT further delay the same damage-- all damage done during the duration of the first casting takes effect immediately when it expires, even if the spell is cast again.

Note that this spell can also be used offensively, by declaring (when casting) that healing will *not* be delayed. In this case, when all delayed damage takes effect at once, the target may find that it does not have time to heal itself before dying of massive damage.

Delay Magic

Transmutation / Chronomancy: Push

Level: Chr 5, Sor/Wiz 6

Components: V, S, M

Casting Time: One action

Range: Medium

Target: One creature

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell will have any of the spells he casts (including from a magical item) take effect only at the end of *Delay Magic*. So, if he casts several spells until *Delay Magic* ends, all these spells will occur simultaneously when the duration of *Delay Magic* is over. This otherwise works as for the *Delay Spell Effect* spell.

Effects that target a particular creature still take effect if the creature has moved, as long as it is still within range—the target is selected at casting time. However, area effects take place at the original target point.

Note that if the spell's target is killed, that does not negate the delayed magic. Those who use this spell carelessly may find themselves wounded by the delayed magical effects of "defeated" enemies!

Delay Spell Effect

Transmutation / Chronomancy: Push

Level: Chr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Short

Target: One Creature

Duration: Until discharged, up to 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The target's next spell effect is delayed by an amount of time designated by the caster. As such, the next spell will work normally, except that it will occur at a point in the future determined upon casting *Delay Spell Effect*. The maximum delay of the second spell is of 1 minute per caster level.

Note that this spell can be used either to delay an opponent's magic, or for the caster to strategically delay his own next spell.

For example, the caster casts *Delay Spell Effect* with the intent of having it affect a *Disintegrate* spell, and determines when the *Disintegrate* spell will take effect. Thus, next round he must cast *Disintegrate*, or the *Delay Spell Effect* is wasted. Then, the *Disintegration* effect occurs not upon casting the *Disintegrate* spell, but at the time determined upon casting *Delay Spell Effect*. Note that *Disintegrate* has a predetermined range; so if an object that was there is removed in the meantime, this object won't be affected by the *Disintegration* effect, but anything that will be there instead, will be affected.

On the other hand, a spell that has a "touch" range or targets a particular creature or object, will affect the target wherever it may move in the meantime.

Last Sight

Divination / Chronomancy: Vision

Level: Chr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: One corpse

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Finding out information can be tricky when your informant is dead. However, even the knowledge of who killed the informant can be helpful in tracking them down, or completing a task.

This spell allows its caster to see through the eyes of the corpse to watch its last visions. The caster watches the visions as a tape playing in reverse, starting at the instant point of death and going to previous times. For every minute of time spent watching, the caster can see a minute of sights through the corpse's eyes.

The visions are skewed over time, so the longer the corpse has been dead, the fuzzier and harder to understand the visions will be. A Spellcraft or Srying check is required, at DC 15 + the number of days the corpse has been dead. This spell can only be attempted once by a given caster on a given corpse.

Lateness

Enchantment / Chronomancy: Knowledge

Level: Chr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Short

Target: One creature/2lvls, with INT>5

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to become drastically confused about what the time is, and convinced that they are late for something they need to do (an appointment with a superior, going on shift as a guard, or something similar.)

Creatures from barbaric cultures who have no concerns with set times are not immune to this spell: maybe they are late to arrive at a communal buffalo kill, forgot to bow to their chief and must rush back to make up for this transgression, etc.

Unlike Mismeasure Time, this enchantment is strong enough that affected creatures will not be swayed by clocks, the sun, etc, and will remain convinced until the duration expires.

If the creature is in combat, it will not suddenly disengage, but will become preoccupied with its lateness and suffer a -3 distraction penalty to attack rolls, saving throws, ability checks, and skill checks.

If the creature is not in combat or facing hostile enemies, it will immediately begin moving towards some distant location in the belief that it is 'late'.

Measure Time

Divination / Chronomancy: Knowledge

Level: Chr 0, Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Long

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

There are two uses for this spell. First, it can be used to determine the current date and time, down to a thousandth of a second.

Second, it can be used to determine the exact amount of time, down to the thousandth of a second, between two events observed by the caster. Thus, for example, it can be used to precisely time a horse in a race. The events can be at Long range, as long as they are in the caster's line of sight. The maximum interval that can be measured this way is 1 hour per level.

Mismeasure Time

Enchantment / Chronomancy: Knowledge

Level: Chr 0, Sor/Wiz 1

Components: V, S, F

Casting Time: One action

Range: Short

Target: One creature

Duration: 10 minutes/lvl

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes a target to become confused about the current time, thinking it is up to 1 hour per level earlier or later (the caster decides the exact error in time.) This may cause storekeepers to close early, guards to leave their post and go off-shift, innkeepers to undercharge rent, etc. The affected creature is otherwise mentally lucid, and when the duration is up will realize that they were wrong about the time.

If the target is somehow informed of the true time; for example: told by an ally, looks at a clock or other measuring device before the duration ends, or exits a building and observes the height of the sun; they get an additional saving throw. If it succeeds, the spell effect ends immediately. If it fails, the spell will last for its full duration, and no additional saves will be gained.

Nomad

Necromancy / Chronomancy: Pseudo-Temporal

Level: Chr 1, Drd 1, Brd 1

Components: V, S, M

Casting Time: One round

Range: Touch

Target: Creature Touched

Duration: Special

Saving Throw: Fort negates (Harmless)

Spell Resistance: Yes (Harmless)

This spell drastically increases the length of time required between meals. The recipient only requires food and drink once every 12 hours per the caster's level, up to 7 days. Also, secondary poison damage is delayed for up to one hour per caster level.

If the recipient has an unusual metabolism to start with, this spell affects accordingly.

Quicken Aging

Necromancy / Chronomancy: Pseudo-Temporal

Level: Chr 8

Components: V, S, M

Casting Time: One round

Range: Touch

Target: Creature Touched

Duration: 1 round/level

Saving Throw: Fort partial

Spell Resistance: Yes

This spell rapidly increases the physical aging of the target, aging it 100 years per round. Humans and most humanoids will die from this effect in 1-2 rounds.

Creatures that make their saving throw only age 5 years per round.

Recall from the Past

Necromancy / Chronomancy: Replacement

Level: Chr 5, Sor/Wiz 6

Components: V, S, M

Casting Time: One round

Range: Close

Target: One corpse

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a character from the past who is now dead. The caster must have the corpse or skeleton of that character to cast the spell upon. When the character comes back, he is of a level relevant to the caster's level, even if in his life the character had eventually reached a higher level of experience. Simply, the spell recalls the character from a former time. However, if the character never was of the requested level, he appears at the peak of his capacities.

Caster level / Character level

9th 3rd

13th 5th

17th 7th

20th 9th

The spell doesn't bring any equipment along. If any clothing and equipment are on the corpse used for casting, the character will be clothed in them, with some possible problems of differences of size. The character otherwise only has a clouded memory of who he was, but will be surprised to suddenly find himself in this place. Nonetheless he will feel compelled to regard the caster as if affected by a *Charm Monster* spell. When the spell ends, the character disappears, leaving behind the normal corpse. This corpse may be reused to recall the character again, but at each calling, the character doesn't remember any precedent call, and none of them may affect his past life in any way.

Note that the character, if later resurrected, will not gain any experience points for actions performed under the effects of this spell, since they will not be remembered.

Material component: The focus of this spell is a corpse; note however, that for this spell being of real interest, the corpse must be that of someone who had an appropriate class, level, and personality when he was alive. Bringing back a feeble and low-level peasant won't be very useful.

Repeated Actions

Enchantment / Chronomancy: Pseudo-Temporal

Level: Chr 2, Sor/Wiz 3, Bard 4

Components: V, S

Casting Time: One action

Range: Close

Target: One creature

Duration: One round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster creates a small, localized time loop centered on the target's mind that causes it to repeat their previous round's actions indefinitely. The victim must repeat these same actions each round while under the influence of this spell.

Note that if the previous actions cannot be repeated, the target will attempt its best approximation. If it has used up a spell, it will make the motions to continue casting it, even though this will have no effect. If the target it attacked has teleported or moved too far away, it will aim at the empty air where the target was standing.

If the repeated action is movement, the affected creature will continue moving in a straight line at the same speed, repeatedly bumping into any obstacle if their path is blocked.

If the repeated action was an attack, the creature will do their best to continue attacking the same target even if it has moved. The only non-repeated action that the character may take is a partial move action to remain engaged with a combat foe, if the repeated action includes a melee attack. This action will be taken automatically if necessary.

Also, any dice that had to be rolled will be rolled again as normal each round — this spell cannot be used, for example, to cause an ally to repeat last round's critical hit!

Reset

Transmutation / Chronomancy: Replacement

Level: Chr 7, Sor/Wiz 8

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

This spell replaces the subject by a former version of herself from a past up to 1 minute per level ago, thus suppressing everything that happened to her in the meantime. As such, if the subject suffered damage, poisoning, or any other traumatic event, these vanish; as disappear the same way any beneficial spell that could have been cast, and all knowledge and experience that was gained in the meantime.

In fact, this is not as if they were removed. Rather, the version of the subject who suffered or benefited from these events is replaced by a version who did not live them, but instead jumped into the future and replaced the current character. Note that such a time jump is disorienting, as the subject doesn't understand what happens; so she will suffer a -4 penalty to all her rolls for 1d6 rounds unless making a Will saving throw vs. a DC=15. Otherwise, this spell only affects living subjects, and not their equipment.

Note that it is very difficult to restore a character from a precise round in battle: this requires a Spellcraft or Intuit Time check at DC35. It is much safer to reset the target to its state before the battle began, which requires no skill check.

Also, if a Chronomancer casts this spell on himself, the spell slot is still considered expended, even though the earlier self does not remember ever casting it!

Restore Prime Condition

Transmutation / Chronomancy: Replacement

Level: Chr 4, Sor/Wiz 5

Components: V, S, M, F

Casting Time: 1 minute

Range: Touch

Target: Up to 10 cubic feet/level

Duration: Instantaneous

Saving Throw: Reflex negates (object)

Spell Resistance: Yes

This spell cancels the effects of aging, erosion, and decay on any non-living material object, restoring it to its prime condition as when it was new. The caster's level dictates what amount of

natural deterioration he can reverse (any physically induced damage remains in effect.). The spell however doesn't restore magical properties that would have worn away with the passage of time. If the spell is cast on a magical item, only the item is restored, not its magic.

Material Components: The focus of this spell is a tiny crystal hourglass filled with golden powder (during casting of the spell the powder runs up), costing no less than 50 gp. The material component is the sprinkling of 100 gp worth of powdered gems on the item to be restored.

Lvl	Maximum state of decay affected					
	Food	Scroll-Book	Wood-Clay	Stone (soft)	Stone (hard)	Metal
9	Rotten	Faded	—	—	—	—
10	—	Fragile	Faded	Faded	—	—
11	Dust	Deteriorated	—	—	Faded	Faded
12	—	—	Fragile	Fragile	—	—
13	—	1/3 Ruined	Deteriorated	—	Fragile	—
14	—	2/3 Ruined	—	Deteriorated	—	Fragile
15	—	—	1/3 Ruined	—	Deteriorated	—
16	—	Dust	2/3 Ruined	1/3 Ruined	—	Deteriorated
17	—	—	—	—	1/3 Ruined	—
18	—	—	Dust	2/3 Ruined	—	1/3 Ruined
19	—	—	—	—	2/3 Ruined	—
20	—	—	—	Dust	—	2/3 Ruined

Rotten: Food only: any state of putrefaction. Note that it restores rotten food, not food that was consumed!

Faded: The coloring, mural paints, ink text, etc., have disappeared, but the item in itself is still in fair condition (no reduction in hardness and hit-points).

Fragile: The item is worn out. Its hardness, hit-points, and break DC reduced by 20%.

Deteriorated: The item retains its basic shape but is nonetheless badly worn out. Most of the time it will be unusable and barely identifiable (Int check at DC=12 to identify what sort of item it was). The item may break upon handling, and carvings in stone or metal have almost disappeared. Its hardness, hit-points, and break DC reduced by 40%.

1/3 Ruined: The item is crumbling, and its surface has entirely eroded away. Only two thirds of its mass remain, as a misshapen form vaguely reminiscing of what it was before (Int check at DC=18 to guess what sort of item it was). Its hardness, hit-points, and break DC reduced by 60%.

2/3 Ruined: The item is in an advanced state of disintegration. Only one third of its mass remains, and is almost unidentifiable (Int check at DC=22 to guess what sort of item it was).

Dust: The item has completely disintegrated. However, there still must be some tiny bits of remains to cast the spell upon. Its hardness, hit-points, and break DC reduced by 80%.

Relativity

Transmutation / Chronomancy: Push

Level: Chr 6, Sor/Wiz 7

Components: V, S, M

Casting Time: One action

Range: Short

Target: One creature + equipment (up to 10lbs/lvl)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell transports the target forwards in time up to 100 years per caster level. This is a more precise effect than Temporal Banishment, and the caster can control the exact amount of time by which the target is moved forward.

Retry

Transmutation / Chronomancy: Communication

Level: Chr 5, Sor/Wiz 6

Components: V, S, M

Casting Time: One action

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

XP Cost: 500

The caster may change an action performed within the last 3 rounds. In effect, the chronomancer is sending a message to his past self.

For example, if a chronomancer cast a Lateness spell in the previous round, and did not realize the target was undead (and thus immune to mind-affecting spells), he can tell his past self to cast Temporal Force Cube instead.

Events changed should follow the same basic course due to temporal momentum, excepting what the caster directly affects based on that one changed action.

Save Item State

Transmutation / Chronomancy: Replacement

Level: Chr 7, Sor/Wiz 8

Components: V, S, M

Casting Time: One hour

Range: Touch

Target: One nonliving item, up to 10 lbs/lvl

Duration: Until discharged

Saving Throw: None

Spell Resistance: No

XP Cost: 500 + item cost (see below)

This spell is similar to Save State, but only affects a single item. Upon discharge, the caster must pay an *additional* XP cost equal to the total amount of XP that would be required to construct or recharge the item, if magic has been used up that is brought back into existence by this spell.

Save State

Transmutation / Chronomancy: Replacement

Level: Chr 9

Components: V, S, F

Casting Time: One hour

Range: Touch

Target: One willing creature + equipment (up to 10lbs/lvl)

Duration: Until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

XP Cost: 2500 + item cost (see below)

This powerful spell allows a creature and its carried equipment to be 'saved', so at some point in

the future, the creature can be replaced with this earlier version of itself. It is always the caster, not the target creature, who discharges this spell-- to discharge it, and replace the creature with its former self, it is a standard action that requires the caster's touch.

Note that any items that have been removed from the target creature after the casting of the spell will disappear and return to the target creature upon discharge.

After the spell is discharged, the target will not remember anything that has happened after the casting of the spell, and loses all XP or items gained in the intervening time. Also, upon discharge, the caster must pay an *additional* XP cost equal to twice the total amount of XP that would be required to construct or recharge any magic items that have been destroyed or used charges, and are brought back into existence by this spell. If any restored item is no longer on the affected character due to having been physically lost or given away, the caster must also pay an additional 10% of its XP creation cost.

Second Chance

Transmutation / Chronomancy: Timeline Jump

Level: Chr 2, Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Personal

Target: Self (but see below)

Duration: Max 1 hour/level (Until discharged)

Saving Throw: None

Spell Resistance: No

This spell enables the caster to, at some point in the future, quickly jump to a very recently diverged alternate timeline. In practical terms, it lets the caster cause a d20 roll to be rerolled at some point in the future.

This is similar to a cleric's Good Fortune domain power, except that the roll can be one done by another creature as long as the target is observing it. For example, suppose a chronomancer casts this spell on himself. Then, later he observes a rogue companion set off a trap during a disarm attempt. He can discharge this spell to let the rogue reroll his Disable Device.

A single caster can only have one instance of this spell active at a time. (i.e., he can't cast it ten times to store up ten rerolls for later.)

Soloman's Warriors

Transmutation / Chronomancy: Pseudo

Level: Chr 7, Sor/Wiz 8

Components: V, S, M

Casting Time: One action

Range: Short

Target: One living creature/level

Duration: 1 minute/level

Saving Throw: Fort negates

Spell Resistance: Yes

This spell speeds up the metabolism of the target creatures, making them ideal warriors. They are affected as if by a Haste spell, and gain 2d4+2 points Metabolism bonus to each of Strength, Dex, and Con, for the duration of the spell.

However, this spell also has a major disadvantage: the target is aged 5% of its race's average lifespan each time the spell is cast. Only a Wish or Miracle can undo this aging effect.

Any creature targeted by this spell instinctively knows it will have a negative effect; summoned, conjured, or hired creatures will always try to resist it, and will usually turn hostile if they fail.

Sudden Slowness

Transmutation / Chronomancy: Accel/Decel

Level: Chr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: One action

Range: Short

Target: One or more creatures (as Slow spell)

Duration: 1 round

Saving Throw: Fort negates

Spell Resistance: Yes

This spell has the same effects as the *Slow* spell, but lasts only a single round.

Suspend Creature

Transmutation / Chronomancy: Accel/Decel

Level: Chr 3, Sor/Wiz 4

Components: V, S, M

Casting Time: One action

Range: Medium

Target: Up to 1 living creature / 3 levels, no two more than 30 feet apart

Duration: 1 minute / level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Suspend Creature is similar to a *Temporal Stasis* spell, except that it has a duration limited to 1 minute per level, and can affect multiple creatures. As such, the subjects are placed into a state of suspended animation. For them, time ceases to flow and their condition becomes fixed. This has the side effect that no force, magic, or other effect can affect or harm them in any way (even telepathic reading

cannot pierce them because time has stopped to pass for them). They likewise cannot be moved, except by a great strength: multiply by 10 the amount of strength required to move them (including the momentum of stopped time they are in); and a flying creature caught in mid-air would not fall brutally, but very slowly as if affected by a *Feather Fall* spell. The subjects are unaware of what happens; and when the spell ends, it seems to them that they jumped into the future and missed the appropriate in-between minutes.

The spell can affect creatures up to Large size. Larger creatures are not affected by this spell. For the same reason that no magic can affect suspended creatures, *Permanency* cannot make *Suspend Creature* permanent.

Author's note: this spell may seem very similar to Hold Person/Monster spells, but is in fact much different. While a "held" creature may be harmed, a "suspended one" is totally impervious to damage. As such, while Hold Person/Monster could be used to help kill a target, this spell cannot be used to such ends. In fact, ingenious spellcasters could use that property in many creative ways (like for instance save a nearly dying ally on the battlefield).

Suspend Object

Transmutation / Chronomancy: Accel/Decel

Level: Chr 2, Sor/Wiz 3

Components: V, S, F

Casting Time: One action

Range: Medium

Target: One nonliving object, up to 10lbs/lvl

Duration: 1 minute / level

Saving Throw: Reflex negates (if object held)

Spell Resistance: Yes (if object held)

This spell works exactly as *Suspend Creature*, but affects non-living matter only. An item affected by this spell cannot be altered, but cannot be used either. Like suspended creatures, the object can be moved, but as if it weighed ten times as much, and its edges feel dulled due to the time distortion—so weapons will be basically useless. Also, no magical powers of the item can be activated, if it is magical.

In fact, the main purpose of this spell is not to protect an item from natural decay, but from any accident that could happen to it in extreme circumstances. It can also be used offensively, to prevent an enemy from using an important item.

Items affected by *Suspend Object* do not get a saving throw. However, if the targeted item is held by a creature, the creature gets a Reflex saving throw to negate the spell.

Temporal Anchor

Transmutation / Chronomancy: Anchoring

Level: Chr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: One action

Range: Short

Target: One creature

Duration: 1 round / level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows the caster to temporally anchor himself to another creature. Any temporal effects that move the creature in time (Push, Teleport, Accelerate/Decelerate, Wandering) affect the caster as well. Note that if the duration of the anchor runs out while an ongoing effect (such as Time Walk) is in place, the anchor is broken and the caster may be stranded in an alternate time.

Temporal Anchor to Item

Abjuration / Chronomancy: Anchoring

Level: Chr 2, Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Short

Target: One creature + one item

Duration: 1 hour / level

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell temporally anchors the target to a designated item (no more than 10lbs/lvl). This causes the target creature to become resistant to temporal effects, giving an SR = 5 + (weight of item/10) vs. any Chronomancy effect, provided that the item is not affected or destroyed.

If a temporal effect penetrates this SR, or the target travels more than 1 mile from the anchoring item, the effect is dispelled.

Note that this spell is not powerful enough to drag the target creature along if the target item is affected by a chronomancy effect-- such an effect dispels the temporal anchor. This means the anchoring effect **is** dispelled if the item is in the possession of the target creature, and someone casts a spell that affects “one creature + equipment”.

Temporal Backstep

Transmutation / Chronomancy: Wandering

Level: Chr 3, Sor/Wiz 4

Components: V, S, M

Casting Time: One action

Range: Personal

Target: Self + equipment

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

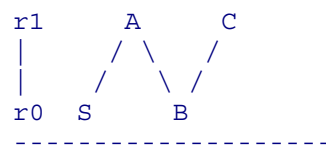
This unusual spell must be declared the round BEFORE it is cast, since it allows the caster to step back one round in time. The caster acts normally in the current round, but in the next round, he will cast this spell, step back in time, and be present in the current round again. In effect, this spell enables him to act twice in the current round.

But it is a little more complex than that:

It is easiest to describe this spell from two points of view. Let's call the current round Round 0, and the next round Round 1.

- **TO THE CASTER:** In Round 0, he acts normally. In Round 1, he casts the spell, and steps backwards in time, also walking up to his normal move (in space). While traveling backwards, he appears as a phantasm, and cannot interact with any physical object. When he reaches Round 0 again, he begins moving forward in time, and is able to take a normal round of Round 0 actions, as well as continuing to act normally during Round 1 and beyond.
- **TO EVERYONE ELSE:** In Round 0, a second copy of the caster suddenly appears, and the caster gets two complete sets of actions in this round. The second copy of the caster immediately splits into two (so there are now THREE of the caster), one of which appears as a ghostly phantasm. During Round 1, the ghostly image walks backwards into the original caster, who is casting this spell, and then both are gone (as if disintegrated). The one remaining copy of the caster continues to exist, and acts normally again during Round 1 and thereafter.

This effect can be illustrated in the "world line" diagram below. The vertical axis is time, and the horizontal axis is space.



S = Caster in Round 0. Takes normal actions, but declares he will do a Temporal Backstep next round.

A = Caster in Round 1. Casting Temporal Backstep.

B = Caster in Round 0 again, for the second time.

C = Caster in Round 1 again, where he will (finally!) continue on to Round 2.

There are some major disadvantages to using this spell. If any area effects occur while there are multiple copies of the caster, **both** forward-moving copies of himself take the damage, so in effect the caster takes 2x damage by the end of Round 1. And if the original caster is stopped from casting the spell during Round 1, the 'duplicates' pop out of existence, and any damage or effects cast

by them are undone: damage is healed, destroyed objects are magically mended, etc. (The magic of this spell inherently prevents paradoxes in this way.)

In addition, if there are any magical effects on the caster, they go through 3 extra rounds of duration during the course of this spell. (Round 1 first time, Round 1-0 backwards travel, Round 0 again).

Temporal Banishment

Transmutation / Chronomancy: Push

Level: Chr 6, Sor/Wiz 7

Components: V, S, M

Casting Time: One action

Range: Short

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This powerful spell pushes the target forward in time by a random amount, up to 10000 years. Effectively it can be used as a more humane form of Disintegrate, removing an enemy without actually causing any physical harm. Of course, a powerful Chronomancer may be able to return using other spells.

Temporal Barrier

Transmutation / Chronomancy: Accel/Decel

Level: Chr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: One action

Range: Close

Effect: Wall, up to 10x10/level

Duration: 1 round / level

Saving Throw: Will negates (if touching wall)

Spell Resistance: Yes (if touching wall)

This creates a thin barrier of time shaped to desire by the caster at the time of casting. It cannot be touching any creature when created. The wall appears to be a swirling, distorted mass of air.

Anyone trying to pass through the wall must save or be affected as if *Slow* and *Chrindol's Curse* had been cast upon them. Indeed, it was from studying these barriers that Chrindol discovered how to cast his curse.

This does not stop any attacks (physical or magical) that go through the wall in either direction, but does grant all targets to such attacks a +4 to AC and reflex saves. Also, any spot checks through the wall are at a -4 penalty due to the distortion.

Temporal Capture

Conjuration / Chronomancy: Anchoring

Level: Chr 6, Sor/Wiz 7

Components: V, S, M

Casting Time: One action

Range: Short

Target: One creature

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: Yes

This dangerous spell allows the caster to temporally anchor a passing time traveler to himself, causing the creature to appear in the current time within Short range of the caster. The creature cannot engage in further time travel until the caster dismisses the spell-- so in other words, it must bargain with the caster, usually agreeing to perform some service in exchange for its freedom.

Of course, the creature can try to dispel the effect through other means, and may seek vengeance upon the caster afterwards. (But killing the caster does not negate the effect, and the target is then anchored to the corpse.)

The target creature need not be initially known to the caster, and in fact he has little control over what the creature will be. It may be a random time elemental of HD at least equal to the caster's level (50%), a random outsider from the Summon Monster VII-IX tables (40%), or a random NPC Chronomancer (10%). Note that if the creature does not inherently have time traveling abilities, it will probably have some kind of magical item that has enabled its passage through time.

Temporal Do-Over

Transmutation / Chronomancy: Timeline Jump

Level: Chr 5, Sor/Wiz 6

Components: V, S, M

Casting Time: One action

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This powerful spell allows the caster to jump to an alternate timeline, where events of the past round happened differently. In effect, time is rolled back one round, and all events of the previous round are rerolled.

This applies to **all** events, not just actions taken by the caster: every attack roll by anyone is rerolled, every saving throw rerolled, etc. Creatures may even choose to take different actions than before, in reaction to the different results from the dice, although nobody (except the caster) will have any memory of the previous results of the redone round.

The rollback goes to the point just after the caster's initiative of the previous round, so the caster himself does not actually gain any additional actions. And although the caster will probably choose another action besides casting this spell again, the spell slot is still considered expended.

Temporal Projection

Transmutation / Chronomancy: Teleportation

Level: Chr 8

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Duration: See Text

Saving Throw: None

Spell Resistance: Yes

This spell allows time travel on a spiritual mode rather than an actual physical time travel. It is somewhat similar to *Astral Projection*, and as such frees the caster's spirit from her physical body to allow her to project an astral body into another epoch of the same plane. The caster can bring the astral forms of other creatures with her, provided they are linked in a circle with the caster at the time of the casting. These fellow travelers are dependent upon the character and must accompany the character at all times. If something happens to the character during the journey, the companions are stranded wherever the character left them.

The caster projects her astral self into the Time Plane, leaving the character's physical body behind in the present in a state of suspended animation. The spell projects an astral copy of the subjects and their equipment onto the Time Plane. Since this plane touches upon all epochs, the caster can travel astrally to any of these other times as she wishes. Then, they can enter any of the past or future epochs by forming a new physical body in that time and place. There is however a major difference with actual physical time travel: the characters are not projected into an actual epoch, but rather in the "shadows of time". As such, time travels through this spell can only be informational, because whatever the characters do in these "shadows of time", it won't affect real history.

The spell works as follows:

1) Time Destination: The caster must choose a time and place on the same plane, which he wants to visit. However, since this is a spiritual rather than a physical travel, the characters form a material body not in the targeted area, but into the version of the *Cavern of the Ages* that is related to that time, place, and protagonists (including the time travelers, as well as the persons that the casters wanted to know about).

2) Cavern of the Ages: The *Cavern of the Ages* is created by the spell, and thus only exists for the

characters and until the spell ends. It appears as an immense cavern filled with enormous smoky crystals. These crystals are very important in that they hold images of the possible alternate times that the cavern gives access to. The more defined and distinct those images, and the more probable or possible that alternate history could be as related to the real one. Conversely, dim and blurred images show an alternate timeline unlikely to have existed, or that could possibly exist in the future. Then, there are several exits out of the cavern. Some are large and easy of access, when others are small, and maybe even too narrow for a gnome being able to crawl into. All these exits lead to the alternate possible histories of the same place and characters, with the more impracticable exits leading to the more improbable version of that history. The crystals near these exits display the images of what occur in the alternate reality where they lead. Note that small and narrow exits are difficult to find (requiring Search checks), while the true version of the past is accessed via a large and very obvious opening.

3) Shadows of Time: The exits are tunnels that lead into the time and place first sought by the caster. However, any alternate history reached, as well as the real past, are only "shadows of time". That means that the character will be able to do anything they want in such places, it won't affect in any way the real history. Also, the more improbable the version of that history, the more shadowy will appear the world and creatures around them. An impossible alternate history would appear as a blurred mass of inform shadows. When there exist two dissimilar but extremely probable histories in the past, it may indicate that a time traveler actually changed history through alteration of events. The only practical use of visiting such shadows of time, is to get information without risks of modifying history, and to learn what could happen (or could have happened) "if"...

This spell otherwise functions like *Astral Projection*, with regard to silver cord, spell duration, etc.

Material component: A set of precisely cut gems worth at least 1,000 gp, plus a 5 gp nugget of silver for each person to be affected.

Temporal Push

Transmutation / Chronomancy: Push

Level: Chr 4, Sor/Wiz 5

Components: V, S

Casting Time: One action

Range: Close (25 ft + 5 ft/lvl)

Target: 1 Creature

Duration: Instantaneous

Saving Throw: Will special

Spell Resistance: Yes

This spell throws the target creature and all of its carried gear forward in time up to 1 round per every two levels of the caster (5 rounds maximum). The amount must be decided during the casting of the spell. The creature reappears at the same location unless it is occupied physically, whereupon it is displaced to the nearest unoccupied location (5 ft square). If the target succeeds in its saving roll, then the caster must also save or it is he who is thrown forward in time.

Temporal Reversal

Transmutation / Chronomancy: Wandering

Level: Chr 6, Sor/Wiz 7

Components: V, S, M

Casting Time: One action

Range: Close (25 ft + 5 ft/lvl)

Target: 1 Creature + equipment

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

XP Cost: 500

It is recommended that this spell only be allowed for NPCs, due to the difficulty of a DM handling it without total knowledge of future PC actions! This spell causes the target creature to be reversed in time, traveling backwards relative to the rest of the universe. (See Temporal Backstep for a description of one round of backwards travel.)

While traveling backwards, the creature cannot interact with any physical object, and appears as a ghostly backwards-moving phantasm.

Unlike Temporal Backstep, this effect does not automatically turn the target around in the right direction-- they are traveling back in time forever, unless they have or find a spell to reverse them again.

Since this is a dangerous spell that may create temporal paradoxes, casting it takes a toll out of the caster, costing XP.

Temporal Safe

Transmutation / Chronomancy: Push

Level: Chr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: 1 nonliving object, up to 10lbs/caster lvl

Duration: Up to 1 year/lvl

Saving Throw: Reflex negates (if held by creature)

Spell Resistance: Yes (if held by creature)

This spell causes the target to be pushed forward in time, by an amount designated by the caster. The most common use is to keep an item safe until needed -- once affected, the object is immune from theft or interference until it reappears.

However, the spell can also be used offensively, to deprive an enemy of a weapon or magic item.

Temporal Scrying

Divination / Chronomancy: Vision

Level: Chr 5, Sor/Wiz 6

Components: V, S, F

Casting Time: One hour

Range: See text

Target: See text

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

XP Cost: 500 + #years

This spell allows its caster to see and hear some creature, which may be at any distance and may be in the past or future. The difficulty depends on how far away in time the vision is, how familiar the caster is with the given subject in the given time, and what sort of physical connection the caster has to the creature. Note that unlike a normal Scry spell, this does not allow any magic to be cast through the scrying.

The base DC to scry successfully is 20, subject to the following (cumulative) modifiers.

- Looking into the future +5
- 1+ year in the past/future +1
- 10+ years in the past/future +1
- 100+ years in the past/future +1
- 1000+ years in the past/future +1
- Caster met subject -1
- Has been within 1 month of target time -2
- Caster knows subject well -1
- Has a likeness or picture of subject -1
- Has a possession of subject -2
- Has a body part of subject -3

Temporal Sheen

Transmutation / Chronomancy: Vision

Level: Chr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One creature

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell takes three powers of time and creates a physical covering around the creature touched. This covering causes time to bend slightly, causing the recipient to see where opponents (and allies) will be an instant before they are there. This allows them to better judge their attacks and defenses, giving a +2 bonus to all attack rolls and a +1 insight bonus to AC for the duration of the spell.

Temporal Shove

Transmutation / Chronomancy: Push

Level: Chr 1, Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Short

Target: One creature or item (10lbs/lvl if item)

Duration: One partial action (may be delayed)

Saving Throw: Reflex negates

Spell Resistance: Yes

The targeted creature or item will be pushed ahead in time, disappearing for the duration of one round and reappearing in the same place. During this interval the item or creature is completely gone, and nothing can affect it.

The effect can be delayed to the initiative of any creature in the caster's sight.

For example, suppose the chronomancer sees that a dragon is attacking an allied fighter.

He can cast this spell on the fighter, declaring that he will hold the effect until the dragon's initiative. Then, upon the dragon's initiative, the fighter will disappear, avoiding the breath weapon the dragon was about to unleash on its adversaries. The fighter will reappear just in time for the dragon to attack him next round.

Alternatively, the chronomancer can cast the spell on the dragon, optionally delaying until the dragon's initiative.

Temporal Simultaneusness

Transmutation / Chronomancy: Teleportation

Level: Chr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: One action

Range: Personal

Target: Caster

Duration: See Text

Saving Throw: None

Spell Resistance: No

This spell distorts time in such a way that the caster lives the next 1d4+2 rounds not in a linear fashion (as normally), but in simultaneity at some point in time during the spell duration. It works as follows: when the spell is cast, roll 1d4+2: this is the number of rounds affected. During this number of rounds the caster disappears from the current reality. However, at some point in the meantime (randomly determined on a d3, d4, or d6 as relevant) he reappears, bringing along all the selves that should have existed at each round. So, during that round a number of duplicates of himself equal to the number that was rolled, can operate simultaneously. They can do anything they want for a full round as normal.

Note that they will be displaced just enough so they do not occupy the same physical space. If one is damaged or healed, the 'future' selves may also be affected.

For example, suppose this spell is cast and 3 versions of Chronomancer Joe appear on round 2. One of them is 'Round 1 Joe', one is 'Round 2 Joe', and one is 'Round 3 Joe'. A dragon, not knowing which to attack, hits Round 2 Joe for 50 points of damage, killing him. Round 1 Joe is not affected, but Round 2 Joe and Round 3 Joe both fall down dead, and at the end of the spell, Joe reappears dead.

On the other hand, suppose a cleric casts Aid on Round 1 Joe just before the dragon attack, giving him 10 temporary hit points. Round 2 Joe also has these hit points, which are just enough to prevent him from being killed, though the dragon brings him to -5 hit points. Round 3 Joe falls, and bleeds, bringing Joe's total to -6 hit points when the spell ends.

If the cleric had targeted Round 3 Joe instead, the Aid would have come too late, and Joe would still be dead!

Temporal Teleport

Transmutation / Chronomancy: Teleportation

Level: Chr 9

Components: V, S, M

Casting Time: One action

Target: As Teleport spell

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

XP Cost: If into past, 1000 + #years²

This spell allows the caster (and possibly some companions) to travel anywhere in time. Note that there is no spatial component to this teleportation, so the caster will appear in the exact same place at the alternate time. If the space is occupied at the selected time, the targets will be displaced to the nearest free location.

If used to travel into the past, this spell is very strenuous, and takes a toll in XP cost.

In addition, it is difficult to precisely travel into the past. A Spellcraft check must be made, DC 30. The caster gets a bonus of +4 if this is a time to which he has previously traveled.

If this check fails, roll a d4 to determine the number of years by which the teleportation was off. For every five points by which it failed, increase the die size by one category. And if a natural 1 was rolled, the caster has accidentally teleported the targets to the Elemental Plane of Time.

Temporally Teleport Object

Transmutation / Chronomancy: Teleportation

Level: Chr 8, Sor/Wiz 9

Components: V, S, M

Casting Time: One action

Range: Short

Effect: One nonliving item, max 10lbs/lvl

Duration: Instantaneous

Saving Throw: Reflex negates (if item held)

Spell Resistance: Yes (if item held)

XP Cost: If into past, $500 + \text{years}^2$

This is similar to the Temporal Teleport spell, except that it only affects a single nonliving item. Transporting an item into the past does still create a danger of paradox, however, so this spell also has an XP cost.

The chance and consequences of failure are the same as described under the Temporal Teleport spell.

Time Blink

Transmutation / Chronomancy: Push

Level: Chr 3, Sor/Wiz 4

Components: V, S, M

Casting Time: One action

Range: Short

Effect: One creature

Duration: 1 blink / 3 levels

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell causes the target to be pushed forward in time 1d3+1 rounds, once for every three levels of the caster. When the target is affected by this spell, it will disappear, only to reappear randomly 1d3 rounds later in the same location. Once reappearing, it will remain for one round, then disappear again.

Note that the affected creature will have no knowledge of any events that have occurred during its absence.

Time Distortion Cube

Transmutation / Chronomancy: Accel/decel

Level: Chr 2, Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Short

Effect: One cube / 2 levels

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell creates small cubes of distorted time, 6-inch cubes where time quickly moves forwards at random rates. They can be hurled by the caster to cause physical damage to a target (caused by its flesh being torn apart as it ages at varying rates),

using a ranged touch attack. Each cube does 1d12 points of damage if it hits.

Time Leap

Transmutation / Chronomancy: Push

Level: Chr 2, Time-travel 2, Sor/Wiz 4

Components: V, S, M

Casting Time: One full round + one round per additional traveler

Range: 0

Target: Caster + 2 willing creatures / lvl

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster is able to briefly ride the flows of time into a point in the future where they return to the normal flow of time. During this ride, the caster's body, clothing, and equipment appear in a ghostly form, but cannot be harmed or affect any sort of a *wish* or *miracle*. The time that the caster will return must be chosen during the casting of the spell, and cannot be more than one day or less than one round.

For an additional casting time of one round per passenger, the caster can elect to take additional travelers with him. The caster can take up to two persons (including himself) per level. However, the extra persons cause less flexibility in length of time jumped. For each additional person taken, the maximum time spent is decreased by ½ (2 people – up to ½ day, 3 people – up to 6 hours, 4 people – up to 3 hours, etc.). The minimum time forward remains the same no matter how many persons are taken with the caster.

Anyone traveling with the caster must be willing and touching the caster at the time of casting.

Time and Space Folding

Transmutation / Chronomancy: Teleportation

Level: Chr 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 minute

Range: 5 feet

Effect: 10'x10' opening

Duration: Concentration, max 1 round / level

Saving Throw: None

Spell Resistance: No

This spell allows a magical gate to be created between two distant points in space. Note that it does not actually enable travel through time.

It works by taking advantage of the folded nature of spacetime to connect two distant points. The gate created is a square opening with a maximum size of 10 feet by 10 feet, with borders appearing as shifting distortions one foot wide. In

effect this is a sort of window through which you can see what is in the other place. The gate is bi-directional in that it allows sight and travel from one side to the other in either direction. One can peer through this window to see in the other distant place, and anyone or anything that moves through is instantly transported there.

The caster may hold the gate open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or end the planar connection. The gate opens 5 feet in front of the caster, while the other side of the gate opens 5 feet in front of the place the caster wants. However, the gate doesn't always open where the caster wants, especially if the caster is not very familiar with the place he wants to reach. To see how well the spell works, roll d% and consult the table below.

Familiarity	On Tgt	Off Target	Similar Area	Aging Chance	Aging Amount
Very	01–97	98–99	100	2%	1 year
Studied	01–94	95–97	98–100	5%	1d4 years
Seen	01–88	89–94	95–100	10%	1d6 years
Seen Once	01–76	77–88	89–100	15%	1d8 years
Described	01–52	53–76	77–100	25%	1d10 yrs
False	—	—	01–100	30%	1d12 yrs

Familiarity: "Very familiar" is a place where the caster has been very often and where he feels at home. "Studied carefully" is a place the caster knows well, either because he has been there often or has used other means to study the place. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic. "Description" is a place whose location and appearance the caster knows through someone else's description, perhaps even from a precise map. "False destination" is a place that doesn't exist. When opening the gate to a false destination, the caster always gets a similar area rather than rolling d%, since there is no real destination for the character to hope to arrive at or even be off target from.

On Target: The gates opens to where the caster wants.

Off Target: The gate opens at a random place away from where the caster wants, in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to connect the two places. The DM determines the direction off target randomly.

Similar Area: The gate opens in an area that is visually or thematically similar to the target area. Generally, it opens in the closest similar place, but since the spell has no range limit, it could conceivably be anywhere across the globe.

Aging: As this spell warps time in order to connect the two places, there are chances that anyone who passes through the gate could be affected by aging effects. Check the chance when the spell is cast. Then, if positive roll the relevant

die each time someone or something (including characters' equipment) goes through the gate.

Material component: a silken handkerchief embroidered with the image of a door with golden threads. This must be a masterwork item costing no less than 500 gp.

Time Walk

Transmutation / Chronomancy: Wandering

Level: Chr 8, Sor/Wiz 9

Components: V, S, M

Casting Time: Ten minutes

Range: Personal

Target: Caster + equipment

Duration: 1 day subjective time / level

Saving Throw: None

Spell Resistance: No

XP Cost: 500 + 100 per change in direction

It is recommended that this spell only be allowed for NPCs, due to the difficulty of a DM handling it without total knowledge of future PC actions! This is similar to Temporal Reversal, except that the caster can change direction backwards and forwards in time as a standard action.

As with other Wandering-type Chronomancy, the character appears to be a ghostly phantom when traveling backwards, and cannot interact with any physical objects. However, solid objects that exist continuously (such as walls or floors) do block the character's movement.

True Disintegrate

Transmutation / Chronomancy: Replacement

Level: Chr 9

Components: V, S, M

Casting Time: One action

Range: Medium

Target: One creature or object

Duration: Permanent

Saving Throw: Will partial

Spell Resistance: Yes

XP Cost: 1000

This spell not only disintegrates its target, but completely erases all traces (past and present) of its existence. Written documents will be altered, memories erased, etc, as though the target had never been born or created. Only the caster will remember the original target's existence, and it will be a dreamlike recollection. Even a True Resurrection cannot bring the target back, since no clear memory of the creature exists. (Only Wish or Miracle can reverse this effect.)

Note that this may not always bring about the outcome the caster intended! For example, suppose in a heated battle against the Temple of Lolth, a chronomancer casts True Disintegrate on the high

priestess. If she fails her save, the priestess will disappear as intended—but, in the rewritten history that is now created, someone else would have risen to the position of high priestess, and attained approximately the same level of power. So the current battle will still be going on, and the chronomancer may find that he has not gained any tactical advantage at all, and is merely fighting a different high priestess.

If the target makes their saving throw, they are affected as if by an ordinary Disintegrate. (This means they will need to make one more saving throw, vs that effect.) In this case, there is no XP cost to the caster.

Vision of Youth

Divination / Chronomancy: Vision

Level: Chr 2, Sor/Wiz 3

Components: V, S, F

Casting Time: One action

Range: Close

Target: One item or creature

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A *Vision of youth* spell shows the caster an item or creature as it was in former times. The caster may choose to see it as it was when newly born /created. He can also choose to see a specific age (stating the number of days, months, years, etc. backward in time from now).

It is possible to see different ages, but no more than one per minute (of spell duration). If the caster asks for a time during which it did not yet exist, he instead sees the item or creature as it was when born /created. This vision has a duration of 1 minute per level, and visually replaces (and moves with) the current aspect of the creature or item upon which the spell is cast. A disguised creature gets a +2 to its saving throw, +4 if the disguise is magical, and +6 in cases of a *Polymorph* type spell. If the save is failed, the caster sees the creature without its disguise, as it was in the selected time.

Material Components: a pinch of gold powder worth at least 1 gp.

Weirdtomb

Transmutation / Chronomancy: Accel/Decel

Level: Chr 9

Components: V, S, M

Casting Time: One full round

Range: Close

Target: One area, up to 1000 cubic ft/lvl

Duration: Permanent

Saving Throw: Special

Spell Resistance: Yes

XP Cost: 5000

This spell is much similar in effects to a *Temporal Stasis* spell, with the main difference that it affects an area rather than a single creature, and thus has an XP cost where *Temporal Stasis* doesn't.

The spell must be cast on an item that can hold something, no smaller than a human-sized coffin, a cavern, or a building up to roughly 100 yards/meters across. When the spell is cast, the targeted item, cavern, or building, and everything that is inside including creatures, are affected by a *Temporal Stasis* spell. (That is, they are placed into a state of suspended animation. For them, time ceases to flow and their condition becomes fixed. Creatures does not grow older, their body functions virtually ceasing, while items do not decay or erode; no force or effect can harm them.) The item, cavern, or building thus becomes impenetrable, and looking inside also becomes difficult. Vision is impaired by a sort of supernatural wind that howls and moans eerily, and blurs the contents of the affected area behind a swirling image of what is inside. Divination magic to discover the contents of the tomb are likewise hindered, suffering a +10 penalty to the normal Scrying DC check (or DC=25 by default).

It is impossible to enter the tomb by any means, magical or otherwise, even at the expense of being affected by the *Temporal Stasis* effect once inside. The spell may be ended only by a *Disjunction*, *Miracle*, or *Wish* spell. All other spells are ineffective against a *Weirdtomb*.

Material Components: a small statuette representing the item, cavern, or building to be affected by the spell. This figurine must be carved out of a gem costing no less than 1000 gp, and be of masterwork quality (if not, the creature inside the targeted area receive a Fort save to resist the spell and be ejected out of it). The caster must also spend other various incenses and gem powders worth 4000 gp.

Withdraw

Transmutation / Chronomancy: Accel/Decel

Level: Chr 2, Sor/Wiz 3

Components: V, S

Casting Time: One action

Range: Personal

Target: Self

Duration: 1 minute/level subjective time (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell puts the caster slightly apart from the normal flow of time, giving her 1 minute/level of time within a single round.

As such, the caster seems to be put in a sort of haze, and if she interacts in any way with anything around her (including just walking or speaking to someone else), it will put an end to the spell.

For the round of 'real' time (to outside observers) that the spell is in effect, the caster cannot benefit from AC bonus due to dexterity or use of a shield (meaning dodging, moving, etc.), or will likewise break the spell. In fact, while in this state the caster may only do simple actions such as thinking, reading, or manipulating pieces of her equipment. She may also cast spells, but only Divination spells, or spells cast on herself only; spells that would require to interact with the environment ends the Withdraw spell.

Zone of Retarded Magic

Abjuration / Chronomancy: Push

Level: Chr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: One action

Range: Medium

Effect: 30' radius

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Any spell or supernatural effect that is cast (including from a magical item) in the area of effect will occur only at the end of *Zone of Retarded Magic*. So, if several spells are cast there until *Zone of Retarded Magic* ends, all these spells will occur simultaneously when the duration of *Zone of Retarded Magic* is over.

Note that if a spell targets a creature or object within the zone, and the target leaves the zone, the spell takes effect immediately, even if the *Zone of Retarded Magic* still has duration remaining.

New Magical Items

"Time is worth more than money: spend it wisely!"

Borrower's Bag

This gold-braided leather sack appears to be an ordinary (though masterwork) bag. But, if the proper command word is spoken, its owner can cause nearly any desired item that can fit in an ordinary sack to come into existence. This power can be used once per day.

However, the bag is not actually creating the item. It is borrowing the item from the future—at some later date, the owner must put the requested item into the bag, so it can be transported back in time to when it was requested. Once replaced, the item disappears, teleported back in time.

There are costs and risks to using the Borrower's Bag, though. First, there is an XP cost to the owner, equal to the cost of creating the item or the gold piece value if nonmagical. 75% of the XP will be regained when the item is returned to the bag, but 25% are permanently lost.

Second, the item must be placed in the bag in its original condition: clean, fully charged, etc. Replacing a damaged or depleted item has no effect; it is as if the item had never been replaced.

Third, the owner is under a compulsion to try to replace the item and close the time loop. The compulsion remains even if the owner loses possession of the bag, or even if the bag is destroyed (in which case the compulsion is to create a new bag and replace the item!). This compulsion is equivalent to a Geas/Quest spell, and cannot be magically cured except by a Wish or Miracle.

Caster Level: 16th ; *Prerequisites:* Craft wondrous item, Temporally Teleport Object, Geas/Quest ; *Market Price:* 25000gp ; *Weight:* 2 lbs

Book of Alternate Histories

This bulky, elegant tome is bound in leather with gold trim. It runs for thousands of pages, telling a detailed history of the world starting from ancient times. If the owner is not a time traveler, it is simply a nice history reference.

But if the owner travels through time, and commits any acts that might change history or bring him to an alternate timeline, the book always magically changes as well, telling the new history corresponding to its owner's current timeline. If the

owner does not understand what has been done that would have changed history, he can study the book and make an INT check each day, DC 20, to discover exactly what pivotal event differs from the original history he is familiar with.

Caster Level: 13th ; *Prerequisites:* Craft Wondrous Item, Measure Time, Temporal Scrying ; *Market Price:* 25000gp ; *Weight:* 10 lbs.

Bracelet Of Time

This strange silver bracelet features a small grey window. In this window one can see numbers, which can indicate the current time or (with the aid of some buttons) measure time intervals or set an alarm. In effect, the owner can cast Measure Time or Alarm Clock (on the bracelet itself) at will. In high-tech settings, this item is known as a "Digital Watch".

Caster Level: 3rd ; *Prerequisites:* Craft wondrous item, Measure Time, Alarm Clock ; *Market Price:* 100gp ; *Weight:* 0.1 lbs.

Crystal Time Ball

This crystal sphere, about six inches in diameter, appears to be an ordinary crystal ball, but can actually look into the past or future as well as the present. In effect, it allows its owner to cast a Temporal Scrying spell once per day. If it is used to look into the future, the owner must pay the XP cost as if casting Temporal Scrying.

Caster Level: 13th ; *Prerequisites:* Craft wondrous item, Scry, Temporal Scrying ; *Market Price:* 100,000gp ; *Weight:* 7 lbs

Cube of Time

This wondrous item looks like a small ivory cube, with strange pictures carved into each side. Each side specifies a gate to another time and place (possibly even another plane): pressing that side once opens the gate, and pressing it again closes it. If a side is pressed twice in quick succession, the character doing it (along with any others in a 5' radius) is immediately transported to the destination. Unwilling creatures get a Will save, DC 25.

Note that the gates are to a time relative to when it is used: for example, one side might lead to "City

of Londinium, 500 years ago". When the cube was created, say in the year 1200, it led to the year 700. But if it is now the year 1800, and the cube is used, it will lead to Londinium in 1300. (This way everyone who ever uses the gate does not arrive in the same place at the same time!)

When the gate is used, there is a 10% chance that a random outsider or time elemental will notice and investigate.

Caster Level: 18th ; *Prerequisites:* Craft wondrous item, Gate, Temporal Teleport ; *Market Price:* 500,000gp ; *Weight:* 0.1 lb.

Stop Watch

This rare and coveted item is similar in appearance to a standard pocket watch, but when a button at the top is pressed, all time stops except for the watch's owner, until it is pressed again.

The watch will continue to tick while this effect is happening, and can only perform this function for a total of 10 rounds before the time is used up and the item permanently becomes an ordinary watch.

Caster Level: 17th ; *Prerequisites:* Craft wondrous item, Measure Time, Time Stop ; *Market Price:* 10,000gp ; *Weight:* 0.1 lbs

Watch of Conjuring Time Elementals

This is a fancy golden pocket watch that, when certain words are spoken, summons a Large time elemental, as if Summon Monster 6 has been cast at 13th level.

If it is carefully wound first (takes 1 full round), and the user passes a Knowledge (Time) check at DC 25, a Huge time elemental may be summoned, as if Summon Monster 7 were cast. If the check fails, it is only a Large time elemental.

Only one elemental conjured by the watch can exist at a time.

Caster Level: 13th ; *Prerequisites:* Craft wondrous item, Summon Monster 7, Temporal Capture ; *Market Price:* 100,000gp ; *Weight:* 0.1 lb.

Watch of Poor Timing

This item appears to be an ordinary (but expensive) gold pocket watch.. By aiming it at an enemy and tapping on it (a standard action), the wearer can cast Mismeasure Time or Lateness once each per day.

Some rare versions of this item are cursed, and actually cast Mismeasure Time or Lateness on their owner (at a stressful time) once per day.

Caster Level: 3rd ; *Prerequisites:* Craft wondrous item, Measure Time, Alarm Clock, Mismeasure Time, Lateness ; *Market Price:* 1000gp ; *Weight:* 0.1 lbs

The Planes & Time

*Time present and time past
Are both perhaps present in time future,
And time future contained in time past.
If all time is eternally present
All time is unredeemable.*

TIME IN THE PLANES

While it is generally accepted that time is not a constant interplanar force, the actual properties of time in the planes are difficult to divine. Many planes have accelerated or decelerated time flows, allowing a traveler to rapidly advance in age or to pass the eons by with little effect. In addition, some planes, usually the more chaotic or unstable ones, have multiple time flows affecting different areas. In these cases, areas of faster time flow are referred to as slipstreams and areas of slower time flow are referred to as eddies. These effects can become both interesting and dangerous when a traveler moves from one speed of time to another. While from the viewpoint of the traveler, time is always moving at a constant rate, others may see lightning quick movements or actions resembling molasses.

There are numerous types of time flow recognized throughout the multiverse. The explanations of all of these are based on the traveler's home plane, and thus might change depending on that plane. Note however, that despite all of these differences, time always seems normal within a time flow. Whether you are in a slow flow, a quick flow, or even an erratic flow, a round lasts a round within the flow. The only exception to this is a timeless flow, where it is obvious to all that time is flowing differently.

1 - Normal Flow

The easiest to understand is so called "normal flow". Normal flow mimics that of a traveler's home plane to a degree that not even a master time mage can tell the difference. Any time spent on such a plane is identical to time spent on your own. Any spells or abilities relying on time (such as spell durations, etc.) last normally.

2 - Slow Flow

A "slow flow" is an area or plane where time flows slower than on your home plane. Thus while a traveler spends a single round on one of these planes, her home plane spends two rounds, an hour, a day, even years.

These situations often result in a character aging little and "awakening" in a whole new world which may have even forgotten the person existed. Savvy plane-travelers use these areas as a safe haven during times of wars, curses, or simply to wait till a set point in time. An example of this is Rip Van Winkle, who slept on a plane for one night and awoke 70 years later on his home realm.

3 - Quick Flow

A "quick flow" is the opposite of a slow flow. A person could spend an hour, a day, even years, and arrive back on his home plane with little time passed.

Savvy plane-travelers often make use of this for healing, restoration of spells, research, etc. The downside to this, however, is that while the rest of the plane does not age quickly, the traveler does, sometimes resulting in persons who seem to age quickly, and only live a fraction of their potential (the rest of their lives are spent on these other realms).

4 - Still Plane

A "still plane" is a plane where time seems to flow not at all for physical bodies, though mentally time passes at a normal rate.

The Astral plane is a good example of this, allowing a traveler to spend years without need to eat, sleep, drink, or even age. However, with every good comes a bad, and lack of time also means lack of spell restoration, lack of natural healing, and lack of aging. Some timeless planes have a twist, called "the retroactive factor". The retroactive factor is like playing catch-up. Although you needed no food or sleep for the three days you spent there, once you leave, your body remembers it's need for sleep and food, leaving persons lying in a famished sleep for days at a time. There have been cases of items rotting instantly, and even persons dying because they have already lived past their maximum age. Again, with every bad comes a good, as such things like spells and natural healing are also retroactive, allowing a badly wounded man to heal very quickly (although he will still be hungry, thirsty, and exhausted).

5 - Erratic Flow

The final example is the most rare, and has only been documented a few times. An "erratic flow" changes constantly, some moments becoming slow, others quick, and others even being normal. The changes are usually periodic, meaning they can be

mapped out, and exceptionally smart plane-travelers can use these areas and planes as a way to beat the odds. Not only does the area change in style of flow, but also intensity. A flow could be 1 round = 1 hour, and suddenly shift to 1 round = 10 years, both of which are slow flows, but differing in intensity by great amounts.

TEMPORAL ELEMENTAL PLANE

The Temporal Elemental Plane is the innermost plane. The first of the planes to be created, this plane is the source of time and temporal energies in each and every other planes. The energies of this plane are so strong that they seep out of the plane into the other planes. However, as the seepage is not equal, different planes receive different amounts of temporal energy. This causes different planes to advance at different rates through time.

The Temporal Elemental Plane is only accessible from one of the four standard elemental planes (water, fire, air, and stone). The reason for this is unknown, but it is speculated that this reflects the order of creation of the planes (Temporal, then the four elementals, then astral, then Prime Material, then ethereal, and then the outer planes).

When one accesses the Temporal Elemental Plane, the first thing that they notice is its appearance. To each creature, it appears to be similar to the elemental plane they came from, but more flowing (those coming from the elemental plane of water see a river, from air: a jet stream, from fire: a stream of burning lava, and from stone: a landslide). Immediately, the character becomes caught up in the stream.

There are two ways to travel within the Temporal Elemental Plane. The first way is to ride the stream. Due to the various currents and eddies, it is hard to predict how much time will pass while on is here; on average, twice as much time will pass on the Prime Material plane as is spent here. However, this estimate is not reliable, and occasionally travelers will return home after a few hours on this plane to find that they have only been gone an instant, or that a century has passed.

Time blockers allow the character to stop moving, and even move backwards. A time blocker is a solid piece of elemental force that is part of the time stream. By holding onto this time blocker, the character stops movement through time. Some blockers are big enough to crawl on top of. When this happens in a place where time blockers are close to each other, the character has a chance to jump upstream or downstream from block to block.

The frequency of blocks and their size should be determined by the DM, depending on how much time travel the DM wants to deal with (remembering information and rules set out above).

A time blocker appears as a large, glowing boulder impeding the time flow, much like a large rock in a stream or river. To catch onto a time blocker (assuming one is in reach), a character must succeed at a swimming check at a DC of 30. To hold onto a block (for those that can't be climbed onto) requires a strength check of DC 20 every minute. To jump from block to block requires a jump check of DCs anywhere from 5 to 50 depending on how far apart and how small the blockers are. Failure of any of these checks results in falling back into the stream.

It is possible to create temporary blockers through high-powered magical spells such a *Wish* or *Miracle*. These temporary blockers usually last about 5 minutes per caster level, and are large enough for a single person.

THE TIME ESSENCE

The time essence is often confused as a plane. It exists in a space parallel to the other planes, touching upon each plane individually and all planes collectively. The time essence is that realm in which time flows can be visualized, and can be dealt with in a physical manner. Also, this is the source of energy for all spells dealing with time.

Traveling to the time essence can be achieved in the same way as traveling to the ethereal plane (magic, innate ability, or magical items). Once a creature arrives on the time essence, they find themselves in a large open area. This open area is the field of time. In the center of this field is the time stone. The time stone is a small stone that radiates the essence of time throughout the multiverse. It is always surrounded by numerous time travelers, outsiders, and time elementals, vying for their opportunity to experience the power of the stone.

By touching different parts of the time stone, a character is transported through time to almost any point in the past or the future. Because each point on the stone results in a different time, and the order of these segments are completely random, it is almost impossible to know what section to touch to move to a specific point in time (Knowledge - time check, DC 50).

Deities & Time

"Time is God's way of keeping everything from happening at once"

DEITIES & TIME

New Deities

There are many different aspects to time, and many gods/goddesses have devoted part of their energies to one of those aspects. Every once in a while, a goddess or god comes along and devotes themselves completely to time and all of its ramifications. Although these goddesses or gods are ultimately very, very powerful, as they control all aspects of time, they are rarely involved in deity squabbles and power fighting, as it is not in their interest. Oddly enough, these gods and goddesses who devote themselves fully are often revered in many different cultures, even those with completely separate pantheons.

Here are three examples of such encompassing gods/goddesses that can be used:

Chronos (God of time)

"Father Time", the "Unhalting One", the "Impassionate and Unceasing One", and "Baby New Year".

Chronos is one of the original deities of the multiverse. Often thought of as the originator of time, Chronos takes an extremely hands off approach to everything except time. Spending much of his time undoing the effects of his daughter Iora with the help of his consort Xrasis, Chronos has little time or energy to devote to the struggles between evil and good.

- **Symbol:** Spiraled hourglass.
- **Alignment:** N.
- **Area of control:** Time
- **Typical worshippers:** Sages, seers, and others that search for lost information and histories.
- **Domains:** Caution, Guardian of History, Life-in-Death, Offensive Chronomancy, Quickness, Temporal Artifice, Temporal Vision, Time Travel, Time Warrior, Divination, Knowledge, and Magic.
- **Special Weapon:** Bow and Arrow.

Xrasis (Goddess of the flow)

The "Three In One" (maiden, wife, and old maid; or spring, summer, and winter), and "The Stream".

Xrasis is an unusual goddess. Very few know where, or when she came from, but she has become the consort of Chronos mainly to help offset the actions and schemes of Chronos's daughter, Iora. The most strict and specific of the "family", Xrasis sees everything around her that is out of place or out of time as a terrible personal affront to her. The creator of the order of the Temporal Guardians, Xrasis takes as much of a hands on approach to time as Iora does.

- **Symbol:** Stylized flowing stream of time.
- **Alignment:** LN.
- **Area of control:** Time, History, Motherhood
- **Typical worshippers:** Chronographers
- **Domains:** Caution, Guardian of History, Temporal Vision, Time Travel, Knowledge, Law, and Magic.
- **Special Weapon:** Greatsword

Iora (Daughter of time)

"Intermediate Goddess of Time and Chaos", the "Daughter of Time", "Chaos Daughter", and "Time Sunderer".

Iora is not a forgiving goddess who expects obedience from her followers. Iora is an illegitimate daughter of Chronos (god of Time) and her wish to bring her father's downfall is not so much because of her hatred for him, but rather as a means to bring about everlasting Chaos to all the realms. Although she is seen by most as a dutiful daughter, her name is often whispered when people speak of failed attempts to overthrow her father. In her quest to destroy the order that binds time, she mostly uses Thieves, Wizards, Sorcerers and Priests for her cause.

- **Symbol:** Cracked red hourglass on a black background.
- **Alignment:** CN.
- **Area of control:** Time, Mischief
- **Typical worshippers:** Chronomancers, Bards
- **Domains:** Offensive Chronomancy, Quickness, Temporal Artifice, Temporal Trickery, Time Travel, Time Warrior, Chaos, Travel, and Trickery.
- **Special Weapon:** Whip

Other deities and time

When none of the above encompassing gods or goddesses exists, many of the other deities will take up some of the aspects of time as their own. Lets look at the core pantheon as an example of this.

- **God of magic:** has no special care for the dealings of time, except through future knowledge of magic.
- **God of elves:** cares about the passage of time only as it relates to the aging of elves.
- **Goddess of woodlands:** cares about the passage of seasons as they affect the woodlands and the creatures that live there.
- **God of slaughter:** cares not about the passage of time.
- **God of roads:** cares about the passage of time as an aspect of the speed of travelers.
- **God of gnomes:** cares little about the passage of time.
- **God of orcs:** cares only about time as an aspect of the lives (and deaths) of elves and orcs.
- **God of valor:** does not care about time.
- **God of tyranny:** does not care about time.
- **God of strength:** cares little for those dealing with time.
- **God of dwarves:** as the creator god, especially cares for learning about the past creations of the world.
- **God of death:** cares about the aspects of death, and the ending of life. Also looks at the recreation of life from the past.
- **God of nature:** deals especially with the passing of seasons and weather. By understanding these aspects, followers understand also the cycle of other own lives.
- **God of the sun:** as a creator god, looks towards the future to find the next great creations.
- **God of retribution:** doesn't care much about time at all.
- **God of secrets:** depending on the world and how well time travel and time magic is known, this deity could be the most encompassing of the secrets of time. Divination, for instance, is one of these secrets.
- **God of magic and death:** also deals with a number of aspects of time. Dealing with all the areas this deity deals with, she also deals with a number of time magics that others might overlook.
- **Goddess of halflings:** cares little for the dealing of time.

NEW DOMAINS

Caution

Deities: Chronos, Xrasis

Granted Power: All Caution spells are cast at +1 caster level.

Caution Domain Spells:

1. Sudden Slowness
2. Withdraw
3. *Slow*
4. Temporal Barrier
5. Temporal Do-Over
6. Zone of Retarded Magic
7. Save Item State
8. Temporal Stasis
9. Save State

Guardian of History

Deities: Chronos, Xrasis

Granted Power: By meditating for eight hours, the priest can attempt to determine the cause of a change in the current timeline, as if using a Book of Alternate Histories. This check can only be attempted once per timeline.

Guardian of History Domain Spells:

1. Temporal Sheen
2. Vision of Youth
3. Temporal Safe
4. Legend Lore
5. Recall from the Past
6. Temporal Reversal
7. Chrindol's Minor Change
8. Time Walk
9. Chrindol's Major Change

Life-in-Death

Deities: Chronos, and the deities of, death magic & death, nature, and woodlands. Some racial deities (elves, gnomes, etc.) may also allow this domain.

Granted Power: Priests get a +4 bonus to all saving throws against all spells or supernatural effects that may age them.

Life-in-Death Domain Spells:

1. Nomad
2. Last Sight
3. *Diminish Plants*
4. Age Animal
5. Recall from the Past
6. Temporal Banishment
7. Soloman's Warriors
8. Quicken Aging
9. Weirdtomb

Offensive Chronomancy

Deities: Chronos, Iora

Granted Power: All spells in this domain are cast at +1 caster level.

Offensive Chronomancy Domain Spells:

1. Accelerate Metabolism
2. Time Distortion Cube
3. Suspend Creature
4. Age Animal
5. Delay Magic
6. Backlash
7. Temporal Banishment
8. Quicken Aging
9. True Disintegrate

Quickness

Deities: Chronos, Iora

Granted Power: The priest gains +2 to initiative checks.

Quickness Domain Spells:

1. Burst of Haste
2. Accelerate Magic
3. *Haste*
4. Temporal Push
5. Temporal Simultaneousness
6. Mass Haste
7. [Quickened] Haste*
8. Quicken Aging
9. [Quickened] Mass Haste *

* The Quickened versions of these spells are available as domain spells, even if the priest does not have the Quicken Spell feat.

Temporal Artifice

Deities: Chronos, Iora

Granted Power: Magic items constructed by the cleric are 10% cheaper, both in XP and GP cost.

Temporal Artifice Spells:

1. Age Item
2. Restore Prime Condition
3. Temporal Safe
4. Legend Lore
5. Alternate Charges
6. Vision
7. Save Item State
8. Temporally Teleport Object
9. Save State

Temporal Trickery

Deities: Iora

Granted Power: Once per day, the cleric can force an enemy to reroll the result of a d20 roll. (This is a spell-like ability which works at Close range, Will save as 1st level spell negates.) The enemy must take the new result.

Temporal Trickery Spells:

1. Temporal Shove
2. Lateness
3. Chrindol's Curse
4. Temporal Push
5. Temporal Simultaneousness
6. Backlash
7. Chrindol's Minor Change
8. Quicken Aging
9. Chrindol's Major Change

Temporal Vision

Deities: Chronos, Xraxis

Granted Power: Good Fortune: Reroll a d20 once per day. The results of the new roll must be taken.

Domain Spells:

1. Temporal Sheen
2. Augury
3. Ascertain Spellcaster
4. Alternate Timeline Divination
5. Temporal Scrying
6. Temporal Capture
7. Vision
8. Temporal Projection
9. Foresight

Time Travel

Deities: Chronos, Xraxis, Iora.

Granted Power: You always now precisely at which epoch (up to the day of the month of what year) you find yourself. If you were transported into another era at random, you would now precisely the date in relation to the calendar you normally use.

Time Travel Domain Spells:

1. Temporal Shove
2. Time Leap
3. Temporal Backstep
4. Temporal Push
5. Temporal Simultaneousness
6. Relativity
7. Reset
8. Time Walk
9. Temporal Teleport

Time Warrior

Deities: Chronos, Iora

Granted Power: The priest gains martial proficiency in the deity's favored weapon.

Time Warrior Spells:

1. Truestrike
 2. Second Chance
 3. Haste
 4. Temporal Anchor
 5. Retry
 6. Backlash
 7. Reset
 8. Alternate Timeline Summoning
 9. Save State
-

Creatures

Elemental, Time

Type	Small	Medium	Large	Huge	Greater	Elder
Size	Small	Medium	Large	Huge	Huge	Huge
Hit Dice	2d8 (9hp)	4d8+4 (22hp)	8d8+16 (52hp)	16d8+48 (120hp)	21d8+63 (157hp)	24d8+72 (180hp)
Initiative	+8	+10	+12	+14	+15	+16
Speed	40 ft	40 ft	40 ft	40 ft	40 ft	40 ft
AC	20	21	22	24	25	26
Attacks	Time-Distorted Slam +6 melee	Time-Distorted Slam +9 melee	Time-Distorted Slam +13/+8 melee	Time-Distorted Slam +20/+15/+10 melee	Time-Distorted Slam +24/+19/+14 melee	Time-Distorted Slam +28/+23/+18/+13 melee
Damage	1d4 -1 physical + 1d4 temporal	1d6 physical + 1d6 temporal	2d6+1 physical + 1d8 temporal	2d8+5 physical + 1d12 temporal	2d8+6 physical + 2d8 temporal	2d8+8 physical + 3d8 temporal
Face/Reach	5x5 / 5ft	5x5 / 5ft	5x5 / 10ft	10x5 / 15ft	10x5 / 15ft	10x5 / 15ft
Special Attacks	Accelerate Metabolism, Temporal Shove	Small attacks+ Time Distortion Cube	Medium attacks + Temporal Push	Large attacks + Backlash	Huge attacks + Temporal Banishment	Greater attacks + True Disintegrate
Special Qualities	Time Elemental Qualities	Time Elemental Qualities	Time Elemental Qualities, DR 10/+1	Time Elemental Qualities, DR 10/+2	Time Elemental Qualities, DR 10/+2	Time Elemental Qualities, DR 15/+3
Saves	f -1 / r +8 / w 0	f +2 / r +11 / w +1	f +4 / r +15 / w +2	f +8 / r +21 / w +5	f +10 / r +24 / w +7	f +11 / r +27 / w +8
Abilities	s8, d19, c8, i6, w11, ch11	s10, d23, c12, i6, w11, ch11	s12, d27, c14, i8, w11, ch 11	s16, d31, c16, i8, w11, ch11	s18, d33, c16, i8, w11, ch11	s20, d35, c16, i8, w11, ch11
Skills	Listen +8, Spot +8	Listen +10, Spot +10	Listen +14, Spot +14	Listen +21, Spot +21	Listen +26, Spot +26	Listen +29, Spot +29
Feats	Improved Initiative	Improved Initiative	Improved Initiative	Improved Initiative	Improved Initiative	Improved Initiative
CR	3	5	7	9	13	16

Time elementals appear to be blurry, fast-moving humanoids, with wobbly, unearthly voices. They speak their own language, Temporal, and rarely leave the Elemental Plane of Time unless magically summoned. (They can be summoned using the various Summon Monster spells, just like other elementals.) Occasionally they will be sent on errands by time-related deities.

Due to their ability to use temporal trickery in combat (see below), Time Elementals are greatly feared as adversaries.

All Time Elementals share certain qualities. The abilities which mimic Chronomancy spells are

spell-like abilities, with effects equivalent to a spell cast by a Chronomancer of their hit dice.

- Elemental qualities: immune to poison, sleep , paralysis, stunning, and critical hits.
- A constant supernatural Temporal Sheen, similar to the spell (but cannot be dispelled). This is taken into account in their statistics above; their insight into the near future also gives them excellent Dex and Reflex saves.
- At will: Accelerate Metabolism, Temporal Shove, Burst of Haste, Accelerate Magic, Time Leap, Withdraw

- 3/day: Truestrike, Haste, Time Leap, Temporal Simultaneousness, Temporal Backstep
- SR (20 + hit dice) against Chronomancy effects.
- Time elementals of size Large or larger also gain Evasion.
- Medium and larger elementals: Time Distortion Cube 1/day per hit die
- Large and larger elementals: Temporal Push 1/day per 2 hit dice
- Huge and larger elementals: Backlash 2/day
- Greater and Elder elementals: Temporal Banishment 1/day
- Elder elementals: True Disintegrate 1/day

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Version 1.0a

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