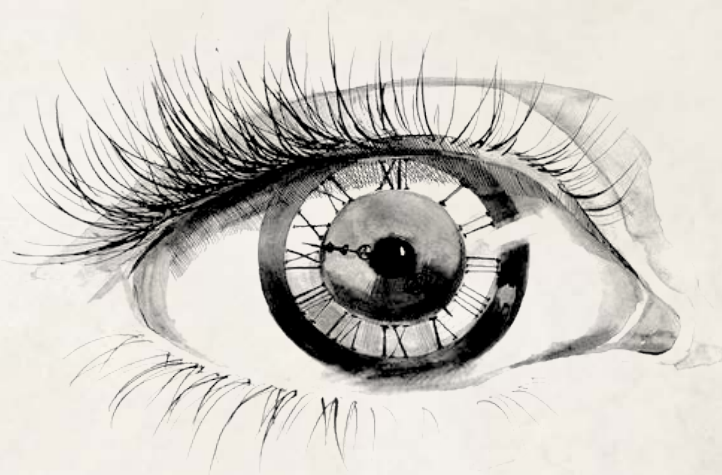


CHRONOMANCY SPELLS

The following spell list contains of the spells that belong to the sub-school of Chronomancy. An asterisk indicates new spells (see below for spell descriptions). None of these new spells are added to any class' spell list, except where noted in the class descriptions in this supplement. If a spell can be cast as a ritual, the ritual tag appears within parentheses.



CHRONOMANCY SPELLS

CANTRIPS (0 LEVEL)

Manipulate Clockwork*
Moment to Think*

1ST LEVEL

Déjà Vu*
Enhance Reflexes*
Expeditious Retreat
Longstrider
Safiya's Industrious Worker*
Slow Thinking*

2ND LEVEL

Action*
Burst of Speed*
Delay*
Time's Arrow*

3RD LEVEL

Haste
Restore Youth* (Ritual)
Slow

4TH LEVEL

Curse of Aging*
Curse of Youth*
Impressions of the Past*

5TH LEVEL

Erase*
Evasiveness*
Temporal Reversion*

6TH LEVEL

Dislocation in Time*
Improved Haste*
Improved Slow*

7TH LEVEL

Lesser Time Stop*
Mass Haste*
Sequester

8TH LEVEL

Time Freeze*

9TH LEVEL

Mass Improved Haste*
Temporal Bubble*
Time Stop
Zone of Altered Time*

SPELL DESCRIPTIONS

All spells are presented in alphabetical order.

ACTION

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of liquorice root)

Duration: 1 round

Choose a willing creature that you can see within range. During its next turn, the target gains an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

BURST OF SPEED

2nd-level transmutation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a shaving of liquorice root)

Duration: 1 round

Choose a willing creature that you can see within range. Until the start of your next turn, the target's speed increases by 20 feet and it gains a +2 bonus to AC.

CURSE OF AGING

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch must succeed on a Wisdom saving throw or become cursed indefinitely. While under the influence of this curse, the target ages at twice their normal rate, becoming two days older for every day that passes. In addition, they have disadvantage on all Strength checks and saving throws.

A *remove curse* spell ends this effect.

CURSE OF YOUTH

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a child's toy)

Duration: Concentration, up to 1 hour

This spell reverses time for a creature that you can see within range until it becomes a helpless baby. An unwilling creature must make a Wisdom saving throw to avoid the effect. Shapechangers and creatures that do not experience infancy automatically succeed on this saving throw.

If the target drops to 0 hit points, it reverts back to its 'normal' age, and excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The target retains all of its game statistics except its base movement speed and hit points, which are changed to 10 feet and half of the target's maximum, respectively. It cannot take any actions, bonus actions or reactions, cannot cast spells and cannot communicate, except by crying (a person using the spell comprehend languages or similar abilities can interpret such crying to gain a rough understanding of the baby's emotional state). While under the effects of this spell, the target is prone and cannot stand up without the help of an adult.

The target's gear is unaffected by this spell; it will likely fall off the target due to being vastly oversized.

At Higher Levels: If you cast this spell using a spell slot of 6th level or higher and maintain your concentration on this spell for the entire possible duration, the target makes another Wisdom saving throw. On a failure, the target remains as a baby until the effect is ended by a *remove curse* spell. Additionally, if the target drops to 0 hit points, it does not revert to 'normal' age, and begins making death saves as normal. On a success, the effects end.

DÉJÀ VU

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small silver mirror)

Duration: Instantaneous

You briefly rewind the thoughts a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be forced on its next turn to repeat the actions it performed in its previous turn. It can use its reaction as normal; it is not forced to repeat a reaction it made previously. If the situation has changed in such a way

that the subject can't take the same actions again, the subject stands still and takes no actions or bonus actions for 1 round.

DELAY

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small crystal)

Duration: Instantaneous

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be moved to last place in the initiative order from the beginning of the next round onwards.

DISLOCATION IN TIME

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (any device capable of telling the time)

Duration: Up to 10 minutes

You step out of the normal flow of time, and remain there for the duration or until you use your action to dismiss the spell.

While dislocated in time, you can see and be seen by creatures and objects that remain in normal time, but everything there looks grey to you. You appear blurred and indistinct to them.

You ignore all objects and effects other than those that you are wearing or that originate from within your person, allowing you to move through objects you perceive on the plane you originated from. Likewise, nothing you do can have any effect on normal time.

ENHANCE REFLEXES

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of mercury)

Duration: Concentration, up to 10 minutes

Choose a willing creature that you can see within range. Until the spell ends, the target has advantage on all Dexterity checks.

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.

ERASE

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a quartz crystal worth at least 100 gp)

Duration: Instantaneous

You point your finger and fire a pale blue ray at a Small or smaller nonmagical object that you can see within range. Make a ranged spell attack against the target. On a hit, the target is erased from time.

No trace remains of the erased object and the memory any creature (except the caster) that knew of its existence is altered to reflect the fact that the object never existed. If anything else in the world would not make sense in the absence of the object, history is re-written to explain it. The DM determines the new version of events. Generally, this spell makes the smallest possible change that would provide a plausible explanation.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target a Medium object or creature, including magical objects. On a hit, the creature takes 10d10 force damage. If it is reduced to 0 hit points by this damage, it is erased from time as described above, along with anything it is wearing or carrying.

EVASIVENESS

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, M (a scrap of silk)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target gains a superhuman ability to dodge attacks. The target's AC becomes 23, if it were lower, regardless of what kind of armor it is wearing.

This spell puts enormous strain on the target's body. After the spell ends, the target gains one level of exhaustion.

IMPRESSIONS OF THE PAST

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (an hourglass and a glass eye worth at least 100gp)

Duration: Concentration, up to 1 minute

You cast your senses back in time to perceive your current location as it was at some point in the past, including any events that were happening at that time. You must specify the exact time you wish to see, which cannot be more than 100 years ago. When viewing the past, it appears dreamlike and shadowy, but you are able to discern detail and hear conversation as normal, and any special senses you possess (such as darkvision) also work as normal.

While perceiving the past, you can look in any direction, but you cannot move or speak and are unable to sense your present surroundings.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you may share this spell with one other creature that you touch. An unwilling target may make a Wisdom saving throw to avoid being affected. In addition, when you cast this spell using a spell slot of 8th level or higher, you can choose to perceive a time up to 1,000 years ago.

IMPROVED HASTE

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a liquorice root)

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is tripled, it gains a +3 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

IMPROVED SLOW

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bottle of molasses)

Duration: 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is reduced to a quarter of its base speed, it takes a -3 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 a 16 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. If the creature uses nonmagical wings to fly, it is unable to fly while under the influence of this spell. If it is airborne when the spell is cast, it lands safely at the start of its next turn.

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.

LESSER TIME STOP

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 2 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 300 feet from the location where you cast it.

MANIPULATE CLOCKWORK

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You effect a minor change in a Small or smaller clockwork item within range that you can see. Examples of things you could do include:

- Make the machine run faster or slower, up to double or half of its normal speed.
- Change the time displayed on a mechanical clock.
- Flip a switch or change a setting.
- Start or stop the device.

You cannot damage or destroy a machine using this spell.



MASS HASTE

7th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of liquorice root)

Duration: Concentration, up to 1 minute

Choose up to three willing creatures that you can see within range. Until the spell ends, the targets' speeds are doubled, they gain a +2 bonus to AC, have advantage on Dexterity saving throws, and it gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the targets can't move or take actions until after their next turn, as a wave of lethargy sweeps over them.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature for each slot level above 7th.

MASS IMPROVED HASTE

9th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a liquorice root)

Duration: Concentration, up to 1 minute

Choose up to three willing creatures that you can see within range. Until the spell ends, the targets' speeds are tripled, they gain a +3 bonus to AC, have advantage on Dexterity saving throws, and it gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

MOMENT TO THINK

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 round

You briefly stop the flow of time for everyone but yourself. When you cast this spell, your current turn ends and no time passes for other creatures, while you take 1 free turn, during which you can use actions and a bonus action as normal. However, you cannot move from the location where this spell was cast, nor can you affect any object other than those worn or carried by you (as everything else is frozen in time), make any kind of attack, or cast any spells. If you let go of an item you were carrying, it also becomes frozen in time. If you consume a potion during the free turn, it has no effect (though it is consumed). Listed below are a few examples of what you could do on your free turn:

- Make an Intelligence check to remember information about something.
- Make a Wisdom (Perception) check.
- Take the Hide action.
- Deploy a bag of caltrops.
- Draw or stow weapons and shields.

RESTORE YOUTH

3rd-level transmutation (ritual)

Casting Time: 8 hours

Range: Touch

Components: V, S, M (gold dust worth at least 500gp, which the spell consumes)

Duration: Instantaneous

You perform a long, complex ritual on another creature, reducing its apparent age by 3d10 years, to a minimum of 13 years. This effect does not extend the creature's lifespan.

SAFIYA'S INDUSTRIOUS WORKER

1st-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a bar of iron)

Duration: 8 hours

You touch a willing creature. For the next 8 hours, they are able to perform mundane tasks with exceptional speed.

Every hour spent crafting nonmagical items under the influence of this spell provides 4 hours' worth of output.

Therefore 20gp of items/progress can be made in an 8-hour work day.

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.

SLOW THINKING

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of alcohol)

Duration: 1 minute

You slow down the thought processes of a creature of your choice that you can see within range. The target must succeed on a Constitution saving throw or have disadvantage on all Intelligence checks and saving throws for the duration.

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.

TEMPORAL BUBBLE

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a diamond hourglass filled with tiny gemstones or pearl dust, worth at least 45,000gp)

Duration: Concentration, up to 1 hour

You create a transparent, spherical demiplane centered on yourself with a radius of 10 feet. Time within this demiplane passes significantly faster than time outside, allowing you to experience 24 hours of time while those outside only experience 1 hour.

No material can pass into or out of the demiplane, and no spell or effect created on one side of it can affect the other side.

If any creatures other than yourself and you familiar (if you have one) would be caught within the area of this spell, the spell fails.

TEMPORAL REVERSION

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The wounds of a creature you touch travel back in time to before they were inflicted. The creature regains hit points

equal to 7d4 + your spellcasting ability modifier. This healing works as normal on undead and constructs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d4 for each slot level above 5th.

TIME FREEZE

8th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron hourglass)

Duration: Instantaneous

Choose a creature that you can see within range. If the target has 150 hit points or fewer, it is paralyzed and frozen in time, unaware of its surroundings. Otherwise, the spell has no effect.

The target must make a Wisdom saving throw at the end of each of its turns. On a successful save, this paralysis effect ends.

TIME'S ARROW

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of sand from an hourglass)

Duration: 10 minutes

This spell enchants a physical missile, such as an arrow, bolt or sling bullet so that it freezes in time and space. You may reposition the missile as part of the action to cast the spell, and the spell may be used on magical or otherwise enchanted missiles.

The missile remains frozen in place until either a creature passes within 60 feet in front of it, something touches it, a strong wind blows upon it, the enchantment is

dispelled or the duration ends. At that point, the missile moves suddenly, as if it was just fired or thrown. If a creature is in the line of fire, the missile makes an attack which adds your spell attack bonus to the attack roll, and does the basic damage of whatever missile type was used (missiles that vary by launcher use the highest possible damage dice).

ZONE OF ALTERED TIME

9th-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of hourglasses, worth at least 100gp each)

Duration: 1 hour

You create a transparent magical zone where time flows differently in a 50-foot cube centered on a point of your choice within range. No material, spell or effect can pass into or out of the zone unless it travels through another plane of existence to do so (such as by using misty step, etherealness or dimension door.) Choose one of the following effects for the zone.

Dilated Time. Time passes slower inside the zone, so that any creatures inside it experience 10 minutes for every hour that passes outside.

Hyperbolic Time. Time passes faster inside the zone, so that any creatures inside it experience 24 hours for every hour that passes outside.

