

DEEP MAGIC

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TIME MAGIC



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DEEP MAGIC

Time

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Time Magic

The control and manipulation of time is an esoteric and mysterious branch of magic. Spellcasters who seek to alter time have the potential to perform incredible deeds. That potential is tempered by the great danger of intervening with time, which resists mortal interference. Many gods, too, look unfavorably at those who try to divert or dam the currents of time, and their disfavor should never be taken lightly.

Temporal spells can be found in several schools of magic, and some spells that belong to other schools

can be cast as temporal spells. For example, some divination and clockwork spells have temporal variants that rely on peering through or altering the flow of time.

The study and practice of temporal magic is most common in regions where clockwork magic is practiced. Most students of the clockwork school concentrate on the creation and support of clockwork objects and constructs, but a small subset of its practitioners directly manipulate time itself, toward a variety of ends.

Divine Option: Time Domain

Most spellcasters and sages agree that significant alterations to time are undesirable, but they disagree strongly on what constitutes a significant alteration. As might be expected, those of Good alignment typically try to protect time from those who seek to make significant changes or bend time to their will, while those of Evil alignment try to change what's passed for their own selfish purposes.

TIME DOMAIN SPELLS

CLERIC LEVEL	Spells
1	<i>expeditious retreat</i> , <i>withered sight</i> *
3	<i>decelerate</i> *, <i>time step</i> *
5	<i>haste</i> , <i>slow</i>
7	<i>reset</i> *, <i>time vortex</i> *
9	<i>legend lore</i> , <i>wall of time</i> *

* Described below under "Spell Descriptions."

STEWARD OF TIME

At 1st level, you learn two of the following languages: Ankeshelian, Illyrian, Morphoi, Northern Tongue, or Vos'Ghaen. You become proficient in the History skill. In addition, you learn the *quicken* cantrip, which does not count against the number of cleric cantrips you know.

Instability of Time

Sages who study time have, in recent days, noticed worrisome signs. The time storms of the Wastes are growing more frequent and violent. Sailors and even pirates of the Western Ocean tell tales about plucking individuals from the sea who claim that their vessels were destroyed by falling through mysterious rifts in the Western Ocean just days before, but whose speech and style of dress indicate they're from cities that were destroyed ages ago. These effects are even being observed, rarely, for the first time in other areas of Midgard.

Both of these phenomena probably are happening because of the capture and imprisonment of Mnemosyne, goddess of time and memory, by Hecate, goddess of labyrinths and twisting paths. This event is not yet known in the Mortal World.

Without Mnemosyne's fingers on the threads of time, hitherto unprecedented events have come to pass. Other gods, including Hecate and Seggotan, are vying to control her domain. Even Charun—

CHANNEL DIVINITY: TIME'S EMBRACE

Starting at 2nd level, you can react quickly to dangerous situations. When you are surprised at the beginning of an encounter, you can use your Channel Divinity to not be surprised. When you need to make a Dexterity saving throw, you can use your Channel Divinity to make the saving throw with advantage.

TIME'S GUARDIAN

At 6th level, you can use your reaction to gain a +3 bonus to AC against an attack made against you. You can use this ability a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses of this ability after a long rest. Additionally, you never suffer the negative aftereffect of the *haste* spell and can act normally when the spell ends.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.



rumored to be the son of Mnemosyne and Nethus—has begun extending his influence into the currents of time. Both Charun and Rava seem to be answering the entreaties of Mnemosyne's faithful, who are actively seeking to solve the mystery of her disappearance.

CHANNEL DIVINITY: MASTERY OF TIME

At 17th level, you can use your Channel Divinity to stop the flow of time. The effect is identical to the *time stop* spell: you can take 3 turns in a row when the effect is triggered. You must complete a long rest before using this ability again.

You can also use your Channel Divinity to allow you and your allies to ignore the effects of a temporal anomaly such as a time storm or a time rift for one minute. This effect is centered on you with a radius of 20 feet.

Wizard Arcane Tradition: Timekeeper

A timekeeper uses seconds and minutes not as a way to measure life but as the key to great and mysterious power. The tradition of the timekeepers began in the magocracies of the West prior to the Great Mage Wars. Many timekeepers find themselves responsible for keeping watch over the dread walkers of the Wastes, to ensure they are never freed from stasis. Others seek to rediscover the lost spells and rituals that allowed long-gone mages to halt the dread walkers in the first place.

Except as noted below, timekeepers function as wizards and use the wizard spell list. A timekeeper has the following class features.

TEMPORAL SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved. When gaining a level, you can select a temporal spell even if you've never encountered it before. You also gain proficiency with clockwork tools (25 gp, 2 lb).

BONDED TIMEPIECE

Starting at 2nd level, you create a special timepiece that can be held easily in one hand, usually a clockwork watch or hourglass. You can use the timepiece as an arcane focus.

You have 2 temporal points, and you gain one additional point every time you level up, to a maximum of 20 at level 20. You regain all spent temporal points when you finish a long rest. You are unable to spend temporal points without holding your bonded timepiece.



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You can spend 1 temporal point as a reaction or a bonus action to gain one of the following effects for 1 round, or spend 2 temporal points as a bonus action to grant a creature you touch one of the following effects for 1 round:

- You can use a bonus action on your next turn to Dash, Disengage, Hide, or Use an Object.
- Your AC increases by 2.
- You gain advantage on a Dexterity check.

EXTENDED MAGIC

At 6th level, when you cast a spell whose duration is 1 minute or longer, you can spend 1 temporal point to double the spell's duration. The maximum duration obtainable is 24 hours.

HASTENED

At 10th level, you add the *haste* spell to your spellbook, if it is not there already. You never suffer the negative aftereffects of the *haste* spell and can act normally when the spell ends.

You can also cast *haste* without expending a spell slot, but the spell affects only you. Once you cast *haste* this way, you can't do so again until you finish a short or long rest. You can still cast it normally using an available spell slot.

TIME MASTERY

At 14th level, you can choose to ignore environmental time effects such as those created by a time storm or a time rift.

Also, you can spend temporal points in the following ways.

- When you cast a spell with a casting time of 1 action, you can spend 2 temporal points to reduce the casting time for this casting to 1 bonus action.
- When you must make a saving throw against *slow* or any temporal spell, you can spend 2 temporal points to succeed on the saving throw automatically. You can make the decision to spend the points after rolling the die and seeing the result.
- As a reaction when another creature casts *time stop*, you can spend 5 temporal points to act during the spell's duration. You and the spell's original caster alternate taking turns, with the original caster acting first. You have the same restrictions as the original caster. If the original caster ends the spell, it ends for everyone; if you take an action that ends the spell, it ends only for you, not for the original caster.

Background: Time-Lost Traveler

You come from the past. Whether you just escaped from magical stasis, were resurrected by a time storm in the Wastes, were sent forward in time by lost gods, or were the victim of some other magical occurrence, you've found yourself hundreds of years or more from your time of origin. The world has changed in the interim, but you have unrivaled knowledge about the cultures and relics of past times.

SKILL PROFICIENCIES: History, Survival

TOOL PROFICIENCIES: Cartographer's tools or navigator's tools

LANGUAGES: One of the following—Ankeshelian, Illyrian, Morphoi, or Vos'Ghaen

EQUIPMENT: A leather case containing a map of a now-ancient city, a bullseye lantern, a set of traveler's clothes, a trinket brought from your time, and a pouch containing 25 gp in antique coins.

FEATURE: ANACHRONISTIC KNOWLEDGE

When you enter a ruin or dungeon, you can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, or some other race. You apply double your proficiency bonus on History checks when the check is related to knowledge from ancient times. You either lived in those times or they were recent history to you.

D8 Personality Trait

- | | |
|---|--|
| 1 | I don't speak much. No one must learn where or when I came from. |
| 2 | I am fascinated by clockwork, and I collect examples whenever possible. |
| 3 | I try to find out about the cultures of everyone I meet. |
| 4 | I make sure to always carry traveling supplies with me. |
| 5 | I make sure to live life to the fullest, in the here and now. |
| 6 | I am often struck by the knowledge that the people and places I knew are gone. |
| 7 | I pretend great naivete or ignorance for my own reasons. |
| 8 | I am far happier in ancient ruins than I am in other places. |

D6 Ideal

- | | |
|---|--|
| 1 | Aspiration. I know that I was sent here for a reason. (Any) |
| 2 | Determination. I must find a way to return to my time. (Neutral) |
| 3 | Protection. I have seen the horrors of history, and I will ensure they never happen again. (Good) |
| 4 | Greed. I know where the treasures were buried. Finders keepers. (Evil) |
| 5 | Freedom. I am no longer bound by the moral constraints of my original time. (Chaotic) |
| 6 | Necessity. I know that time must not be tampered with. (Lawful) |

SUGGESTED CHARACTERISTICS

Travelers who become lost in time are tenacious survivors. They may feel that their time was superior,

or may be pleasantly surprised by the changes that have occurred in the world. In either case, they make their way in the new world to the best of their ability.

D6	Bond
1	I had a family. I need to find out what happened to my descendants.
2	Something has gone wrong with the flow of time, and I must redress this problem.
3	The city I came from has fallen from great heights. I can restore its prominence.
4	I must raise my fame and fortune to prove that I belong in this time.
5	I protect ancient sites from those who would seek to plunder their riches.
6	Someone else was also sent through time when I was. I need to find that person.

D6	Flaw
1	I believe earlier people were superior. I constantly complain about modern values.
2	I let everyone know that I was part of every significant historical event, somehow.
3	I become enraged when anyone questions my version of history.
4	I judge other races harshly based on my time's perception of them.
5	I will not make friends. They can be lost in an instant.
6	I take a very long time when I search or study historical sites.

Spell List

BARD SPELLS

CANTRIP (0 LEVEL)

Quicken

1ST LEVEL

Withered Sight

2ND LEVEL

Time Step

3RD LEVEL

Accelerate

4TH LEVEL

Reset

6TH LEVEL

Time Loop

CLERIC SPELLS

1ST LEVEL

Withered Sight

2ND LEVEL

Time Step

3RD LEVEL

Accelerate

4TH LEVEL

Reset

5TH LEVEL

Wall of Time

6TH LEVEL

Time Loop

DRUID SPELLS

1ST LEVEL

Withered Sight

2ND LEVEL

Decelerate

3RD LEVEL

Accelerate

4TH LEVEL

Reset

6TH LEVEL

Time Loop

PALADIN SPELLS

2ND LEVEL

Decelerate

4TH LEVEL

Reset

RANGER SPELLS

1ST LEVEL

Withered Sight

2ND LEVEL

Decelerate

Time Step

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Quicken

1ST LEVEL

Chronal Lance

2ND LEVEL

Decelerate

3RD LEVEL

Accelerate

4TH LEVEL

Time Vortex

5TH LEVEL

Wall of Time

6TH LEVEL

Time Loop

WARLOCK SPELLS

1ST LEVEL

Withered Sight

2ND LEVEL

Decelerate

Time Step

4TH LEVEL

Time Vortex

6TH LEVEL

Time Loop

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Quicken

1ST LEVEL

Chronal Lance

Withered Sight

2ND LEVEL

Decelerate

Time Step

3RD LEVEL

Accelerate

4TH LEVEL

Reset

Time Vortex

5TH LEVEL

Wall of Time

6TH LEVEL

Time Loop

7TH LEVEL

Anomalous Object

Spell Descriptions

The spells are presented in alphabetical order.

ACCELERATE

3rd-level transmutation (temporal)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a toy top)

DURATION: Concentration, up to 1 minute

Choose up to three willing creatures within range, which may include you. Until the end of the spell, the target's movement speed doubles. The target can also take a bonus action on each of its turns. This bonus action can only be used to take the Dash action. In addition, the creature has advantage on Dexterity saving throws while under the effect of this spell.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, you can affect an additional creature for each slot level above 3rd.

ANOMALOUS OBJECT

7th-level conjuration (temporal)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (an hourglass)

DURATION: Concentration, up to 1 minute

By touching an object, you retrieve another version of the object from elsewhere in time. If the object is attended, you must succeed on a melee spell attack roll against the creature holding or controlling the object. Any effect that affects the original object also affects the duplicate (charges spent, damage taken, etc.) and any effect that affects the duplicate also affects the original object. If either object is destroyed, both are destroyed. This spell does not affect sentient items or unique artifacts.

CHRONAL LANCE

1st-level transmutation (temporal)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a gear spring)

DURATION: 1 minute

You send glowing lances of temporal energy streaking toward three separate targets. Each target must make a successful Wisdom saving throw or its speed is halved and it has disadvantage on Dexterity ability checks (but not saving throws). An affected creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, you can create an

additional lance to target one additional creature for each slot level above 1st.

DECELERATE

2nd-level transmutation (temporal)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a toy top)

DURATION: 1 minute

You slow the flow of time around a creature. The creature must make a successful Wisdom saving throw or its speed is halved (rounded up to the nearest 5-foot increment). Until the effect ends, the creature's speed is halved again at the start of each of your turns. For example, a character with a speed of 30 feet fails its saving throw, dropping its speed to 15 feet. At the start of your next turn, the creature's speed drops to 10 feet, then to 5 feet on the following round. *Decelerate* can't reduce a creature's speed to less than 5 feet. The spell ends after 1 minute or when the target uses its action to make a successful Wisdom saving throw.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, you can affect an additional creature for each slot level above 3rd.

QUICKEN

Transmutation cantrip (temporal)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to its next initiative roll or Dexterity saving throw. The target can roll the die before or after the d20 roll. The spell then ends.

RESET

4th-level transmutation

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M

DURATION: Instantaneous

Temporal energy bursts from you to bathe the battlefield. Choose up to four creatures within range. If the creature is your ally, it can reroll its initiative check twice, keeping whichever of the two results it prefers. If the target is your enemy, it must make a successful Wisdom saving throw or reroll its initiative check twice, keeping whichever of the two results you prefer. New initiative results go into effect at the start of the next round.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature for each slot level above 4th.

TIME STEP

2nd-level conjuration (temporal)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V

DURATION: Instantaneous

You briefly step forward in time. You disappear from your location and reappear at the beginning of your next turn in a location within 30 feet of the space you disappeared from. You can't be affected by anything that happens during the interval you're missing, and you aren't aware of anything that happens during that time.

TIME LOOP

6th-level transmutation (temporal)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M
(a metal loop)

DURATION: Concentration,
up to 1 minute

You capture the target in a loop of time. The creature is teleported to the space where it began its previous turn. The target then makes a Wisdom saving throw. If it succeeds, the spell's effect ends. If it fails, the creature must repeat the actions it took on its previous turn, following the same sequence of moves and actions to the best of its ability. It doesn't need to move along the same path or attack the same target, but if it moved, then attacked, on its previous turn, its only option is to move, then attack, this turn. If the space where the target began its previous turn is occupied or it's impossible for the target to take the same action (if it cast a spell but it's now unable to do so, for example), the target is incapacitated.

An affected target repeats the saving throw at the end of its turn, ending the effect on a success. For as long as the duration lasts, the target teleports back to its starting point at the start of each of its turns and it must repeat the same sequence of moves and actions.

TIME VORTEX

4th-level evocation (temporal)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (a clockwork butterfly)

DURATION: Concentration, up to 1 minute

This spell destabilizes the flow of time in the target area, subjecting creatures caught in the vortex to temporal fluctuations that are visible as a spherical distortion with a 10-foot radius. Each creature within the sphere when you cast the spell must succeed on a Wisdom saving throw or be affected by the *time vortex*. While the spell lasts, a creature that enters the



sphere or begins its turn inside the sphere must also make a Wisdom saving throw or be affected. Once a creature's Wisdom saving throw succeeds, it is immune to this *time vortex*.

An affected creature can't take reactions and must roll a d10 at the start of its turn to determine its behavior for that turn.

D10	Roll	Effect
1-2		The creature is affected as if by <i>slow</i> until the start of its next turn.
3-5		The creature is stunned until the start of its next turn.
6-8		The creature's initiative result is reduced by 5. The creature begins using this new initiative result next round. Multiple occurrences of this effect for the same creature are cumulative.
9-10		The creature's speed is halved until the start of its next turn.

You can move the temporal vortex 10 feet each round as a bonus action. An affected creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

WALL OF TIME

5th-level abjuration (temporal)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (an hourglass)

DURATION: Concentration, up to 1 minute

You create a wall of shimmering, transparent blocks and rotating but intangible gears on a solid surface within range. You can make a straight wall up to 60 feet long, 20 feet high, and 1 foot thick, or a circular wall up to 20 feet high, 1 foot thick, and forming a closed circle 20 feet in diameter. Nonmagical ranged attacks that cross the wall vanish into time with no other effect. Ranged spell attacks and ranged weapon attacks made with magical weapons that pass through the wall are made with disadvantage. A creature that intentionally enters or passes through the wall is affected as if they had just failed their initial saving throw against the *slow* spell.

WITHERED SIGHT

1st-level necromancy (temporal)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a dried lizard's eye)

DURATION: Concentration, up to 1 minute

You cause the eyes of a creature you can see within range to age rapidly. The target must make a Constitution saving throw. If it fails, the creature has disadvantage on Perception rolls and attack rolls. An affected creature repeats the saving throw at the end of its turn, ending the effect with a success. This spell has no effect on a creature that is blind or that doesn't use its eyes to see.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.



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