

TIME TRAVELER'S GUIDE TO CHRONOMANCY

ARCHETYPES AND OPTIONS FOR DMs AND PLAYERS



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ON TIME TRAVEL

Time travel is one of the most complicated (and avoided) types of game play. While an amazing opportunity to introduce rich roleplay and exciting mechanics into the game, it can become extremely complicated, over powered, or immersion breaking. Even though the existing Forgotten Realms lore doesn't reference it often, there is some precedence for it.

In Time Traveler's Guide to Chronomancy, we'll give guidelines, mechanics, and roleplay options for the DM and players who want to dabble in this experiment. While DM's may wish to make time travel extremely complicated or difficult, the lore and player options within this book will give you options. One thing will be consistent: time is manipulatable and a universal experience that can greatly affect the characters and the world around them.

We apologize for the heady nature of some of these sections. We kind of geeked out. We hope you can too.

IMPORTANT FIGURES

The Forgotten Realms setting has some precedence for time travel, though it is not explored much in fifth edition canon. The following are some important people you can use to incorporate time travel without adjusting Forgotten Realms lore too radically.

LABELAS ENORETH

One of the Saldarine, this Chaotic Good god oversees the longevity of the elven life, history, time, and the moment of choice. His symbol, a setting sun, represents the slow yet inevitable march of time.

For tables that don't want to introduce heavy time travel elements, but still would like to incorporate some of the archetypes in this book, he would make a wonderful god or patron. His followers are primarily concerned with finding and preserving lost or hidden knowledge and passing it to future generations. More information can be found on Labelas Enoreth: [here](#).

CHRONOS

Chronos is a currently dead deity who ruled solely over the domain of time. There are no records about how or when he died, but he most likely became an aspect of Labelas Enoreth. The few extant statues depict him as a tall, hooded man with celestial wings. He holds a scythe and an hourglass. If you want to incorporate him into your campaign, you could have the party search for lost evidence or knowledge of him. You could even have them try to resurrect the dead deity. You can find more about him: [here](#).

LORD AO

Lord Ao is the overgod, the god above all others, and would thus have some domain over or interest in time. He is called "the Hidden One" and only involves himself in affairs if he needs to punish deities for not upholding their domains. It is possible you could involve a follower of him who upholds Ao's mission to hold deities accountable and is granted power over time to do so, though this would be a break from traditional lore. He's an important god to be aware of but stays mostly in the background.

MYSTRA

Mystra's place in the current lore is ambiguous, as she was supposedly resurrected as a vestige. Her power is fractured, but the effect of her influence, history, and followers is still prominent. No matter how you conceive of her presence, she can still play a huge part in a campaign. She is one of the most popular and well-known deities.

Mystra dislikes time travel because of the power it takes and the problems it causes. She would likely entrust a few worthy followers to keep guard over the **Paths of Time** and punish those who violate its integrity. She poses a viable, more canonical alternative to the **Time Council**.





THE PATHS OF TIME

This is our own version of how time passes in the Forgotten Realms. It is a variation of the "time stream" concept. But rather than a stream, it is more like a series of branching tunnels. We believe this fits more consistently with our Archetypes and how we suggest you run campaigns. There are, of course, other ideas.

A NETWORK OF TIME

The **Paths of Time** are "openings" of various size used to pass through time. Unlike a river, they do not flow, as time travels both forward and backward while also remaining still. Think of them like tunnels: the wind can change which way it blows, and sometimes lies stagnant.

Rather, they are like openings in space-time, openings that travel to "whens" rather than "wheres" (though the "where" is definitely part of it).

The larger of these paths are easier to find and traverse but are more heavily guarded. The four Time Gates lost within the Realms are to paths such as these. The smaller ones are even more difficult to find and pass through. Often unstable and prone to collapse, those who attempt to traverse them are often lost to time. However, they are seldom guarded. Poorly executed magic or sketchy bargains struck with eternal beings often lead to passage through these paths.

Each plane has its own Paths of Time network, but are also all connected within one larger, all-encompassing "Time Corridor". If you are using the "**multiverse**" theory of time, each multiverse also has local paths as well as being connected to each other multiverse. However, access is typically very difficult and dangerous--they are a complicated network, and are only connected at the time of divergence, forming an infinite branching of thin paths.

THE TIME COUNCIL

The **Time Council** is a group of representatives from various races (celestial, elf, etc.) that pledge to oversee and guard the integrity of time and the **Paths of Time**. While predominantly of neutral alignments, there are usually one or two "good aligned" representatives at any given time. Though they employ many different mercenaries to this end, they find two types most helpful: Bards from the **College of Time**, and **Timemasons**. Warlocks and Wizards, particularly of the **School of Chronomancy**, are valuable assets as Councilors.

In typical settings, there should be only one Time Council-- their goals and other features are unique to your setting. In settings which you desire them to play a bigger role, you may introduce an "Anti-council" (a council of evil-leaning NPCs that seek to manipulate or destabilize time for their own ends) as a plot device.

The Time Council is a suggested, but not required, asset to run a time campaign. Many of the archetypes in this supplement assume that it exists but can be easily incorporated without it. It could also easily exist alongside existing Forgotten Realms lore.

TIME COUNCIL GOALS

While we suggest keeping the Council relatively neutral, lawful, and *reactive*, more complex campaigns could have any combination of the following narrative goals:

Time Council Goals (Optional)

1d6 Roll	Goal
1	Keep travelers out of the Paths of Time
2	Do not allow anyone to alter the past or see the future.
3	Punish those who dabble with time.
4	Examine all possible futures to guide civilization along the right path.
5	Keep the study of time scholarly and hands-off.
6	Actively change past evils and split the multiverse into as many paths as possible.

WHO ARE THE TIME COUNCIL?

The Time Council always consists of five individuals with various powers. They should be the equivalent of level 20 NPCs. The "High Councilor", typically thought to be the most influential and wise, is always an elf.

While the members of the council age, they do so slowly. Each person names their successor before they die or leave the council. Because humans are generally seen as fickle and short-lived, they are seldom appointed to the Time Council. The name of each councilor is a heavily guarded secret, but evidence suggests the current council is made up of the following:

- **High Councilor:** Elven Chronomancer
- **Councilor 2:** Gnome Warlock
- **Councilor 3:** Dwarven Timemason
- **Councilor 4:** Aasimar Warlock
- **Councilor 5:** Elven Cleric

ELEMENTS OF TIME MAGIC

While some (artificers and other tinkers) may attempt to manipulate time through science, magic is the most established and safest way to mold time, particularly on a micro-level. This book contains many effects and spells which alter time with various severity. From a design perspective, we view time as consisting of these following elements, and thus anything that manipulates time does so through one of these:

Speed. These effects manipulate how far a creature can move through space and time. At a basic level, it affects movement speed, attacks, and reactions. More complicated magic can affect how fast a creature moves through time, resulting in various aging effects.

Space. Space and time are connected, though not synonymous. Space-based magic focuses on folding space in on itself to close distances or stretching it out to increase distances. Many scholars have a conception of time and space being interchangeable, but to date only magic has been able to manifest the close relationship between the two.



Memories. Memories encompass the physical and psychic manifestation of passing time. Time's past events, and thus the Paths of Time, are encoded into the memories of people and places. These memories are both physical and psychic, and as such, can be manipulated by magic.

Prophecy. Whereas memories are the encoding of time on the *past*, prophecy is the encoding of time on the *future*. These prophecies come in two forms:

- **Immediate:** Immediate prophecy is the ability to determine the act of a specific individual or narrow situation within a subjectively narrow time frame. Most inexperienced people can only predict the next six to sixty seconds. Those most gifted in immediate prophecy can gaze into the future up to an hour.
- **Predictive:** Predictive prophecy is the ability to "predict" or "see" the future to a theoretically infinite "when". It may also include the ability to see multiple "Time Corridors", or to predict how certain acts will change or split the future.

DEALING WITH TIME

Much of the following was inspired by Second Rate DM's YouTube channel. You can watch it: [here](#)

Knowing the theoretical basis of time in the Forgotten Realms is great, but to run a campaign you need to apply it. The following section contains suggestions on how to apply time to your D&D sessions. It's still a bit "intellectual" but should help you incorporate these ideas in a relatively easy way.

Each of these suggestions are ways in which you can *conceive* time. They're not mutually exclusive, but each present different pro's and con's to how they affect your campaign.

HARD TIME LINES

Under this concept, no matter what you do in the past, time is either self-correcting, or is corrected by the **Time Council** and its agents (**Timemasons/Time College Bards**). It can also be used to show that the very act of going backward in time is what caused present events.

[The Sunken Village of Little Corth](#) is a great example: The adventurers see statues of themselves in the present, and clues left by the versions of themselves that went into the past. Though, they don't know it at the present time.

This is a viable way to handle time travel, especially with the tools in this book, because it doesn't require the strict tracking of paradoxes. Rather, you need only a bit of creativity to change the "why" cause of something happening.

RESTRICTED/LOCAL TIME TRAVEL

Under this concept, time travel exists, but is severely restricted. The ability to do it is rare, and most who possess the power can only do so "locally" or within six seconds to an hour (maybe a week). Only the most powerful mortals can travel more than that, and since the Paths of Time are dangerous, they are almost guaranteed to fail. In this way, time is self-protecting and hardly ever changes. This can be combined with another method of time travel (hard time lines).

MULTISTREAMS/MULTIVERSE

This is one of the easiest ways to handle time. When you change the past, time splits off into a second universe which your adventurers then inhabit. That first reality, the one changed by past events, still exists and could, theoretically, still be traveled to. An example of this is the two different Star Trek universes (old and new).

Often in these multiverses, as in different planes, time may travel more slowly, faster, or in rare instances, vary the speed at which it passes.

DYNAMIC TIMELINES

This is the version that most people think of when they think of time travel. It includes paradoxes and the ability to erase yourself from the present. We highly suggest not attempting this type of time travel in your campaign, as it will eventually lead to a severe break in immersion and verisimilitude. After scouring nearly 3 dozen sources on time travel in Dungeons and Dragons, all of them advise not to introduce paradoxes and dynamic timelines.

However, should you choose this path we hope to give you some tools to guide you:

- Make sure your entire table is fine suspending realism.
- Use it to start a "practically" new campaign.

- Introduce mechanical and roleplaying consequences for the problems that arise.
- Enable opportunities for the players to fix or correct the paradox

PARADOXES

Although we don't suggest the use of game breaking paradoxes, we do give you some option, and alternatives for maneuvering this tricky subject.

WHAT ARE PARADOXES?

A paradox is any consequence of time travel that involves the coexistence of two exclusive realities (for example, something existing and not existing at the same time). This is usually the result of changing something that happened in the past. While small changes could have little to no effect on the future, bigger changes, or changes that's consequences have been overlooked, can lead to universe shattering paradoxes.

One well known example of a minor, local paradox is the "Grandfather Paradox". If you go back in time to kill your grandfather, you change the events which lead to your birth. This means that you were no longer born, and thus cannot go back to kill your grandfather. It is the existence of two opposite situations. So how do you deal with something like that?

DEALING WITH PARADOXES

These options for dealing with paradoxes can be used individually or can be combined together depending on your needs. You decide what kind of paradoxes trigger which effects, or if you even want paradoxes in your game. You're the genius, we just provide you with the tools.

Time Loops. This is the classic "groundhog day" scenario in which the adventurers are trapped in a "looped time stream" (a ****Path of Time**** that connects with itself either naturally or by some manipulation) until they can fix what they "broke". This can also be combined with other forms of conceiving time but is an especially useful device to fixing paradoxes.

DM NOTE

- **Optional Features:** Someone else is looping with the players, chasing them through every loop, becoming more visible each time. Maybe it's the villain, an agent of the **Time Council**, or some other Anti-Hero.

- **To add more pressure** to the loop you can have the loop collapsing on itself, shortening each day by 1 hour. If the loop caves in completely, the players are lost in the Paths of Time, becoming reincarnated "**Timeswepts**" (race to come in expansion). The players must fix their mistakes or be lost forever.

- **Tips for Running:** Keep a separate copy of the player's sheets when they begin the time loop. Keep track of items and experience gained on a separate sheet and combine them once they break free. This stops all that nasty guess work.

Erased Continuity. In this paradox, an individual, item, or piece of history begins to erase. Even if its disappearance may not have a large effect on the actual timeline, the players might need that particular thing to not be erased or may be attached to the affected person.

To prevent this, the party must travel back in time and stop the paradox from ever happening before the object is erased from existence. The amount of time before the person or object is erased is dependent on the DM.

A popular example of this idea is "**Morty McGnat**" in *Return to That Time Yet to Come II*. Once Morty begins to mess with his parents' relationship in the past, he risks erasing himself from the "present". Not only do pictures of his family begin to slowly disappear as he looks at them, Morty himself begins to fade from existence as his hand becomes translucent. The direness of the situation becomes apparent, and Morty rushes to fix what he messed up.

There are many examples of this in popular culture, and it can be a relatively easy *and* entertaining way to deal with a paradox your players create.



PARADOX TIPS

If you must keep paradoxes in the game, consider one of the following approaches, in addition to the methods described above:

- Paradoxes are easy to trigger, but don't have much effect (either because they are self-correcting, or they split the multiverse).
- Paradoxes are almost impossible to trigger, but when they do, they have cataclysmic effects. Your players won't make that mistake again.
- As the DM, only you can decide when a paradox triggers (no matter how hard your players try), and you only do so for significant narrative effect when appropriate.

METHODS OF TIME TRAVEL

While *thematically* the archetypes in this book are based around traveling the **Paths of Time**, very few of them have innate features that allow them to do so. If you want to make large spans of time travel a part of your campaign, the following ways are your best options.

GATES

Lore reminds those knowledgeable enough of the four hidden gates scattered throughout the realm. While only a select few know the location of these paths, with enough research or exploration the competent adventurer could find them. But beware, they are gates to the Wide Paths, and thus are extremely well guarded.

It is likely there are other minor gates around the realms or in different planes of existence. The availability and type of these are, of course, up to the DM and should involve either high level magic or significant resources to use.

MAGIC

Magic spells, usually of significantly high level, are perhaps the most common method of traveling through time. While the 9th-level spell *time jump* is the most well-known, other spells may be found or created.

Magic items may also allow creatures to travel long spans of time, though these items are usually powerful, well-guarded, and dangerous to use.

PHENOMENA

Certain magical phenomena could allow or force creatures to travel the paths of time. Examples could be a tear in the weave, an astrological event, or the destruction of a powerful magical item. While this book doesn't give any specific examples, we encourage the Dungeon Master to think of unique and exciting events if the players need a narrative option to travel.

CREATURES

Some powerful creatures may possess the power to transport themselves or others through the Paths of Time. The obvious wielders of such power include both the gods and those on the **Time Council**. Any creature, including the characters, could be given a Boon by a patron to accomplish such ends. Other options, depending on DM discretion could include powerful angels and fiends, liches, or fey lords.



CLASS ARCHETYPES

BARBARIAN: PATH OF THE ANCIENTS

The Barbarian who practices the Path of the Ancients is at once alone and surrounded by those who came before. As a traveler of time, they seek out the knowledge of the past, in order to protect the future. Their experience through the **Paths of Time** gives keen insight into the workings the multiverse, while leaving behind a slightly addled, rage-prone mind.

BARBARIAN PATH OF THE ANCIENTS FEATURES

Barbarian Level	Feature
3rd	Keen Insight
6th	Rage of Time
10th	Slowing Critical
14th	Stasis

KEEN INSIGHT

When you take this path at 3rd level, you gain proficiency in the Insight skill. You may use your bonus action to size up an enemy. For the next 1 minute, your critical strike range against this enemy is increased by 1. This stacks with other critical strike range increases. You cannot initiate this skill while raging.

RAGE OF TIME

At 6th level, you've learned how to synchronize your rage with the flow of time. When you enter rage, you can choose to enhance your mobility and become a blur as you react faster than normal. Opportunity attacks against you have disadvantage, and you have advantage on Dexterity saving throws. If you would take half damage from a successful Dexterity saving throw, you take no damage instead. You may use your bonus action to make a single melee weapon attack on each of your turns. This effect lasts until your rage ends, at which point you suffer 2 levels of exhaustion. You cannot use this ability again until you finish a long rest.

SLOWING CRITICAL

At 10th level, when you score a critical strike, you warp time around your enemy. Until the end of their next turn, that creature's speed is halved (rounded down) and they have disadvantage on Dexterity saving throws. If they have multiple attacks, their total attacks are reduced by one.

STASIS

At 14th level, when you fail your Relentless Rage roll, you may choose instead to enter stasis for three rounds. While in stasis you can take no action, cannot move, cannot heal, and are immune to all damage. Time warps around you and any creature within 15 feet of you is under the effects of your Slowing Critical until they end their turn outside the area of effect. When this effect ends, you fall unconscious.

BARD: COLLEGE OF TIME

Bards of the College of Time are tasked with keeping the **Paths of Time** intact, free from decay and paradox. They are often the companions of the **Timemasons**, forming a team balanced between force and lore. To accomplish their goals, they travel the land uncovering lost or incomplete tales. They don't have to be tales of greatness, like those of the Valor Bard, but rather those that change people's understanding of the world around them. So attuned are they with the flow of time, the experienced Time Bard begins to age more slowly.

BARD COLLEGE OF TIME FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Song of Time
6th	Time Honed Senses
14th	Time Cured

BONUS PROFICIENCIES

When you join the College of Time at the 3rd level, you gain proficiency with quarterstaves, the Ocarina instrument, and the Arcana skill. You learn the *false confidence* spell, and it doesn't count against the number of spells you know.

SONG OF TIME

At 3rd level, you can play a song reminiscent of an ancient lullaby. Each creature within a 30-foot radius must succeed on a Constitution saving throw or fall unconscious. The effect ends after one minute or ends early if the target takes damage or another creature uses an action to shake them awake. Creatures immune to the charmed condition, or who cannot be put to sleep by magical means, automatically succeed on the saving throw. You cannot use this ability again until you finish a short or long rest.

TIME HONED SENSES

At 6th level, your spells cause small distortions in time. When you cast a spell, you may use your bonus action make a Wisdom (Perception) or Intelligence check. You learn the *alacrity* spell, and it doesn't count against the number of spells you know.

TIME CURED

At 14th level, your travels through time begin to affect you physically. You only age one year for every five years that pass, and during a long rest you must only sleep or meditate for 4 hours (instead of 6). You learn the *age*, *reverse time*, and *time bubble* spells, and they don't count against the number of spells you know.

CLERIC: TIME DOMAIN

Time Clerics are specially trained as agents of their god to spread their faith through all “wheres” and “whens”. While not following a specific philosophy on time, they are adept at walking the Paths of Time in order to fulfill requests of their deity, evangelize, or thwart the machinations of other gods. Because time is both chaotic and lawful, any god may use Time Domain Clerics. Clerics of this domain are diverse as the effects of time itself.

TIME DOMAIN FEATURES

Cleric level	Features
1st	Domain Spells, Bonus Proficiency, Curse of Time
2nd	Channel Divinity: Time Freeze
6th	Space Time Reaction
8th	Speedy Dodge
17th	Blessing of Time

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Time Domain Spells table. See the Divine Domain class feature for how domain spells work.

TIME DOMAIN SPELLS

Cleric level	Spells
1st	<i>expeditious retreat</i> , <i>feather fall</i>
3rd	<i>levitate</i> , <i>misty step</i>
5th	<i>alacrity</i> , <i>slow</i>
7th	<i>dimension door</i> , <i>Mordenkainen's private sanctum</i>
9th	<i>age</i> , <i>time bubble</i>

BONUS PROFICIENCY

When you choose this domain at level 1, you gain proficiency in the History skill, as well as [Seer's tools](#) (or Cartographer's tools)

CURSE OF TIME

Also, at 1st level, when a creature within 30 feet would be forced to make a Dexterity saving throw, you can use your reaction to impose disadvantage on them. You can use this feature a number of times equal to your Wisdom modifier per short rest.



CHANNEL DIVINITY: TIME FREEZE

You can use your Channel Divinity to freeze your opponents in time briefly.

As an action, you present your holy symbol. Each creature of your choice within 30 feet must succeed on a Constitution saving throw or be frozen in time until the end of their next turn. The creature is effectively paralyzed.

SPACETIME REACTION

At 6th level, you use your experience with time and space to affect the reaction of another. Once per short or long rest, when another creature within 30 feet of you performs a reaction, you may use your reaction to do one of the following:

- **Slow Reaction:** You momentarily slow the reaction. If it requires a roll, you impose disadvantage. If it is a movement or anything that does not require a roll, they lose the ability to use the reaction.
- **Time Push:** If the creature is the target of an opportunity attack, you may move either creature to a point in sight no more than 10 feet in a straight line from their original destination.

SPEEDY DODGE

At 8th level, you may use your bonus action to touch another creature. That creature gains advantage on the next Dexterity saving throw or ability check within 1 minute. You can use this a number of times equal to your proficiency bonus per long rest.

BLESSING OF TIME

At 17th level, when you or another creature within 30 feet of you would drop to 0 hit points, you can use your reaction to cast the *reverse time* spell instantaneously and requiring no spell slots. You cannot use this ability again for 1d4+1 days.

FIGHTER: TIMEMASON

These fighters are champions of the Time Council. They are the enforcers of time: defending people from aberrant events, destroying anomalies, and keeping time intact and stable. These fighters bend time to their will to quicken their blade and make its blow linger, however they are not experts of time travel themselves, and need other magic users to travel the Paths of Time.

TIMEMASON FEATURES

Fighter level	Features
3rd	Spellcasting, Quick to Act
7th	Timely Surge
10th	Impose Time Delay
15th	Time Pulse
18th	Enemy of Time

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at the 10th level.

Spell Slots. The Timemason Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells known of 1st-Level and Higher. You know three 1st level wizard spell of your choice, two of which you must choose from the transmutation and conjuration schools of magic on the wizard spell list.

The Spells Known column of the Timemason Spellcasting table shows when you learn more wizard spells of the 1st level or higher. Each of these spells must be a conjuration or transmutation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have the spell slots, and it must be a conjuration or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

TIMEMASON SPELLCASTING TABLE

Class Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	3	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1



QUICK TO ACT

At 3rd level, your ability to move through time lets you react quickly to situations. You add your Intelligence modifier to your initiative. When you cast a cantrip on a creature who has not yet taken a turn in combat, you may cast another cantrip on the same creature.

TIMELY SURGE

Starting at 7th level, when you use your Action Surge to take a second action, you may also take a second bonus action.

IMPOSE TIME DELAY

At 10th level, when a creature you can see succeeds on a saving throw, you may use your reaction to force them to reroll. They must use the results of the new roll.

TIME PULSE

At level 15, your spells send ripples of force out around you. When you cast a spell, each creature within 5 feet of you must succeed on a Strength saving throw or take 2d6 force damage and be knocked prone. When any creature is knocked prone this way, you may use your reaction to make an opportunity attack against them. You can attack a number of creatures this way equal to your Dexterity modifier (minimum 1) and you cannot attack the same creature more than once per round this way.

ENEMY OF TIME

At 18th level, you have learned to channel the forces of time against a foe. Choose a creature you can see within 60 feet. As an action you move to that creature's position, ignoring obstacles and occupied spaces between yourself and the creature. Doing so costs 25 feet of movement. You then make 5 attacks against the target, which deal force damage. If you hit with any of these attacks, the creature must succeed on a Constitution saving throw or become stunned until the end of its next turn. Until the end of your turn, your critical strike range is increased by 2. This stacks with other increases in critical strike range. When your turn ends, you suffer 1 level of exhaustion and can't move or take actions until the end of your next turn, as a wave of lethargy sweeps over you. You cannot use this feature again until you finish a long rest.

RANGER: TIME GUIDE

Time Guides are experts in memorizing the paths of history. They are trained to track creatures through the Paths of Time, but will also guide others through even the most dangerous paths as long as they give proper motives (or coin). While their knowledge of the past is superb, they are less adept at navigating the future.

TIME GUIDE FEATURES

Ranger level	Features
3rd	Time Guide Magic, Gift from the Future
7th	Past Mistakes
11th	Student of History
15th	Path Traveling

TIME GUIDE MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Time Guide Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger level	Spell
3rd	<i>expeditious retreat</i>
5th	<i>misty step</i>
9th	<i>alacrity</i>
13th	<i>dimension door</i>
17th	<i>modify person</i>

GIFT FROM THE FUTURE

At 3rd level, your future self easily travels to the present to give aid. You may spend a short rest to meditate upon a problem or challenge you have. It could be the answer to a riddle, a specific tool, or a mundane weapon you think you need. Make an Insight check, the difficulty of which is determined by your DM based on the nature of the problem. On a success, the item, note, or tool is found in your pocket, and the value of the item is mysteriously subtracted from your coin pouch. The item was sent through the Paths of Time by your future self. You can use this feature a number of times equal to your Wisdom modifier per long rest.

PAST MISTAKES

At 7th level, you have learned to let past mistakes guide future success. When you fail an ability check or saving throw, you may add your proficiency bonus to the next roll made using that ability score. This is in addition to any proficiency bonuses you already have on that roll.

STUDENT OF HISTORY

At 11th level, you gain proficiency in the History skill if you do not already have it. You may use your Wisdom modifier for History checks. You may spend 1 hour during a long rest to gaze into the Paths of Time. The next time you roll initiative, you may add your History modifier to the roll.

PATH TRAVELING

At 15th level, you may spend 8 hours recalling a place you have visited or of which you have extensive knowledge. You, and up to five creatures you are touching, can travel instantly to that location. Roll a d100, on a 1 you are lost at a random point in the past. You cannot use this ability again for 10 days.

ROGUE: TIME RAIDER

Time raiders are the strike force of the Paths of Time, loyal only to their own motives. They are adept at getting in and out of time quickly, often stealing items from the past and replacing them with fakes. Occasionally, a Time Raider will find themselves in the employ of the Council, they are particularly good at disposing of renegade mages who pervert time. Their expertise against those who use magic allow them easy access to stashes of magical items.

TIME RAIDER FEATURES

Rogue level	Features
3rd	Fold Space-Time (10 ft.)
9th	Silencing Strikes
13th	Distorted Movement, Fold Space-Time (20 ft.)
17th	Banishing Strike

FOLD SPACE-TIME

At 3rd level, you use the magical energy of others to power your travel through the wide Paths of Time. Whenever a creature within 120 feet of you expends a spell slot, you can use your reaction to add 10 feet to your movement speed next turn. This bonus speed increases by 10 feet at the 13th level.

SILENCING STRIKE

By 9th level, you have learned to silence your enemies at a cost to your mobility. The first time you hit with a melee weapon attack on your turn, you can choose to force the target to succeed on a Concentration check or lose the ability to speak until the end of their next turn. If you choose this option, your movement speed is reduced by 20 feet until the end of your next turn.

DISTORTED MOVEMENT

By 13th level, your movement through the Paths of Time leave a blurred image of you. If you move at least 60 feet during your turn, all attack rolls against you have disadvantage until the start of your next turn. Opportunity attacks provoked by your Dash action are rolled at disadvantage.

BANISHING STRIKE

At 17th level, you learn to temporarily banish people to the Paths of Time. When you deal more than 60 damage to a creature with a single melee weapon attack, that creature must succeed on a Charisma saving throw

$$DC = 8 + \text{Proficiency Bonus} + \text{Dexterity modifier}$$

or be banished to the Paths of Time. The creature disappears from the material plane and does not take any damage while banished. The target reappears in the same space (or nearest available space) at the end of 1d4 turns.



WIZARD: CHRONOMANCER

The preeminent scholars of time manipulation, they are among the few who can easily manipulate time through arcane methods. Masters of bending, warping, pulling, extending, traveling, and reading time, they have spent years perfecting their art.

They can create doors to other “whens”, areas where time flows differently, and unleash the force of time on their foes.

CHRONOMANCER FEATURES

Wizard level	Features
2nd	Past and Future Knowledge, Strategic Timing
6th	Time Stretch
10th	Heightened Casting
14th	Future Spell

PAST AND FUTURE KNOWLEDGE

When you take this Arcane Tradition at 2nd level, you gain proficiency in the History and Insight skills if you do not already have it. If you are already proficient in both skills, you may double your proficiency bonus in one of them.

STRATEGIC TIMING

At 2nd level, you learn the *chronological bend* cantrip, if you already know it you may learn a new wizard cantrip instead. It does not count toward your cantrips known.

TIME STRETCH

At 6th level, when you cast a transmutation or enchantment spell that has a duration longer than instantaneous, you may expend an additional spell slot of the same level or higher to double the duration of the spell.

HEIGHTENED CASTING

At 10th level, you learn how to slow time around you, speeding your movement and tongue. You may choose to cast a spell that has a casting time of 1 action as a bonus action. You cannot use this ability again until you finish a short or long rest.

FUTURE SPELL

At 14th level, you can send yourself spells from the future. While preparing spells you may set aside one spell slot to not prepare. As a bonus action, you may choose one spell which you could normally prepare. Make a Wisdom (Insight) check (**DC = 12 + Spell Level**). On a success, you can cast your chosen spell once without expending a spell slot. On a failure, you are unable to interpret the message you received from your future self. You cannot use this feature again until you finish a short or long rest.



FEATS

BRAVE

You have seen things that would terrify most mortals, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on saving throws against fear effects from aberrations and monstrosities.

ENDURANCE

Prerequisite: Constitution 15 or higher.

You have learned to resist the effects of exhaustion and gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20
- You remove two levels of exhaustion (rather than one) after each long rest.
- If you suffer 6 levels of exhaustion, you fall unconscious rather than die.

ENHANCED REFLEXES

Prerequisite: Dexterity 15 or higher

Your surprisingly quick reflexes grant you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You may take an additional reaction each turn.
- You have advantage on ability checks to avoid or escape grapples.

PROPHETIC MIND

Adept at predicting how people will act, you gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill if you are not already proficient in it.
- You have advantage on Insight checks made to determine a person's intent.

STRENGTH OF TIME

Your connection to the Paths of Time grant you the following benefits:

- Increase your Strength score by 1, to a maximum of 20
- You can use your bonus action to channel the Paths of Time. Until the end of your turn, your melee attacks deal force damage.

STUDENT OF HISTORY

Having studied history extensively, you gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the History skill if you are not already proficient in it.
- When you succeed in identifying ruins or historical places, you also know the general layout and what sort of creatures may reside there.

TIME BATTERED

Prerequisite: Level 12 or higher

Your travels through time have granted you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You are resistant to force damage.

TIME CONDITIONING

Prerequisite: Level 12 or higher

You have learned to resist some effects of time against you and gain the following benefits:

- You have advantage on saving throws against magical effects made to reduce your movement speed or the amount of actions you can take during your turn.
- If a natural effect to reduce your speed forces you to make a Strength saving throw, you may use Dexterity instead.

ITEMS

PARADOX COIN

Wondrous item, common

This gold coin is worn smooth and has no emblems or engravings on it, as though the face upon it was worn or erased. It has a value of 1 gp.

The coin is native to another timeline, where different rulers governed, and different currency traded. However, the timeline's past was altered, thereby wiping the marks from the coin and making it a paradox.

The coin passes as a normal coin and has a value of 1 gp. When it is removed from your person, it returns to your pocket after 1d6 hours.

DM's NOTE

This coin is an excellent way to hint at or introduce minor consequences for time traveling adventures. If the party messes with the past in any way, you may change some or all their carried gold to these coins. Merchants and traders may start looking for them, or refuse to trade with them, if they get a reputation of dealing in disappearing currency.

WATCH OF DO-OVERS

Wondrous item, uncommon

This pocket watch moves at a different speed for each person observing it and is said to represent how much time you have to live. Once per dawn, you may use a reaction action to wind the watch (requiring one free hand), at which point it stops moving. Once, before the next dawn, you may use a reaction to start the watch again to reroll any dice roll of 1.

FIGURINE OF MEMORIES

Wondrous item, common

This obsidian figurine looks like a wise old woman. As an action, the player can siphon one memory from themselves into the figure, or retract a memory already stored within. The player has a vague recollection of what memories are stored within the figurine but cannot remember any details until retracting the memory. The figurine can hold 1d6+1 memories and contains 1d4-1 memories when discovered.

MONOCLE OF TIME SIGHT

Wondrous item, uncommon (requires attunement)

This monocle contains 6 charges and regains 1d4 charges at dawn. As a bonus action, you can expend a charge to gain 1 of the following effects for 1 hour:

- Advantage on Intelligence (History) checks when you are looking at a building, item, or ancient ruin. If you succeed on the check, the monocle displays a vision of how the target once was.
- Advantage on Wisdom (Insight) checks made to discern what a person intends to do. If you succeed on the check, the monocle displays a vision of what the person will do.
- Advantage on (Intelligence) Religion checks about a god, religious order, or religious item. If you succeed on the check, the monocle displays a vision of the subject in the past

SLOWING HAMMER

Weapon (warhammer), uncommon (requires attunement)

This hammer has 6 charges, and regains 1d6 charges at the end of a long rest. You can expend charges to do one of the following:

- Slow Results (1 charge): When you roll an attack, but before you know if the roll is a success or failure, you may choose to reroll one of the die.
- Channel Force (1 charge): When you hit with an attack with this weapon, you may change the damage type of the weapon to force damage.
- Distracting Hit (2 charges): When you hit with an attack with this weapon, you may deprive the target of reactions until the start of the target's next turn.
- Slowing Hit (3 charges): When you hit with an attack with this weapon, you may impose on the target disadvantage on all Dexterity saving throws and ability checks until the end of its next turn.
- Channel Speed (3 charges): As a bonus action, your movement speed increases by 20 feet until the end of your turn.

CLOAK OF THE CHRONOMANCER

Cloak, uncommon (requires attunement)

This cloak seems to shimmer in and out of existence but is solid to touch. It grants the wearer +1 AC. While attuned, as a bonus action the wearer can activate it to increase their movement speed by 5 feet for 1 hour. You cannot use this feature again until you finish a short or long rest.

BOOTS OF TIME STEP

Boots, rare (requires attunement)

The materials these boots are made of seem to swirl with smoke. Once per short or long rest, you may do one of the following.

- You may cast misty step without a spell slot or components.
- You may reroll one attack roll. You may choose to reroll after you see the result, but before you know if it's a success or failure.
- When you succeed on a Dexterity saving throw which causes you to take half damage, you take no damage instead.

WAND OF MEMORIES

Wand, rare (requires attunement)

This staff is said to grant the user power over memories and mind. This staff contains 8 charges and regains 1d6+1 charges at the end of a long rest. The user may expend charges to cast any of the following spells without using a spell slot or components:

1 charge: *cause fear* and *comprehend languages*

2 charges: *detect thoughts* and *false confidence*

5 charges: *legend lore*, *modify memory*, and *modify person*

8 charges: *feeblemind* and *mind blank*



AMMUNITION OF TETHERING

Ammunition, rare

This ammunition comes in bundles of 1d6+1 and grants +2 to attack and damage rolls. When a piece of this ammunition hits, the target must succeed on a DC 18 Wisdom saving throw or become stuck in time, though they can perceive time moving around them. The target is effectively paralyzed for 1 minute. The creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once an arrow hits a target, it becomes a mundane arrow.

ARMOR OF STEADFAST TIME

Armor (heavy), rare (requires attunement)

This armor is engraved with the phases of the moon across its chest. While attuned it grants +2 to AC. Your speed cannot be reduced by any means, and you have advantage on Wisdom and Constitution saving throws against the effects of transmutation spells.

RING OF DISTORTING SPACE

Ring, very rare (requires attunement)

This simple silver ring resembles the cog of a clock. It contains 8 charges and regains 1d6 charges at the end of a long rest. As a reaction, you may expend the necessary charges to do any of the following.

- **Shield (1 charge):** You cast the *shield* spell.
- **Stop Arrow (2 charges):** You may stop an arrow or bolt shot at you unless the attack rolled a 20. You may expend an additional charge to make a thrown ranged attack roll at the target who shot the arrow, provided they are within range.
- **Stop Movement (3 charges):** When a creature you can see within 60 feet begins to move, you may force them to make a DC 15 Constitution saving throw. On a fail, their movement speed is reduced to zero until the end of their turn.
- **Time Armor (5 Charges):** When a creature rolls a 20 on an attack roll against you, you may force them to reroll it.

STAFF OF TIME

Quarterstaff, legendary (requires attunement)

When attuned to this staff, your Intelligence score maximum becomes 24. As a reaction, you can use the staff to parry an attack, gaining +2 AC against that attack. The staff can hold 12 charges and regains 1d10+2 charges at the end of a long rest. The user may expend charges to cast any of the following spells without using a spell slot or components:

- **1 charge:** *jump* or *longstrider*
- **2 charges:** *levitate*
- **3 charges:** *alacrity*, *haste*, or *slow*
- **5 charges:** *age*, *telekinesis*, or *time bubble*
- **7 charges:** *reverse time*
- **10 charges:** *time stop*

When the staff reaches 0 charges, roll a d20. On a 1 or 2, the staff disappears to a random point in the past or future.



TIME GLOBE

Wondrous item, legendary (requires attunement)

This golden sphere contains many intricate, exposed cogs and is made for those who dare to brave the Paths of Time. When attuned, as a one hour ritual, you may discern and focus on the point in time to which you wish to travel. At the end of the hour you make one of the following checks, which you choose.

- **DC 25 Intelligence (History):** You pick a specific year, event, or person in the past. If you succeed on the ability check, you arrive at the exact point to which you intended. The Dungeon Master will decide at which you point you end up when you fail.
- **DC 25 Wisdom (Insight):** You pick a specific year, event, or person in the future. If you succeed on the ability check, you arrive at the exact point to which you intended. The Dungeon Master will decide at which you point you end up when you fail.

You cannot use this feature again until a week passes in whatever time line you appear.



SPELLS

AGE

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a watch or sundial)

Duration: Permanent

You touch a creature or object and subject it to the flow of time.

- **Creature.** The creature must succeed on a Constitution saving throw or be subjected to the effects of the spell, aging 1d10 years. Depending on the current age and race of the creature, the DM can decide the effects. The target's movement speed could be slowed, AC reduced, or in some cases death may occur. This effect can only be reversed by a *wish* spell.
- **Object.** The object ages 1d10 decades in a 5-foot cube centered on the point you touch. Depending on the object it may rust, crumble, become brittle, or turn to dust at the DM's discretion.

At Higher Levels. The object or creature ages an additional 1d10 for each spell level above the 5th.

ALACRITY

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, endowing them with time-enhanced reflexes and movement. For the duration, they may take the Dash action as a bonus action, and may take an extra reaction. They have advantage on all Dexterity saving throws, and if they would only take half damage from a Dexterity save, they instead take no damage.

ANTEROGRADE

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to make a humanoid you can see within range lose its memory of events for the duration. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. On a failure, once this spell ends it forgets that you cast this spell and any events that took place for the duration, even if you attacked it. Its mind fills in the gaps without the details of the missing memories. These memories can be restored by *dispel magic*, *greater restoration*, *antimagic field*, or similar spells and effects.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 1st.

ATEMPORAL SENSE

2nd-level divination

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 5 minutes

For the duration, you learn of anything dangerous within range including, but not limited to, traps, wards, and hostile creatures. You do not learn the exact location, type, severity, or amount of danger.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can expand the range by 5 feet and increase duration by 5 minutes for each slot level above 2nd.

CHRONOVOYANCE

5th-level divination

Casting Time: 10 minutes

Range: 100 miles

Components: V, S, M (a key and a piece of chalk)

Duration: Concentration, 10 minutes

You create a magical sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be noticed, attacked or otherwise interacted with.

When you cast the spell, you choose a day in the past, up to 10 years for each of your character levels. You can see and hear through the sensor as if you were in its space at the time you selected. You perceive a full day's activities in 10 minutes unless the spell ends early.

COMPRESSED REST

5th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a vise)

Duration: Instantaneous

When you cast this spell, any willing creatures that you select within range gains the benefit of their next rest in half the time. Creatures, however, do not recover from exhaustion during a compressed rest.

CONVERGENCE

3rd-level enchantment

Casting Time: 1 bonus action

Range: 100 feet

Components: S

Duration: Concentration, up to 1 minute

You create a choral beacon centered on the space you occupy. Each creature within range must succeed on a Wisdom saving throw or be compelled to approach the beacon using all of their movement for the duration. Compelled creatures will not harm themselves in order to approach. Attacking or harming a creature will end the effect on it. Creatures with immunity to the charmed condition automatically succeed on the saving throw.

This spell has resonance through time and may attract time travelers and/or monsters to the beacon (DM's discretion).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can add an additional 100 feet to the range for each slot level above 3rd.

CHRONOLOGICAL BEND

Transmutation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round.

You choose one spell for which you have spell slots and use your action to cast it one round into the future. You cast the spell as normal, selecting a target if needed, but do not roll to hit. On your next turn, the spell is triggered where you were standing when you cast it. If the spell was an attack, you roll to hit only if the target is in within 20 feet of where they were when targeted.

DEJÁ VU

7th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, a creature within range that you select must succeed on a Wisdom saving throw or on their next turn must attempt to repeat their last turn as closely as possible. Creatures immune to the charmed condition make the save with advantage.

DELAY

2nd-level transmutation

Casting Time: 1 reaction

Range: 30 feet

Components: S

Duration: Instantaneous

When any number of creatures you can see within range loses hit points, you can use your reaction to postpone the loss of hit points. The damage is delayed 1d4 rounds.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can increase the delay by a number of 1d4 rounds for every two spell slots above the 2nd.

FALSE CONFIDENCE

2nd-level enchantment

Casting Time: 1 bonus action

Range: touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a willing creature and they forget they are not proficient in something. Choose an ability, tool, or saving throw. For the duration, the target gains proficiency in it and makes all rolls in the ability at advantage. The effect ends early if the target becomes frightened, incapacitated, or unconscious.

GREATER CONTINGENCY

8th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a statuette of yourself smelted from gold worth at least 3,000 gp)

Duration: 30 days

Choose a spell of 7th level or lower that you can cast that has a casting time of 1 action to 1 hour. You cast that spell –called the contingent spell – as part of casting *greater contingency*, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a greater contingency cast with *plane shift* might stipulate that plane shift comes into effect if you are forced to another plane of existence. The contingent spell takes effect immediately after the circumstance is met for the first time, whether you want it to, and then *greater contingency* ends. If the contingent spell that takes effect can normally target others, it does so at the time it triggers. You can use only one *greater contingency* at a time. If you cast this spell again, the effect of another *greater contingency* ends.

IMMEDIATE REVERSION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (one bloodstone worth at least 50 gp, which the spell consumes)

Duration: Instantaneous

A creature you touch has its wounds revert in time, gaining some healing from wounds that it suffered since the beginning of your previous turn.

- If the creature has at least 1 hit point, that creature gains back 1d4 hit points.
- If the creature dropped below 0 hit points but was not killed outright, it rolls a death save. On a success it regains 1 hit point; on a failure, it is stabilized.

- If the creature was killed outright, it becomes unconscious with 2 failed death saves. This option can return a creature to life that has died of old age, but the creature will die again of old age at the end of its next turn.

MODIFY MYTH

9th-Level enchantment

Casting Time: 7 Days

Range: Unlimited

Components: V, S, M (7 Rubies, each worth at least 5,000 gold)

Duration: Until dispelled

You perform an extensive ritual that deletes one person, idea, or concept from the mind of every creature in existence. Each day during casting, you enchant 1 ruby. When the 7th ruby is enchanted, the target is removed from the collective unconscious, besides yours and up to 3 other individuals. The spell is broken only once all rubies are destroyed, or by a *wish* spell.

This spell does not erase any physical evidence of the target, though the magic of the spell is hard to overcome willingly. If they are presented with obvious physical evidence, a creature may make a DC 25 ability check (appropriate to the subject that was erased), and remember the lost content on a success. Each Ruby that is destroyed decreases the DC by 2.

MODIFY PERSON

5th-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 day

You touch a person and make them forget a piece of information concerning a creature they are familiar with. They must succeed on a Wisdom saving throw or forget a single piece of information that you choose. Creatures immune to the charmed condition make the save at advantage.

It may be a hatred or affinity for a person. They may forget that a certain merchant sells a certain item or that another creature is proficient with a certain skill. Or they may forget that time you wronged them.

How specific you must be is up to the DM. When the spell ends the creature remembers the information unless you recast the spell on them. The DM decides whether they become hostile, or if the creature thinks the memory lapse was its own fault.

REVERSE TIME

7th-level transmutation

Casting Time: 6 seconds

Range: Self

Components: V, S

Duration: 1 round

You focus your mind to reverse time around you. Every creature within 120 feet is moved backward in time six seconds. Everything that happened since the end of your last turn no longer happened, and creatures retake their last turn, potentially changing their actions and the outcome of the battle. This spell takes up your entire Action, Bonus Action, Movement, and Reaction. Only the creatures you choose know they've been affected by this spell and what actions were reversed by it.

REVEAL PATH OF TIME

6th-level conjuration (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (1 gem worth at least 1,000 gp, which the spell consumes)

Duration: 1 minute

You open a Path of Time. Your DM decides how dangerous the path is and whether it's guarded.

Make a DC 18 Intelligence (Arcana) check. On a success, you can open a path to the time and place you desire (past or future). On a failure, you gain partial results depending on the DM. The gate is a two way, opaque, 10-foot-square portal which stays open for 1 minute, at which point it closes.

TIME BUBBLE

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cast a bubble of time distortion around you or your enemies. Choose an area within 60 feet. Every creature within a 15-foot radius of that point is affected by one of the following two conditions of your choice:

- **Stop Time:** Every creature in the area must make a Wisdom saving throw or be paralyzed as they are frozen in time until the start of your next turn. On the next turn they can take an action, they gain the benefits of the *haste* spell for a single turn.
- **Speed Time:** Every creature in the area can take an extra action, and their movement speed is doubled. They may take an extra reaction, and all attacks against them have disadvantage. They have advantage on Dexterity saving throws. On their next turn, they suffer from the effects of time dilation: they must succeed on a Constitution saving throw or be stunned until the beginning of their next turn.

TIME JUMP

9th-level transmutation

Casting Time: 1 minute (Ritual)

Range: Self

Components: V, S, M (a diamond worth at least 5,000gp, a potato, and a human brain, all of which are consumed)

Duration: Instantaneous

You, and up to five people touching you, are transported to a time and place you specify. You may specify a specific date, or an event.

You travel instantly through the Paths of Time to the destination you desire, by passing all danger. This method of travel is incredibly taxing. Each person who travels this way suffers 1d6 levels of exhaustion.

SPELL LIST ADDITIONS

WIZARD

Age
Alacrity
Anterograde
Atemporal Sense
Convergence
Chronological Bend
Chronovoyance
Deja Vu
Greater Contingency
Modify Myth
Reverse Time
Reveal Path of Time
Time Bubble
Time Jump

BARD

Alacrity
Anterograde
Compressed Rest
Convergence
Delay
False Confidence
Immediate Reversion
Modify Person

CLERIC

Compressed Rest
Delay
Greater Contingency
Immediate Reversion
Modify Myth
Modify Person

DRUID

Chronovoyance
Compressed Rest
Delay
Immediate Reversion
Reveal Path of Time
Time Jump

SORCERER

Age
Deja Vu
Time Bubble

RANGER

Atemporal Sense

WARLOCK

Age
Chronovoyance
Modify Person
Time Bubble

MORTY MCGNAT

Medium human (time bard), chaotic good

Armor Class 14 (leather armor)
Hit Points 52 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	14(+2)	13(+1)	11(+0)	20(+5)

Saving Throws Dex +6, Cha +8
Skills Acrobatics +6, Arcana +4, Deception +8, Insight +3, Performance +11, Persuasion +11,
Senses passive Perception 10
Languages Common
Challenge 4 (1,100 XP)

Bardic Inspiration (5/Day). As a bonus action, Morty can choose one creature they can see within 60 feet and give them a d8. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Jack of All Trades. Morty may add half his proficiency bonus to any skill he is not already proficient in.

Song of Rest. Morty can use soothing music to help revitalize their wounded allies during a short rest. If any friendly creature who can hear their performance regains hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Spellcasting. Morty is an 8th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). They have the following bard spells prepared:

Cantrips (at will): *magehand, thunderclap, vicious mockery*

1st level (4 slots): *charm person, delay, dissonant whispers, heroism*

2nd level (3 slots): *calm emotions, false confidence, suggestion*

3rd level (3 slots): *alacrity, convergence, stinking cloud*

4th level (2 slots): *confusion*

Time Honed Senses. When Morty casts a spell, they may use their bonus action make a Perception or Intelligence-based check.

Actions

Rapier. *Melee Weapon Attack:* +6 to hit, 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Countercharm. As an action, Morty can start a performance that lasts until the end of their next turn. During that time, any friendly creatures within 30 feet of them has advantage on saving throws against being frightened or charmed. A creature must be able to hear them to gain this benefit. The performance ends early if they are incapacitated or silenced or if they voluntarily end it (no action required).

Song of Time (1/day). Each creature within a 30-foot radius must succeed on a DC 16 Constitution saving throw or fall unconscious. The effect ends after one minute, or ends early if the target takes damage or another creature uses an action to shake them awake. You cannot use this ability again until you finish a short or long rest.