

TIME MAGIC

Codex Two of the Enchiridia Mysteria

PRESENTED BY LORD RUMFISH



LEGALESE

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FOREWORD

By its very definition, a fantasy game is a delve into the fantastical, where one accomplishes mystical acts that cannot be performed in the mundane realm of normal life. While time manipulation and travel have often been staples of science fiction, I see no reason why fantasy games cannot also create these stories, and indeed, many fantasy *novels* do so with regularity.

Why should we be afraid?

Welcome to *Codex Two of the Enchiridia Mysteria*. In this collection of **25 new spells about time** you will find everything ranging from the subtle to the overt. Full time travel itself is even possible. There is a wealth of transmutation spells, as well as two abjurations, two conjurations, one divination, and one necromancy spell within the bounds of this codex. The classic spells *Snake's Swiftness* and *Snake's Swiftness en Masse* have returned, and the rest are brand-new. Chronomancers rejoice! Though the arcane casters are more prolific, there is something for everyone in this grimoire. Clerics of Labelas Enoreth (also known in an ancient human aspect as Chronos) gain some powerful options.

If you are still concerned about the problems and paradoxes of time travel, fear not: I have a section of **optional rules for paradox** in three different variants. The first option may serve you well enough, but if you need extra incentive to keep your players cautious, you can consider the second and third options. A truly sadistic Storyteller could use all three at the same time, but I don't advise it. Strike the best balance for keeping the game fun while also threatening consequences. If paradox isn't enough, the players might get a visit from the **quarut inevitable**, described at the end of this tome.

Mom taught me the importance of lessons from the past, and of the strength and understanding that comes from knowing your personal history. Dad taught me about science and geologic time, and sparked my curiosity to learn more. I would not exist in this timeline were it not for them; my eternal love, honor, and gratitude goes to you both. My friends and playtesters have given me an astounding platform to express my creativity, and to explore the dreams of others. I give special mention to Bob for this tome, who was in the right place at the right time to become a member of the Ancients.

To Mary, my love and my universe: space is also time. All points in time are eternal, and our love is fixed forever into this continuum. Not only this, but we meet each other across an infinite number of other dimensions, where every version of our story is told. I would not trade this existence with you even for that multitude of possibilities, and death has no hold when our existence is permanent. Regardless of what happens in this linear timeline, we are forever.

And Gabriel: would you please take out the trash now?



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OPTIONAL RULES: PARADOX VARIANTS

Generally, a Storyteller (Dungeon Master) can handle anything the players throw at them, twisting fate in unforeseen ways that play off the actions of the characters. Time manipulation, and full-fledged time travel, might be a bit daunting even to a veteran Storyteller, however. Multiple problems could arise, but two of the biggest ones are these:

- How do I handle time paradoxes?
- How can I punish players who over-manipulate the timestream to “break the game”?

In the variant rules below, I will address both problems. Some are a rules-light approach that offers a vague danger in the hands of the Storyteller, while others offer a measurable, tangible system of mounting problems for the characters. Use whatever works best for your campaign.

VARIANT ONE: CHARISMA SAVE AND STORYTELLER CHOOSES

This is the most rules-light of the options. Whenever a character performs an action with time manipulation you deem to be dangerous, paradoxical, or “game-breaking”, simply have any affected characters roll Charisma saving throws. Use the following DCs as guidelines:

- *Minor Danger or Paradox.* A minor continuum upset might include things like trying to earn several hundred extra gold pieces through betting or investing. DC 12.
- *Major Danger or Paradox.* A major continuum upset could involve things like saving your sibling from drowning as a child or trying to earn thousands of gold pieces. DC 16.
- *Catastrophic Danger or Paradox.* When characters attempt to assassinate dictators, prevent or cause wars, introduce advanced magic or technology to primitive people, or cause similarly world-altering changes, it creates untold changes and paradox. DC 20.

While there may always be some unforeseen consequences, the Charisma save determines *just how badly* those consequences go. If the character succeeds, the changes work out – mostly. They may have to deal with some details forever being different than they’re used to, and this is especially true of world-altering changes (you averted the Great War – yaay! Several of your favorite NPCs were never born, and your castle no longer exists – boo!). The Storyteller takes full control of the details.

If the Charisma save is failed, the Storyteller turns their mind to the darkest, strangest, most twisted problems they can dream up for the changes in the continuum. Earning too much gold in a certain place and time may cause a shortage of currency that leads to a war in the characters’ modern timeline. Saving your little brother from drowning might lead to him growing up to become the insidious mind-controlling enchanter you never got to meet. Bringing advanced technology to the past could lead to the present being a completely transformed wasteland with wholly unfamiliar technology (and NPCs) when the characters come back!

VARIANT TWO: PARADOX POINTS

In this system, characters have an immediate danger posed to them by fluctuations in the continuum. Even minor time manipulation can accrue paradox with multiple uses, and the best way to let time restore itself is to allow linear time to pass without interruption. The more paradox is accrued, the more time is required to remove it.

Gaining Paradox

Almost every action of time manipulation causes a gain in paradox. Low-level time magic is somewhat safe, and cantrips notably never cause gains in paradox. Actions that manipulate the timestream can cause gains in paradox as well, with examples below.

Paradox Gained		
Example Action	Paradox Gained	Notes
Casting 1st – 3rd level time magic	0 or 1	The first two time-based spells you cast in this level range do not gain paradox. If you cast a time spell in this level range within one minute of two or more time spells that are 1st level or higher, the spell gains 1 paradox.
Casting 4th – 5th level time magic	1	Time spells in this range always gain 1 paradox, regardless of the number cast or how recently.
Casting 6th – 8th level time magic	2	Time spells in this range always gain 2 paradox.
Casting 9th level time magic	3	9th level time spells always gain 3 paradox.
“Paradox” in the name	1	Time spells or effects that use the word “paradox” in their name always gain 1 additional paradox. For example, <i>Paradox Flux</i> and <i>Invoke Paradox</i> would total up to 3 paradox each. The Storyteller can add this paradox to other dangerous or unstable time magic at their discretion.
Minor paradoxical action	1	Earning a small amount of money through time manipulation, or other fairly innocuous actions.
Major paradoxical action	3	Saving the life of an NPC who seemed destined to die, trying to earn a large sum of money through time manipulation, and other unpredictable or unbalancing effects.
Catastrophic paradoxical action	5	Killing Drizzt Do’Urden as a child, saving the Netherese Empire from its downfall, teaching a group of tribal shaman advanced time manipulation magic thousands of years ago.

Removing Paradox

They say time heals all wounds, and whether this is true or not it does cause a reduction in paradox and is the primary way to get rid of it. No time spells, other than cantrips, can be cast during this wait time or else the process to remove paradox must start over. Other actions are far more difficult and may hinge on plot elements of the campaign, as described below.

Paradox Lost			
Starting Paradox Score	Duration without non-cantrip time magic	Paradox Lost	Special
1	10 minutes	1	
2	1 hour	1	
3	4 hours	1	
4	24 hours	1	
5	3 days	1	
6	10 days	1	
7	30 days	1	
8	90 days	1	
9	1 year	1	
5 or more	n/a	1	The Storyteller spends a point of your paradox to give you a natural 1 on any d20 roll, or a twist of fate. A twist of fate is a storytelling plot device that allows the Storyteller to arbitrarily make things difficult for you.
n/a	n/a	3	Perform a task for a quarat inevitable (see p. 17), which will in some way clean up the timestream.
n/a	n/a	All	A cleric successfully uses their Divine Intervention class ability to remove a target's paradox. Doing so will cause the cleric to gain paradox equal to 1 less than the amount they removed from the target.
n/a	n/a	All	A <i>Wish</i> spell. The creature who cast the <i>Wish</i> gains 3 paradox, and risks never being able to cast <i>Wish</i> again, as described in the spell.

Effects of Paradox

Aside from allowing the Storyteller to give you critical failures and twists of fate, as shown in the Paradox Lost table, here are additional problems caused by having a paradox score.

Paradox Effects	
Paradox Score	Effects
0 – 3	No detrimental effects.
4 – 6	Once per day, the Storyteller gives the character disadvantage on one attack, check, or saving throw.
7 – 9	The character cannot gain inspiration and loses inspiration if they have it. The character always fails death saving throws. Additionally, story-based problems may arise, such as being pursued by a quarat inevitable (see p. 17), although this could be an opportunity to reduce paradox by assisting the timestream.
10	The character fades from existence, and all knowledge of them is erased. At the Storyteller's option, the character may instead become a terrible extraplanar spirit trapped between timestreams and with its personality fragmented by different potential timelines. The character is gone more effectively than being dead, and even a <i>Wish</i> cannot bring them back.

VARIANT THREE: TEMPORAL BACKLASH

You can adopt this variant rule to scale back the number of time spells being cast without worrying about story repercussions.

Whenever a character casts a time spell of 1st level or higher within 1 minute of two other time spells of 1st level or higher, they are dealt necrotic damage that also reduces their maximum hit points until they take a long rest. This damage cannot be reduced and the HP reduction cannot be avoided. If a character's max HP is reduced to 0, they die. A character who dies this way cannot be resurrected.

Stated again for clarity, the 3rd time spell within 1 minute deals 1d6 necrotic damage to them, and this scales upwards by another d6 for each additional time spell of 1st level or higher within a 1 minute time span: 2d6 necrotic damage for the 4th time spell, 3d6 for the 5th, 4d6 for the 6th, and so on.

The backlash for true paradoxical actions and game imbalance is more insidious and a constant annoyance: for each instance of minor paradox, after the character completes a long rest they are dealt 1d6 necrotic damage and their maximum HP is reduced by that amount. This effect lingers for a long time, 30 days for minor paradox. Major paradox deals 3d6 necrotic damage to a character after a long rest, reducing their max HP. This effect lasts for 90 days. Finally, catastrophic paradox deals 5d6 necrotic damage to a character after a long rest, reducing their max HP. Depending upon how severe the catastrophe is, this effect may either linger for a year and a day, or for the rest of the character's existence.

This variant is a less harsh penalty, especially to high-level characters. It requires a lot of bookkeeping on the player's part, however.



SPELL LISTS

BARD SPELLS

CANTRIPS

Ebbing Speed
Instant Crafting

1st LEVEL

Accelerate Duration
Chronolocation
Snake's Swiftmess

2nd LEVEL

Delay
Guise of Age

3rd LEVEL

Better Late than Never
Reverse Wound
Snake's Swiftmess en Masse

4th LEVEL

Warding Stasis

5th LEVEL

Puzzling Pause
Temporal Anchor

6th LEVEL

Paradox Flux

7th LEVEL

Invoke Paradox

8th LEVEL

Time is Money

9th LEVEL

Timeshift

CLERIC SPELLS

CANTRIPS

Instant Crafting
Touch of Dust

1st LEVEL

Chronolocation

2nd LEVEL

Gift of Chronos

3rd LEVEL

Better Late than Never
Reverse Wound

4th LEVEL

Grow Old
Warding Stasis

5th LEVEL

Temporal Anchor

9th LEVEL

Restored by the Continuum

DRUID SPELLS

CANTRIPS

Instant Crafting
Touch of Dust

1st LEVEL

Snake's Swiftmess

2nd LEVEL

Guise of Age
Ray of Erosion

3rd LEVEL

Better Late than Never
Reverse Wound
Snake's Swiftmess en Masse

4th LEVEL

Crumble to Dust
Grow Old

5th LEVEL

Temporal Anchor

PALADIN SPELLS

2nd LEVEL

Gift of Chronos

3rd LEVEL

Slowing Smite

5th LEVEL

Temporal Anchor

RANGER SPELLS

1st LEVEL

Chronolocation
Snake's Swiftmess

3rd LEVEL

Snake's Swiftmess en Masse

5th LEVEL

Temporal Anchor
Time's Arrow

SORCERER SPELLS

CANTRIPS

Ebbing Speed
Instant Crafting
Touch of Dust

1st LEVEL

Accelerate Duration
Chronolocation
Snake's Swiftmess

2nd LEVEL

Delay
Guise of Age
Ray of Erosion

3rd LEVEL

Better Late than Never
Snake's Swiftmess en Masse

4th LEVEL

Crumble to Dust
Grow Old
Warding Stasis

5th LEVEL

Puzzling Pause
Temporal Anchor

6th LEVEL

Paradox Flux

7th LEVEL

Invoke Paradox

8th LEVEL

Time is Money

9th LEVEL

Timeshift

WARLOCK SPELLS

CANTRIPS

Ebbing Speed
Instant Crafting
Touch of Dust

1st LEVEL

Snake's Swiftness

2nd LEVEL

Delay
Guise of Age
Ray of Erosion

3rd LEVEL

Better Late than Never

4th LEVEL

Grow Old

5th LEVEL

Temporal Anchor

6th LEVEL

Paradox Flux

7th LEVEL

Invoke Paradox

8th LEVEL

Time is Money

9th LEVEL

Timeshift

WIZARD SPELLS

CANTRIPS

Ebbing Speed
Instant Crafting
Touch of Dust

1st LEVEL

Accelerate Duration
Chronolocation
Snake's Swiftness

2nd LEVEL

Delay
Guise of Age
Ray of Erosion

3rd LEVEL

Better Late than Never
Snake's Swiftness en Masse

4th LEVEL

Crumble to Dust
Grow Old
Warding Stasis

5th LEVEL

Puzzling Pause
Temporal Anchor

6th LEVEL

Paradox Flux

7th LEVEL

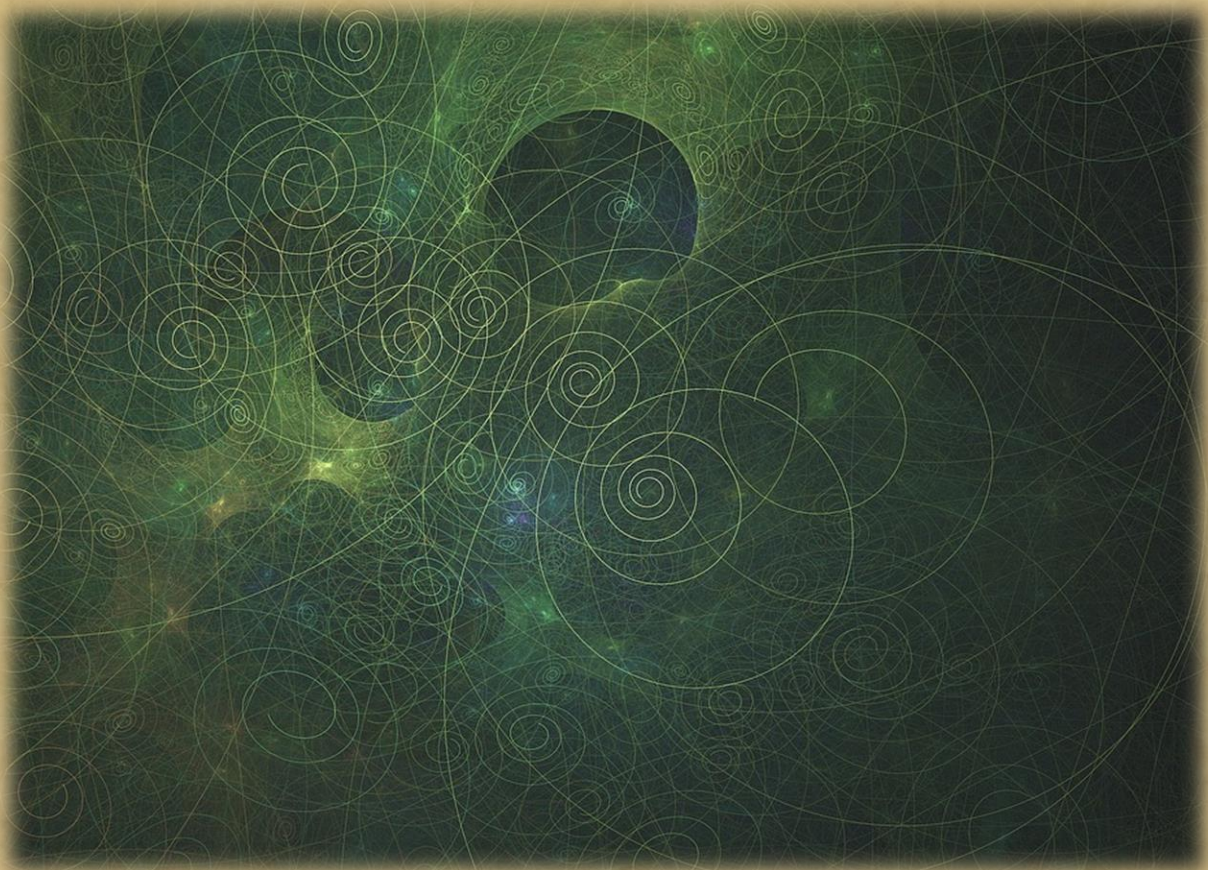
Invoke Paradox

8th LEVEL

Time is Money

9th LEVEL

Timeshift



SPELLS BY SAVING THROW

STRENGTH (0)

DEXTERITY (0)

CONSTITUTION (2)

Grow Old

Ray of Erosion

INTELLIGENCE (0)

WISDOM (1)

Slowing Smite

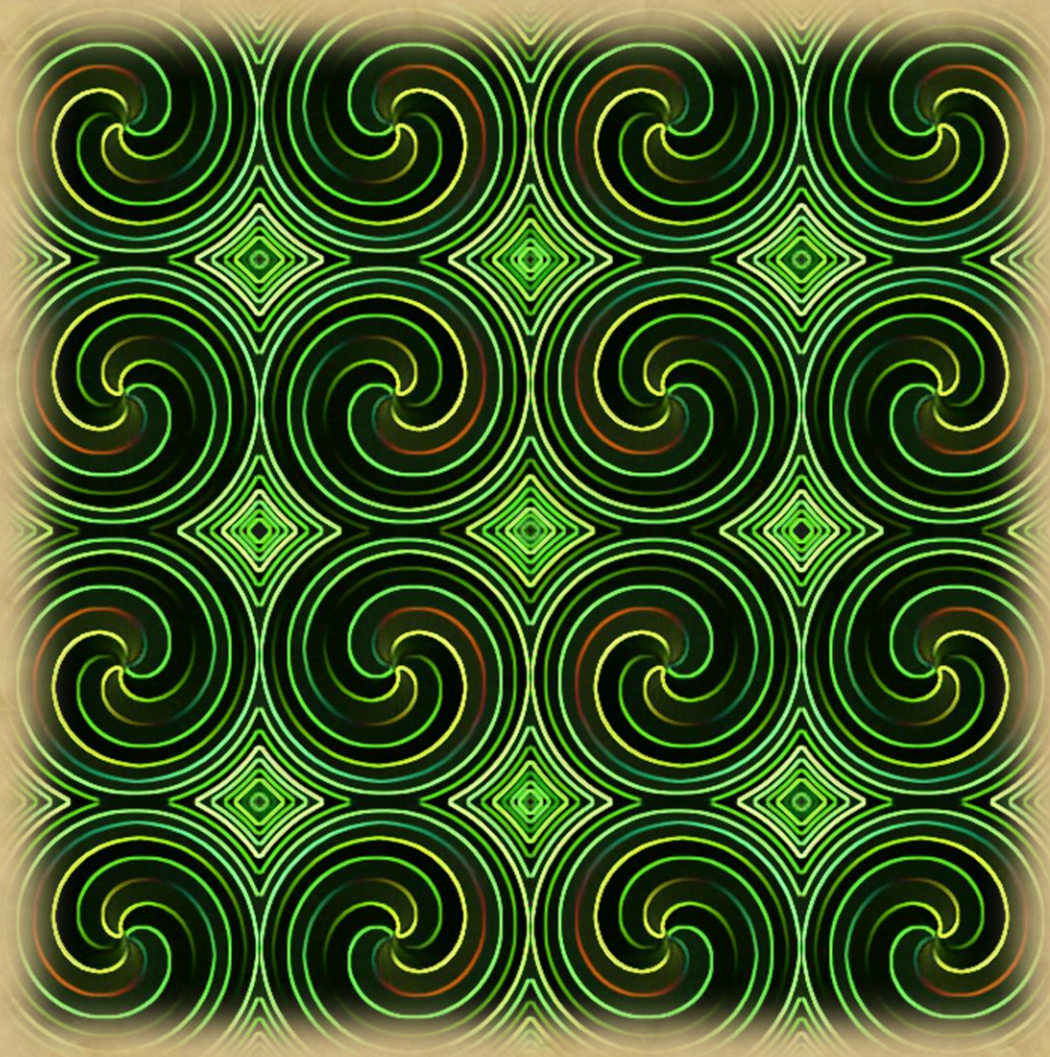
CHARISMA (4)

Crumble to Dust

Delay

Invoke Paradox

Time's Arrow



SPELLS (25 TOTAL)

ACCELERATE DURATION

1st level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose an active effect or spell, such as an ongoing poison or a *stinking cloud* spell. You cause that effect or spell to accelerate in duration by 1 round, potentially bringing it closer to its full duration. This can cause a spell or effect to end prematurely.

If the effect or spell causes harm, such as ongoing damage, or if it allows a saving throw every round to end its effects, then those take place immediately, as if 1 round of the effect had passed.

If you ready an action to cast this spell targeting a newly-cast spell or effect, if that effect's duration normally lasts 1 round, the spell or effect ends immediately with no effect. It causes spells such as *time stop* to last one round less than normal in the alternate timestream.

BETTER LATE THAN NEVER

3rd level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You convert the potential time you could have acted sooner into a powerful series of spells.

As part of the action used to cast this spell, you cast two cantrips you know (this can be the same cantrip twice). If you naturally got the lowest initiative, you instead cast three cantrips you know.

CHRONOLOCATION

1st level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Most casters think of this spell as a way to know what time it is, but it has more profound uses. When you cast this spell, you learn all of the following about the timestream in a 30 ft. radius centered on you:

- The current time of day, down to the precise second.
- The date, both in your calendar (if possible) and in local calendar (if any).
- The amount of time you have traveled, and if it was forwards or backwards, since the last time you cast this spell.
- A general idea of the state of the local and planar timestream. This spell will not provide a detailed analysis, but it can inform you that time fluctuates relative to Material Plane time, or that local time is frozen in stasis, or randomly shifts backwards, etc.

CRUMBLE TO DUST

4th level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

This spell causes creatures and objects within a 40-foot cube to erode and crumble, as if time had greatly accelerated. Those affected must make Charisma saving throws or take 7d8 necrotic damage. Creatures who succeed are

poisoned until the end of your next turn but take no damage.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you deal 1d8 additional necrotic damage for every slot level above 4th.

DELAY

2nd level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range to delay its action. That creature must make a Charisma saving throw, and on a failure that creature does not act until initiative count 0. Its place in the initiative order becomes 0 for the rest of this combat.

Out of combat, this spell causes a creature to take a stupefied pause for about 5 or 6 seconds.

EBBING SPEED

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You accelerate your timestream briefly, performing a Dash action as part of casting this spell. You also gain +2 AC against any opportunity attacks that occur from this movement. At the end of your turn, you become restrained until the end of your next turn as time catches up with you.

This spell's AC bonus against opportunity attacks increases by 2 when you reach 5th level (+4 AC), 11th level (+6 AC), and 17th level (+8 AC).

GIFT OF CHRONOS

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You invoke the blessing of your deity Labelas Enoreth, who was also once known in a human aspect as Chronos. The target can choose to use one of the following blessings before the duration ends, but only one.

- *Divine Awareness.* The target may act during a surprise round even when surprised, but on initiative count 0.
- *Inspired Initiative.* The target may add 1d4 when they roll initiative, totaling the dice together.
- *Swift Strike of the Continuum.* One time only, when the target uses the Attack action on their turn, they may make an additional attack. This ability cannot cause a creature to make 6 or more attacks as a single Attack action.
- *Celerity of the Lifegiver.* The target may gain a burst of movement speed for 1 round, doubling their movement speed. This does not stack with similar abilities.
- *The Philosopher's Reflexes.* The target gains advantage on one Dexterity saving throw.
- *Instant Balm.* The target can use their reaction when they take damage, instantly healing 1d8 plus your spellcasting ability modifier. If this equals or exceeds the damage, it is as if they were never struck: no harmful side effects of the attack remain, such as suffering from an ongoing spell or condition.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the target can gain one additional blessing for every two slot levels above 2nd (2 blessings at 4th, 3 blessings at 6th, and 4 blessings at 8th). They may choose the same blessing more than once.

GROW OLD

4th level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature with the weight of old age, and they instantly look bent and gnarled with the ravages of time. Make a melee spell attack against a target creature. On a hit, the target suffers all of the following:

- 3d8 necrotic damage.
- Disadvantage on Strength, Dexterity, and Constitution attacks, checks, and saving throws.
- Speed is reduced by half.
- Roll a d10: on 1-2, the creature is blinded, and on 3-4 the creature is deafened.

At the end of each of the target's turns, it can make a Constitution saving throw (with disadvantage) against the spell. On a success, the spell ends.

If the spell lasts for the full duration, the target permanently ages 1 year. If this would bring the target past the age of their natural death, they die. This aging can be reversed by *greater restoration* or *wish*.

GUISE OF AGE

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You touch a willing creature and cause a rapid shift in its age. The creature can appear extremely old, or as young as 13 years of age or an equivalent age for non-humans. Those who are not intimately familiar with the target will not recognize them with casual observation.

Someone who is at least familiar with the target and is suspicious of them can make an Intelligence (Investigation) check, DC equal to your spell save DC, or realize this is the same creature at a different age.

This spell grants anyone who uses a disguise kit on the target advantage on their Intelligence check to make the disguise. An observer would have to perceive the disguise before having a chance to investigate further.



INSTANT CRAFTING

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the set of crafting tools that would normally be used)

Duration: Instantaneous

You can perform feats of mundane crafting instantly, provided you are skilled in the tools to be used. When you cast this spell, target any collection of unattended raw materials within range, specify what item to turn the materials into, and specify how much effective time to spend crafting that item. The spell assumes a 10-hour workday can produce 5 gold pieces' worth of goods at market value, with lesser amounts of time producing fewer items (20 arrows would take 2 hours of work, while a single arrow would take 6 minutes of work).

As long as the raw materials are present (half the market value of the items to be made), and you are proficient with the necessary tools, the item or items are created. If you desire, the item can appear in your hand; otherwise, it appears on the ground at your feet.

After casting this spell, you cannot cast it again for twice the length of time it would have taken to craft the items (so 10 hours of work would mean you cannot cast this spell again for 20 hours).

INVOKE PARADOX

7th level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous, unless noted otherwise

Taking a gamble, you purposefully initiate localized paradoxes in the timestream, hoping it will be in your favor. The paradoxes will often affect creatures within 60 feet of you, but some do not follow this pattern. Roll on the following table to see what happens:

Invoke Paradox Results	
d% Roll:	Effect:
01 – 08	You and all creatures within 60 feet must make Charisma saving throws or take 12d6 necrotic damage. Those who save take half.
09 – 15	In a 60 ft. radius, you and all allied creatures double their speed for 1 round and enemies must make Charisma saving throws or be paralyzed for 1 round.
16 – 20	You must make a Charisma saving throw or take 5d10 necrotic damage and be under the effects of a <i>slow</i> spell for 2d4 rounds.
21 – 28	All enemies within 60 feet must make Charisma saving throws or be affected by <i>grow old</i> . The duration of this effect is concentration, up to 1 minute, but treat the spell as having multiple targets.
29 – 37	You and all allies within 60 feet gain an additional bonus action and an additional reaction for 1 round.
38 – 45	You and all creatures within 60 feet are affected by <i>temporal anchor</i> if you fail a Charisma saving throw.
46 – 48	You take 2d10 extra force damage from all weapon and spell attacks for 2d4 rounds. If you try to teleport during this time, the teleport occurs at random (Storyteller's choice) and always causes 2d10 force damage to you.
49	<i>Time stop</i> is immediately cast on you.
50 – 59	The <i>legend lore</i> spell is immediately cast on you. The Storyteller chooses the subject matter.
60 – 64	You are frozen in stasis for 1d4 rounds. During this time, you are immune to all damage, you cannot be targeted, you cannot act, and you do not perceive any passage of time.
65 – 75	You and all allied creatures within 60 feet are under the effects of a <i>haste</i> spell for 1d4 rounds. No concentration is required.
76	A quarut (see p.17) appears within 60 feet, systematically trying to disable and capture you.
77 – 91	Recent wounds are reversed. You and all allied creatures within 60 feet are healed for 4d10 HP.
92 – 99	1d4 creatures at random within 60 feet of you gain an additional action on their next turn.
100	A version of you from another timeline appears and immediately takes its turn, trying to kill you and take your place.

PARADOX FLUX

6th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

The creature you touch is slightly out of synchronicity with the timestream and can take advantage of those fleeting moments. The target gains a number of flux reactions equal to your spellcasting ability modifier, minimum 1.

These flux reactions act like reactions but can exceed the usual limit of one reaction per round, so for example a barbarian could make four opportunity attacks in a single round, or a wizard could cast *counterspell* three times.

When the spell ends, any remaining flux reactions are lost.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the target gains 1 additional flux reaction for every slot level above 6th.

PUZZLING PAUSE

5th level transmutation

Casting Time: No action during your turn

Range: Self

Components: V

Duration: 1 round

With but a brief utterance during your turn, you have an accelerated window of time to perform some minor action.

You gain an additional bonus action for this turn only. If you do not use the bonus action before your turn is over, it is lost.

This spell does not count against the number of spells you can cast if you use a bonus action to cast a spell (*Player's Handbook*, p.202).

RAY OF EROSION

2nd level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust)

Duration: Instantaneous

A dusty grey ray blasts from your pointing finger to a target that you can see within range. The target can be a creature or an object. A creature targeted by this spell must make a Constitution saving throw. On a failed save, the target takes 3d6 + 10 necrotic damage. If a creature fails the save by 5 or more, the creature gains one level of fatigue.

This spell automatically erodes a Small or smaller nonmagical object to dust. If the target is a Medium or larger object, this spell wears away a portion of it, dealing damage and possibly destroying it if the object was weak enough. A magic item is unaffected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d6 for each slot level above 2nd.

RESTORED BY THE CONTINUUM

9th level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (gemstones worth at least 10,000 gp, which the spell consumes)

Duration: Instantaneous

Calling on Labelas Enoreth, Lord of the Continuum, you instantly restore a creature to full vigor at some cost to yourself. A target creature in range that you can see gains the benefits of a long rest immediately. You gain 3 levels of exhaustion.

REVERSE WOUND

3rd level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

The most recent wound the target has suffered is healed, removing all damage it dealt. If a special effect of that attack was based on the damage it dealt, such as maximum HP reduction, that effect is removed as well.

Multiple castings of this spell do not work: the target must suffer a new wound since the last casting of the spell for it to have any effect.

If no one remembers how much damage the last wound created on the target, they are healed for 3d6 plus your spellcasting ability modifier.

SLOWING SMITE

3rd level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon is surrounded in a grayish haze, and the attack deals an extra 3d8 necrotic damage to the target.

Additionally, the target must succeed on a Wisdom saving throw. If it fails, then for the duration the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

SNAKE'S SWIFTNESS

1st level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a few snake scales)

Duration: Instantaneous

You give one willing creature the swiftness of a snake, striking with incredible speed. The target can use their reaction to immediately make one melee or ranged weapon attack.

If the target is unwilling or has no reaction left, the spell fails.



SNAKE'S SWIFTNESS EN MASSE

3rd level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a few snake scales)

Duration: Instantaneous

Choose up to six willing target creatures. Each of those creatures can use its reaction to immediately make one melee or ranged weapon attack.

If a target is unwilling or has no reaction left, the spell fails.

TEMPORAL ANCHOR

5th level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of a device made for telling time, such as a chip of stone from a sundial or a gear from a clock)

Duration: 10 minutes

You fire a purple ray towards a target creature or object, making a ranged spell attack. On a hit, the target becomes temporally anchored in the local timestream, unable to go faster or slower than normal.

The target cannot gain the benefits of spells or effects such as *haste*, *time stop*, *foresight*, or *expeditious retreat*, but it is not hindered by time effects either, such as *slow*. This causes time-travelling creatures to be temporarily unable to move through time.

If you cast this spell on a target locked in a pocket of stasis (removed from the flow of time and unaffected by almost all actions), make a check using your spellcasting ability, DC 20. On a successful check, the stasis effect ends.

TIME IS MONEY

8th level conjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (a coin purse)

Duration: Concentration, up to 24 hours

Many things can be lost between dimensions, disappearing in folds in the fabric of reality, locked away in eternal stasis or in some state of quasi-being. Whoever developed this spell was only interested in salvaging one thing from beyond the reaches of paradox: gold pieces.

While this spell is active, you are slowly coaxing gold coins lost to oblivion back to reality – and into your coin purse. If you concentrate for the full 24-hour duration, at the end of that time you conjure up 1d20 plus your spellcasting ability modifier gold pieces. These coins are real and permanent.

TIME'S ARROW

5th level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a ranged weapon attack, in addition to the normal effects of the attack, the attack deals an extra 5d8 force damage to the target, and the target must make a Charisma saving throw.

On a failure, the target phases out of the timestream into the future, effectively losing rounds of activity. A creature or object that is timeshifted cannot be affected in any way: damaged, targeted, moved, etc. The target does not experience the passage of time nor perceive its surroundings, and all effects on it are suspended until it returns. When the target reenters the timestream, it appears standing on

the ground in the nearest unoccupied square to the location it previously occupied.

At the end of its turn each round, a creature timeshifted by this spell must make a Charisma saving throw. On a success, it reappears in the timestream, and the spell ends. Otherwise, it remains timeshifted as long as you maintain concentration.

TIMESHIFT

9th level conjuration

Casting Time: 8 hours

Range: 10 feet

Components: V, S, M (gemstones worth at least 50,000 gp, which the spell consumes, and an object associated with the time period)

Duration: Instantaneous

By means of this lengthy ritual, you and up to eight willing creatures of your choice that you can see travel through time. You can target an object to travel with you instead, though it must fit entirely within a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination does not have to be precisely known; the time period you will end up in depends upon the focus object used during spellcasting. There are three types of

moments in the object's timeline you can visit: the moment it was finished being made, a historical moment in the object's history, or the moment the object was broken (if applicable). Since objects from the future are extremely difficult to get, if not impossible, mages who know this spell might go to any length to acquire such an item.

Objects of great historical significance are the easiest to identify, usually an Intelligence (History) check at DC 15 gives a clear enough picture of the object's timeline. Minor objects are more difficult, ranging from DC 20 to DC 25. A petty or unimportant object would be DC 30 for a best guess as to a general range of time periods you might end up in. Even if you know nothing about the object, you can always use it to travel to one of the types of moments listed above.

You and anyone else traveling with you appears on the same plane as where you cast the spell, within 1 minute of the moment described for the object (you can specify before, concurrent, or after), and at a distance of 1d6 times 1,000 feet away from the location of the object as it exists in that time period. From that point, you experience time as normal for the plane, and further magic can be used to send you across planes, etc.



TOUCH OF DUST

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The creature or object you touch instantly feels the ravages of time. On a successful melee spell attack, you deal 2d6 necrotic damage to the target.

This spell's damage increases by 2d6 when you reach 5th level (4d6 necrotic damage), 11th level (6d6), and 17th level (8d6).

WARDING STASIS

4th level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a cocoon)

Duration: Concentration, up to 10 minutes

Choose up to six willing target creatures other than yourself. Each of those creatures enters stasis, and becomes immune to all damage, they cannot be targeted, they cannot act, and they do not perceive any passage of time. Effects on those creatures are suspended until they return to the normal timestream.

As a bonus action on your turn, you can release one or more creatures from this spell, causing them to reenter normal time.

LIKE WHAT YOU SEE?

If you have enjoyed this product (or even if you haven't), I'd like to put in a shameless plug here for my other works on Dungeon Masters Guild. These include "Spells from Elsewhere," "Backgrounds from the Underdark," "Mind Magic," and "Arcane Tradition: Magi of the Staff."

"Spells from Elsewhere" has a nice subtheme of time magic that makes a great companion to this book. It imagines magic that comes from other planes or worlds, or exotic locations like the deep sea.

"Backgrounds from the Underdark" is just what it sounds like: character backgrounds for those who are associated with the Underdark. It seemed to be lacking within the core rules, so I fixed that.

"Mind Magic" is Codex One of the Enchiridia Mysteria (this tome is Codex Two). Diviners, enchanters and illusionists enjoy a lot of great options, but all classes benefit from it.

Finally, "Arcane Tradition: Magi of the Staff" is a one-page supplement that adds a new arcane tradition for wizards who prefer to use staves. It's pay-what-you-want, so go ahead and check it out!

INEVITABLE (QUARUT)

Quaruts are among the most powerful of inevitables in existence. They protect two of the most precious and tenuous things of all: time and space. They use their uncanny sense of both temporal and spatial awareness to know when transgressions that disrupt the space-time continuum are taking place, and then they hunt down the perpetrators.

Temporal Enforcers. Quaruts are concerned about spellcasters who use such powerful magic as *Invoke Paradox*, *Sequester*, *Time Stop*, *Wish*, *Timeshift*, and *Restored by the Continuum*, or clerics who use their Divine Intervention ability frequently. In the eyes of a quarut, the use of these spells plays havoc with the universe and risks all beings. However, despite their displeasure with spellcasters that use these spells and abilities, quaruts employ similar spells with impunity.

A creature transported to Mechanus by a quarut is jailed immediately in the Asylum of Anomalies. A trial date is also immediately set for the creature, although this process can be complicated due to the non-linear timeline of the court system for such offenses.

Thematic Appearance. Produced in the greatest factories of Mechanus, quaruts appear humanoid in form, though that is where the resemblance ends. Typical of most inevitables, a quarut has a clockwork body, complete with gears and pistons. Numerous small timepieces and hourglasses function within its body. A quarut is etched with various symbols involving time. In place of a head, it has a continually flowing hourglass. Sometimes the sand inside the hourglass seems to be flowing up; no quarut has ever explained why this is so.

Word is Law. Inevitables care nothing for the spirit of an agreement, only the letter.

Constructed Nature. A quarut doesn't require air, food, drink, or sleep.

QUARUT

Medium construct (inevitable), lawful neutral

Armor Class 23 (natural armor)

Hit Points 525 (42d8 + 336)

Speed 40 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24(+7)	13(+1)	26(+8)	21(+5)	17(+3)	20(+5)

Saving Throws Dex +9, Int +13, Wis +11, Cha +13

Skills Arcana +21, History +21, Insight +11, Intimidation +13, Perception +11

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses truesight 60 ft., passive Perception 21

Languages all but rarely speaks

Challenge 27 (105,000 XP)

Immutable Form. The quarut is immune to any spell or effect that would alter its form.

Innate Spellcasting. The quarut's innate spellcasting ability is Intelligence (spell save DC 21, spell attack bonus +13). The quarut can innately cast the following spells, requiring no material components.

At will: *chronolocation*, *dispel magic*, *plane shift* (self only), *scrying*, *slowing smite*, *temporal anchor*, *timeshift* (self only)
1/day: *circle of death*, *forcecage*, *grow old*, *sequester*, *time stop*

Legendary Resistance (3/day). If the quarut fails a saving throw, it can choose to succeed instead.

Magic Resistance. The quarut has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The quarut makes three slam attacks.

Unerring Slam. *Melee Weapon Attack:* automatic hit, reach 5 ft., one target. *Hit:* 50 force damage.

Dust to Dust (Recharge 5-6). Arcane energy emanates from the quarut's head in a 60-foot cube. Every creature in that area takes 60 necrotic damage. Each creature that takes any of this damage must succeed on a DC 21 Wisdom saving throw or be paralyzed until the end of the quarut's next turn.

Quarantine. The quarut targets up to two creatures it can see within 60 feet of it. Each target must succeed on a DC 21 Charisma saving throw or be teleported to a teleportation circle in the Asylum of Anomalies in Mechanus. A target fails automatically if it is incapacitated. If either target is teleported in this way, the quarut teleports with it to the circle.

After teleporting in this way, the quarut can't use this action again until it finishes a long rest.