

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF CHRONOMANCY

The focus of the School of Chronomancy is harnessing the energies of flowing time, and manipulating them to suit your gain. It is a most dangerous tradition, as the practice of slowing, reversing, or diverting the flow of time can accidentally tear novices to pieces, spreading them thinly across millennia, or sometimes even drop them wholesale into a new or old era, with no way of returning home. Masters, however, walk the generations as planeswalkers walk the cosmos. Experienced chronomancers can reliably (and literally) end most conflicts before they even begin.

TEMPORAL SAVANT

Beginning when you select this school at 2nd level, the time you must spend to copy a spell into your spellbook is halved.

CHRONOSHIFT

At 2nd level, when you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. After you use this ability, you must finish a short or long rest before using it again.

ALTER CAUSALITY

At 6th level, you add the spells *Slow* and *Haste* to your spellbook, if it they are not there already. You can cast one of these spells without expending a spell slot. If you cast *Haste*, you can target only yourself. Once you cast one of these spells in this way, you can't do so again until you finish a long rest, though you can still cast it normally.



QUANTUM LAG

At 10th level, when you cast a spell, you can delay its effect one to three turns. Before the spell is cast, you select the duration, the target, and roll any relevant attack rolls. Any effects on the spell's targets, including saving throws, are resolved when the spell triggers. If any conditions change between casting and effect of the spell that would make the spell impossible – such as the target leaving the spell's maximum range before the spell goes off – the spell fails. After you use this ability, you must finish a short or long rest before using it again.

TIMEWALKER

Beginning at 14th level, you can borrow time from the present as an action, and use it in the future. Select a duration, either one round or two rounds. Time stops for you for this duration and you may take no actions. When this duration ends, no time passes for other creatures and you may move and act normally for the chosen duration. Time restores to normal 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 effect ends if you move to a place more than 100 feet from the location where you cast it. After you use this ability, you must finish a long rest before using it again.