

# Time Travel

Optional Rules for Dungeons and Dragons 3.5

## Introduction

Several attempts have been made to travel in time in D&D with more or less success. In a fantasy world where magic is real one would think time travel should be possible. The problem is how do you handle time travel in terms of the game.

## Problems to Overcome

### 1. The time paradox problem.

What happens if you kill one of your ancestors? You would cease to exist thus undoing your murder which would bring you back into existence where you would travel back in time to kill your ancestor, etc. A paradox.

### 2. The interacting with your future self problem.

What if you meet your future self and touch? Some writers say there would be an explosion. Perhaps ending the universe..

### 3. The changing history problem.

Can you change history? One line of thinking says that you can't change history, any attempt to do so will be foiled. Another opinion is that the moment you change history, a new branch of history is created. Every moment spawns multiple alternant future time lines, depending on the actions taken.

## Solving the problems

In keeping with the principle that the D&D game should first be fun, and second should not unnecessarily limit what a player character can do, I propose the following time traveling rules.

### 1. There will never be a time paradox.

When you travel in time you can do anything you want and it will never cause a time paradox. This doesn't mean that time travel is without risks, but you don't have to work about accidentally killing your grandfather. I'll explain later.

### 2. You will never meet your past or future self.

This is simple not possible. If you travel to a time where you have already been, you will occupy the body you had then. If you

travel to a time you have never been before, past or future, your body disappears from where it is now and re-appears there.

### 3. Of course you can changing history.

What fun would it be to time travel if you couldn't change things?

## Basics of Time Travel

### The Soul

When a player character travels in time, it is his soul that is moving to a different time line. According to the Players Handbook: "When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body."

All sentient beings, including all player characters, have a soul or life force. Each soul experiences an uninterrupted time line starting when it is created and ending when, or if, it is destroyed. A PC's soul comes into existence when he is born. It enters his body when he takes his first breath. It then continues throughout his life and beyond. A PC's soul isn't typically destroyed when he dies and if he is brought back to life, his soul re-joins his body. It is possible for your soul to be moved into an object or another body or travel to other planes.

At any point in time, your character has one, and only one, sole. This means that you can't meet yourself in the future or past. If you travel to a point in time where you have been before, you return to your body as it was at that time.

### The Past

Everything in your personal past has already happened and can't be changed. As each soul journeys through time, it forges it's own unique branch of history. For all people who don't time-travel, their souls time line is the same as everyone else's so no one ever notices. This means that if you should go back in time and kill your grandfather, it will have no effect on you personally. It will, however, change everything else from that point forward. If you then return, there will be no evidence of you ever having lived.

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### The Future

The future hasn't happened yet. Even if you have been there before, nothing that you or anyone else did while you were there has any effect on the current time. If you travel back in time, everything after that is now the future and hasn't happened yet. This is an important concept for you to understand. It means that every time you travel back in time, everything starting from that time in the past that you just traveled to may be different from any future that you remember.

### How to Time Travel

It is up to the DM to dictate what characters must do to time travel in their campaign. It could be a time portal, a futuristic machine, a magical relic or any other mechanism that fits in with his or her campaign. At the end of this document I have included *Time Travel* spells that you can use that are compatible with these time travel rules.

### When you travel to a time you have never been to before:

Use these rules for traveling to a point in time where your soul does not already inhabit a body or other container:

Your body disappears from it's current location.

You take with you everything you are wearing or carrying, including magical items with the following exceptions:

- Bags of holding, Handy Haversacks, Portable Holes or anything similar that contain extra dimensional spaces. They and everything that they contain are left behind.
- Any magic item with Intelligence is left behind.
- Artifacts and unique or especially powerful magical items cannot time travel.

You will end up as close as possible to your current location.

Your body is sent to another point in time.

You keep all of your current levels, hit points and abilities.

### Examples:

1. Before you were born your soul did not exist, so time travel to any time before you were born will be handled as travel to a time you haven't been to before. An exception to this is when you travel to a time that you have traveled in time to previously.

2. Time travel into the future, to a time you haven't been to before, will use these rules. You and your soul don't exist in any future until you arrive there, either as a result of the normal passage of time or by time travel. Stated another way; You can't travel to the future and meet your future self.

3. It is possible for your character to have died and then later for him to have been bought back to life. If this has happened, you can time travel to a time between the time you died and the time you were brought back to life. Because your soul isn't in

possession of your body, time travel back to a time when you were previously dead will be handled as travel to a time you haven't been to before. Technically, since a soul can't be returned to life unless it wants to be, your soul could refuse to accept your body. In that case your body would return to the time and place you indicated but it would collapse as a lifeless shell. You will then be caught in an eternal time loop as your original body is later brought back to life and later still you time travel back to when you were dead and your soul again refuses to accept your body. Realistically, because the player is in control of his character, rejection is not likely.

### When you travel to a time you have been to before:

Use these rules for traveling to a point in time where your soul inhabits a body or object. This will typically be some time after you were born but before you died. There are other possibilities which are covered below.

Your body disappears from it's current location.

You can not take anything with you. You can not bring an animal companion, familiar, mount, anything else with you. Anyone observing you will see your body vanish and everything you are wearing and carrying simply falls to the floor.

Your soul returns to the time you indicate, goes to wherever you were at that time, and re-occupies the body (or other receptacle) it was in at that time.

### Examples:

#### 1. Returning to any time after I became an adult.

Time travel to any time you were a young adult (minimum starting age for your race) or older:

Your consciousness completely takes over your younger body. Your Strength, Dexterity and Constitution revert to what they were at that time. If you are traveling to a time before you started adventuring you can use your level 1 STR DEX and CON scores. If you are traveling to a time after you started adventuring, use the STR DEX and CON scores you had at the level you were then. If your character is old or venerable and you travel to a younger age, adjust your STR DEX and CON scores back to your younger scores. Your other abilities, alignment, skills, feats, levels and hit points remain what they were before you time traveled here. Your memory of everything that has happened to you remains in tact. Everything that your character does from this time forward is now up to you and the future can and most likely will change. The old future that you remember hasn't happened yet and may not happen as you remember it.

## 2. Returning to a time when I was still an adolescent

Time travel to your characters adolescence (any year beyond two-thirds of your race's young adult age up to young adult): Your soul returns to the body you had at that time. Your ability scores are adjusted as per the aging table below. You temporally loose all levels, feats and skills. Your memory of future events is poor. It is like a strong sense of deja vu that occurs whenever an important event occurs. In game terms, at any important junction on a successful (DC 10) CHA save you will remember what happened last time. The DC for the save will increase by 5 every time you roll. This is because the longer you are in this time line, the farther it may stray from the first time you passed this way. If you remain until you naturally age to young adult, you will adjust your ability scores and all of your future memories will return.

If you later time travel back to the time you started or to a time when you were an adult, your class levels and all skills, feats and abilities return, as does your memory.

## 3. Returning to a time when I was still a child

Time travel to any time after your characters birth and before adolescence:

This is treated the same way as time travel to an adolescent except you have no memory of future events. You do have a slight feeling of deja vu when you meet a stranger and at times of important events. You have an uncanny ability to recognize strangers as to who will be a friend, ally, foe or enemy. A successful (DC 10) CHA save results in a strong feeling as to whether a particular course of action will result in good or ill. The DC for the save will increase by 2 every time you roll. If you stay until you naturally age to adolescence you start remembering more of your future. You will then adjust your ability scores and start using the adolescent rules as if you had just *time traveled* to your, now older, body.

Table 1: Aging Table†

	Child	Adolescent
Strength	-2	-1
Dexterity	+2	+1
Constitution	-1	0
Intelligence	-4	-2
Wisdom	-1	0
Charisma	+1	0
Size	Small‡	Medium‡

† These bonuses do not stack. They are what are applied overall to your base ability scores. When aging, remove the modifiers from the previous age group before applying the modifiers of the current.

‡ Only applies to races whose size is medium. Small races begin small and stay that size.

## 4. Returning to a time when my soul was not in my body

Time travel to any time that your soul was trapped in some object or when it was in some body other than your own:

Your soul returns to the container it was in at that time. All of your ability scores change to match those you had at that time. You keep your current class levels, skills, feats, etc. but they may not help you much if your soul is trapped in a gem! You retain all of your memories of your future.

## 5. Returning to a time when I was an undead

If at any time in your past, your soul had occupied an undead body, and you time travel to a point in time while you were an undead:

If you were mindless or were under complete control of someone else, your stats all revert to those you had then and you have no memory of the future. This effectively condemns you to re-live your life from that point forward, locking you in an endless time loop unless another time traveler intervenes.

If you were an undead with free-will, your stats all revert to those you had then. You remember your future. Actions that you take can and probably will result in a new and different future.

## What happens if you catch up to yourself?

If you time travel a lot, you may eventually find yourself in this situation. You travel to a time just before a time you have been to before. Through the normal progress of time you find yourself entering that time where you have already been. There can't be two of you at any point in time so this is what happens:

Nothing.

You continue as you are. Your past self doesn't arrive. When you traveled back in time it effectively "unzipped" time back to the time you arrived. The time that you remember that you were here before is now in the future and nothing in the future has happened yet. You remember traveling to this time before, but this time around, it just doesn't happen.

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### Special circumstances:

- 1) If you are there when you are born. This is a bad idea. Your soul already exists and is in your current body. It is not available to inhabit this child. The infant never takes his first breath. You have prevented yourself from ever being born. If you time travel to the time you left or any other time in the future, you will find that there is no evidence of you ever existing. No one, other than any companions that are time traveling with you, will remember ever seeing you before.
- 2) If you are there when you are raised from the dead. This has the same results as being there when you are born, except the consequences aren't as dire. Your soul is in your current body and is not available. Whoever is attempting to restore life to your body will fail. Everything that you did after being raised will not now happen.
- 3) If you are there when your soul is summoned from death for any reason other than to restore your life to your body. The summoning will fail.

### What happens if you travel to a time you have been to before but your body isn't there anymore?

If you time travel to a point in time somewhere between when you were born and before you died you will typically re-inhabit your younger body. However, if you or someone else went back in time and changed something that caused you not to have been born or to have died earlier than you remember, your body may not be there. This will then be handled as travel to a time you haven't been to before.

### Time Travel to the Future - What to Expect

If you travel to the future and then back again, nothing that you did while in the future will have any effect on what is happening now. When you travel to the future, what you will find there is what will have happened if things continue the way they are going now. Remember that your body disappears when you time travel, so you are experiencing the future that will be if you haven't been around since the time you left. Traveling to the future and back may be most useful for information gathering. After you return, no one except you and those who are traveling with you will remember what you experienced in the future.

### Time Travel to the Past - What to Expect

If you travel to the past and then back again, expect changes! Whenever you travel back in time you are effectively "unzipping" everything that has happened back to the point in time that you travel to. This means that everything that you remember as happening after this point is now in the future and subject to change. Remember, nothing in the future has happened yet! Anything you do can and probably will change the future. If you return to the time you left you are traveling into the future, the future that you may have just changed.

The farther you travel back in time, the more drastic are the possible consequences to your actions. Kill the leader of a cult and another may rise up to take his place. Kill a monster and another may rise up to take revenge. Help a tribe of nomads find an oasis and you may change the boundaries of future kingdoms. Destroy a dragon while he is still in his egg and the population of Orcs in the north may explode. Kill an aggressive squirrel-like mammal while dodging dinosaurs and return to find there are no Halflings living in the kingdom. Save a red-headed damsel in distress and return to find that the Kings of this kingdom have all been red-headed for generations.

### Tactical Time Travel

#### Travel back in time one or more rounds:

Your character will be wearing and carrying whatever he was wearing and carrying before. You can't take anything back in time with you. You and everyone else will be in the same locations that they were in before.

Simply roll-back the combat to the time you travel to. Only your character and any others who may have traveled with you will remember what happened last time. Unless you persuade them to act differently, they will do pretty much the same things this time as they did last time, but all dice will be re-rolled so the results may be different.

If you travel back to a time before a battle started, you may be able to avoid it completely.

#### Travel forward in time one or more rounds:

If your character travels forward a short period of time, he disappears and later re-appears in the same spot. He will have no knowledge of anything that may have happened while he was gone.

## Time Travel Spells

Refer to the rules for time travel for special circumstances and restrictions.

When you use magic to move from your original time you maintain a magical connection, in the form of a "time aura", to the point in time where you originally departed. This is used to return you to your original time. It is also a magical condition which can be detected or warded against.

Time travel over short periods of time (one day or less) do not have a time aura and cannot use a "Time Return" spell to return to their original time line.

## Spell List

This list summarize the spells described here. In these lists, "the present" means the point in time originally time traveled from.

Spell Name	Short description
<b>Detect Time Traveler:</b>	Identifies time travelers by detecting their aura.
<b>Know Objects Past:</b>	Detect objects age and history.
<b>Know Time:</b>	You know the current time and date.
<b>Locate Time Traveler:</b>	Reveals the exact time a creature has traveled to.
<b>Past Viewing:</b>	You can observe the past unseen.
<b>Protection from Time Travelers:</b>	Provides +2 to AC and Saves.
<b>Remove Time Aura:</b>	Removes time aura form a creature.
<b>Reverse Time:</b>	You move back in time one day or less.
<b>Time Jump:</b>	You move forward in time one day or less.
<b>Time Jump, Minor:</b>	You move forward in time a maximum of one round per level.
<b>Time Jump, Object:</b>	Sends an object forward one day or less.
<b>Time Jump, Other:</b>	Sends one creature forward one day or less.
<b>Time Portal:</b>	Creates gateway to another time.
<b>Time Return:</b>	Returns you and your companions to the present.
<b>Time Return, Greater:</b>	Returns creatures to the present.
<b>Time Return, Lesser:</b>	Returns you to the present.
<b>Time Travel Anchor:</b>	Prevents target creature from time traveling.
<b>Time Travel:</b>	Sends you and your companions to another time.
<b>Time Travel Lock:</b>	Blocks time travel within an area.
<b>Time Travel, Greater:</b>	Sends creatures to another time.

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### Bard Spells

Most bards live for the moment and don't trust spells that disrupt their personal time line.

#### Lev. Spell Name

0	Time Jump, Minor
1	Know Objects Past
2	Detect Time Traveler
3	Remove Time Aura
4	Time Jump, Object
5	Time Travel Anchor
6	Time Travel Lock

### Clerical Spells

Deities generally disapprove of time travel spells and have rules against them. Many of the clerical time spells are for preventing time travel or for moving back to your original time.

#### Lev. Spell Name

0	Know Time
1	Know Objects Past
1	Prot. from Time Travelers
2	Detect Time Traveler
3	Time Return, Lesser
4	Time Return
5	Time Travel Anchor
6	Time Travel Lock
7	Time Return, Greater
8	Locate Time Traveler
9	Past Viewing

### Druid Spells

Druids have no objections to time travel and see it as a useful tool when used responsibly.

#### Lev. Spell Name

0	Time Jump, Minor
1	Time Return, Lesser
2	Time Jump
3	Time Jump, Object
4	Time Return
5	Time Jump, Other
6	Time Return, Greater
7	Reverse Time
8	Past Viewing
9	Time Travel

### Paladin Spells

Paladins must be Lawful Good in alignment. Most regard changing the past as violating a basic law of nature.

#### Lev. Spell Name

0	Know Time
1	Prot. from Time Travelers
2	Detect Time Traveler
3	Remove Time Aura
4	Time Travel Anchor

### Ranger spells

Most rangers feel that it is okay to use small time jumps to accomplish their goals.

#### Lev. Spell Name

0	Time Jump, Minor
1	Know Objects Past
2	Detect Time Traveler
3	Time Jump
4	Time Jump, Object

### Sorcerer/Wizard

They are typically arrogant enough to think that they know best and can use the power of time travel safely.

#### Lev. Spell Name

0	Know Time
0	Time Jump, Minor
1	Know Objects Past
1	Prot. from Time Travelers
2	Detect Time Traveler
2	Time Return, Lesser
3	Remove Time Aura
3	Time Jump
4	Time Jump, Object
4	Time Return
5	Time Jump, Other
5	Time Travel Anchor
6	Time Return, Greater
6	Time Travel Lock
7	Locate Time Traveler
7	Reverse Time
8	Past Viewing
8	Time Travel
9	Time Portal
9	Time Travel, Greater



## Spell Descriptions

The spells are presented here in alphabetical order. For explanation of spell terminology, see Chapter 10 of the Player's Handbook.

### Detect Time Traveler

#### *Divination*

**Level:** Brd 2, Clr 2, Pal 2, Rgr 2,

**Sor/Wiz** 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect anyone not in their original time (a time traveler) in a cone emanating out from you in whatever direction you face. The amount of information revealed depends on how long you search a particular area.

*1st Round:* Presence or absence of time traveler auras in the area.

*2nd Round:* Number of individual time traveler auras in the area.

*3rd Round:* The strength and location of each individual time travel aura present. If a time traveler is outside your line of sight, then you discern its direction but not its exact location.

*Aura Strength:* A time traveler's aura's power depends on how far in time he is from his original time line.

Each round, you can turn to detect time travelers in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Time traveled	Strength of Aura
One day or less	No aura (cannot be detected)
Over one day	Faint
Over one year	Moderate
Over 10 years	Strong
Over 100 years	Very Strong
Over 1,000 years	Overwhelming

### Know Object's Past

#### *Divination*

**Level:** Brd 1, Clr 1, Rgr 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 hour

**Range:** Touch

**Targets:** One touched object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The spell determines an objects age and everywhere (within 100 miles) it has been since it's creation. You can also determine how many times, if any, the object has traveled from one time line to another. For every time it has time traveled, you will know the date and time it left from and it traveled to.

*Know objects past* does not function when used on an artifact.

*Arcane Material Component:* Silver dust of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

### Know Time

#### *Divination*

**Level:** Clr 0, Pal 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You instantly know the current time and date. If you have time traveled to your current time line you will also know the exact time and date that you left.

### Locate Time Traveler

#### *Divination*

**Level:** Clr 8, Sor/Wiz 7

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Unlimited

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell provides you with the exact location of the target creature in time. You will know where he is in time, but not where he may have traveled after he arrived there. The target creature must have previously been in your current time line.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it.

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### Past Viewing

#### Necromancy

**Level:** Clr 9, Drd 8, Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 30 minutes

**Range:** Touch

**Targets:** You plus one additional willing creature touched per two caster levels

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

By freeing your spirit from your physical body, this spell allows you to observe past events by projecting an incorporeal body to that time.

You can bring the spirits of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are instantly returned to the current time and back to their bodies.

You project your soul to a time in the past, leaving your physical body behind in a state of suspended animation. The spell projects an ethereal copy of you and all you wear or carry into the past. This spell functions like *ethereal jaunt* while you are in the past. You will not be able to communicate with anyone in the past who is not in the ethereal plane. You can interact with others in the ethereal plane as if they were material.

While you are in the past, your immaterial body is connected at all times to your physical body by an invisible silvery cord. If the cord is broken, you are killed, both in the past and present. Luckily, very few things can destroy a silver cord. If the incorporeal body is slain, the cord simply returns to your body where it rests in the current time, thereby reviving it from its state of suspended animation. Although you will be able to function in the past, your actions can have no effect on the events of the past.

Because your soul is still connected to the current time through the silver

cord, the normal restriction against meeting your previous self does not apply.

You and your companions may stay in the past indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

*Material Component:* A silver chain worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected, plus 10 silver pieces (a gold piece won't do) for each person for each full year you travel back into the past.

### Protection from Time Travelers

#### Abjuration

**Level:** Clr 1, Pal 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

This spell wards a creature from attacks by creatures with a time aura. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject.

The subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures that have a time traveler aura.

### Remove Time Aura

#### Conjuration

**Level:** Brd 3, Pal 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject loses any time aura he may have.

Creatures normally have a time aura if they have traveled in time one day or more from their original time. Without this aura, you are not susceptible to spells that specifically target time travelers. *Time return* spells will not function on creatures that don't have a time aura.

*Material Component:* A pinch of tarnished, powdered silver.

### Reverse Time

#### Transmutation

**Level:** Drd 7, Sor/Wiz 7

**Components:** V, S, XP

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Permanent

This spell rewinds time back to a point in the recent past of your choosing, no further back than one day. You are the only one who remembers the events that happened beyond the time you returned to. Everything that happened before will happen again in exactly the same way as it did last time unless changed by your actions.

A *reverse time* spell does not give you a time traveler aura.

Refer to "Tactical Time Travel to Effects" for handling situations that may occur as a result of a *reverse time* spell.

*XP Cost:* 1,000 XP



## Time Jump

### Transmutation

**Level:** Drd 2, Rgr 3, Sor/Wiz 3

**Components:** V, S, XP

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Permanent

This spell sends you forward in time to a point in the near future of your choosing, no further ahead than one day. Your body vanishes and you are instantly transferred to the time selected. You can bring along objects as long as their weight doesn't exceed your maximum load.

**These things cannot travel in time and will be left behind:**

- Bags of holding, Handy Haversacks, Portable Holes or anything similar that contain extra dimensional spaces.
- Any magic item with Intelligence.
- Artifacts and unique or especially powerful magical items.

If you are holding or carrying any of these objects when you cast *time jump* they will fall to the ground when you vanish.

You will end up as close as possible to your current location.

A *time jump* spell does not give you a time aura.

Refer to "Tactical Time Travel to Effects" for handling situations that may occur as a result of a *time jump* spell.

*XP Cost:* 100 XP

## Time Jump, Minor

### Transmutation

**Level:** Brd 0, Drd 0, Rgr 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Permanent

This spell functions like *time jump*, except that you can move forward in time a maximum of one round per level.

## Time Jump, Object

### Transmutation

**Level:** Brd 4, Drd 3, Rgr 4, Sor/Wiz 4

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One un-attended object weighing up to 30 lb.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell sends a small object forward in time to a point in the near future of your choosing, no further ahead than one day. The object vanishes and is instantly transferred to the time selected. At the appointed time the object appears exactly where it was when it vanished.

**These things cannot travel in time. Any attempt to cast *time jump, object* on them will simply fail:**

- Bags of holding, Handy Haversacks, Portable Holes or anything similar that contain extra dimensional spaces.
- Any magic item with Intelligence.
- Artifacts and unique or especially powerful magical items.

You can't cast *time jump, object* on any item that another creature is holding or carrying.

If the object was sitting on something that is moved before the object returns, it simply appears on the floor or the nearest stable surface than

can support it. This also happens if a creature or another object is occupying its space when the object returns.

*Focus:* A small silver mirror.

## Time Jump, Other

### Transmutation

**Level:** Drd 5, Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions like *time jump*, except that it sends the target creature forward in time to a point in the near future of your choosing, no further ahead than one day.

*Material Component:* An ointment containing silver dust in olive oil. You must spear a handful of the ointment onto the target creature (cost 500 gp). This requires a successful touch attack on an unwilling creature.

## Time Travel - Optional rules for Dungeons and Dragons

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### Time Portal

#### *Conjuration*

**Level:** Sor/Wiz 9

**Components:** V, M

**Casting Time:** 10 minutes

**Range:** 0 ft.

**Effect:** 3-ft. wide, 7-ft tall doorway that sends those who activate it to another time

**Duration:** 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You create a doorway on the wall or other vertical surface that sends to another time, as per the *time travel* spell, any creature who passes through. Once you designate the time destination for the doorway, you can't change it. Creatures who pass through the time portal simply step through into the designated time but step back into the same room they departed from. The portal does not form a true doorway that will allow passage from one room to the next.

The portal works both ways. Creatures in the designated time can pass through to the current time. Once you pass through to the other time you can return to the present time by walking back through the doorway if the spell is still in effect.

The portal itself appears as an open doorway filled by a shifting silvery mist.

Those who pass through the portal to another time will have a time aura until they return. Creatures who use the portal to come from another time to the current time will also have this aura until they return to their time.

*Time portal* can be made permanent with a permanency spell. A permanent *time portal* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

**Material Component:** Silver dust to cover the area of the doorway (cost 1,000 gp + 10gp for each full year to be traveled into the past or future).

### Time Return

#### *Abjuration*

**Level:** Clr 4, Drd 4, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** Up to one willing creature per level, all within 30 ft. of each other

**Duration:** Instantaneous

If you are time traveling, you can use this spell to return you and your companions to your original time line.

*Time return* spells only works on creatures that have a time travel aura.

A successful *time return* spell sends the target of the spell back to the point in time he came from. The target of the spell will move to the exact time and location he was when he left. He will no longer have a time travel aura. He will be returning to a time he has been to before and as such will not be able to bring anything with him. Everything he is wearing or carrying that he didn't have with him when he arrived will drop to the floor as he disappears. To anyone watching from his original time, it will appear as if he had never left.

### Time Return, Greater

#### *Abjuration*

**Level:** Clr 7, Drd 6, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** Up to one creature per level, all within 30 ft. of each other

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Like *time return* but it can also be used to attempt to send other time traveling creatures back to their original time lines.

### Time Return, Lesser

#### *Abjuration*

**Level:** Clr 3, Drd 1, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

Like *time return* but this spell effects only you.

## Time Travel

**Conjuration (Teleportation)**

**Level:** Drd 9, Sor/Wiz 8

**Components:** S, V, XP; see text

**Casting Time:** 1 standard action

**Range:** Personal and touch

**Target:** You and other touched willing creatures

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell instantly transports you and your companions to a designated point in time. The caster specifies the point in time to be transported to. Your body vanishes and you are instantly transferred to the time indicated. If your body already exists at the time traveled to your soul re-possesses your body wherever it happens to be at that point in time. If you have no body at the time traveled to, you can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

**These things cannot travel in time and will be left behind:**

- Bags of holding, Handy Haversacks, Portable Holes or anything similar that contain extra dimensional spaces.
- Any magic item with Intelligence.
- Artifacts and unique or especially powerful magical items.

You will end up as close as possible to your current location.

When you arrive at your new time line you will have an invisible time travel aura.

Using the *time travel* spell to return:

As long as the time aura exists, you can cast a *time travel* spell to un-erringly return you and your companions to your original time and location without expending any additional experience point costs. You may choose to return to the exact time you left. In which case it will function exactly like a *time return* spell and you will not bring anything with you. Or, you can choose to return to a point in time exactly one round (6 seconds) after the time you left. In that case you return with whatever you are wearing and carrying (with the noted exceptions).

If you lose your time travel aura (such as with a *remove time aura* spell) you can still cast a *time travel* spell to return to your original time but you must specify the exact date and time to travel to and it will require another expenditure of XP.

*XP Cost:* 5,000 XP + 5 XP per full year to the target date.

## Time Travel Anchor

**Abjuration**

**Level:** Brd 5, Clr 5, Pal 4, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes

A silver colored ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering silvery field that completely blocks time travel. The spell also prevents the target creature from using time-travel projection or a time portal for the duration of the spell.

## Time Travel Lock

**Abjuration**

**Level:** Brd 6, Clr 6, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius emanation centered on a point in space

**Duration:** One day/level

**Saving Throw:** None

**Spell Resistance:** Yes

You create a shimmering silvery barrier that completely blocks time travel. Once time-travel lock is in place, time travel while within the area is not possible. Anyone in the past or in the future within this area that uses a time travel spell to attempt to arrive at this time will be sent 1d10 days beyond the spells expiration.

## Time Travel, Greater

**Conjuration (Teleportation)**

**Level:** Sor/Wiz 9

**Components:** S, V, XP; see text

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Like *time travel* but can effect unwilling creatures who fail their saving throw. You can only send unwilling creatures forward in time or, if they have a time aura, you can return them to their original time.

*XP Cost:* 5,000 XP + 10 XP per year to the target date.