



Adding Time Travel to your D&D Game

A supplement providing Time Traveling Rules

Requires the use of the Fifth Edition Player's Handbook,
Dungeon Master's Guide and the Monster Manual

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Inspiration

Much thanks to all of the following.

Chronomancer

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Chronomancer - final

<https://www.scribd.com/document/397057128/Chronomancer-final-pdf>

Chronomancer - Time Travel for Everyone

<https://www.scribd.com/document/372157687/Chronomancer-Time-Travel-for-Everyone>

Encyclopaedia Arcane - Chronomancy

<https://www.scribd.com/document/96123008/Encyclopedia-Arcane-Chromancy-by-Azamor>

Chronomancer (5e Class) and spells

[https://www.dandwiki.com/wiki/Chronomancer_\(5e_Class\)](https://www.dandwiki.com/wiki/Chronomancer_(5e_Class))

Chronomancy v1.0

<https://kastark.co.uk/rpgs/chronomancy-5th/chronomancy-v1.0.pdf>

Chronomancy Spells

https://www.gmbinder.com/share/-MVwieSW_sB_jECzoY9I

5e Spells - Time spells - Thanks to RaccoonLXy

https://www.reddit.com/r/DnD/comments/khc7cn/i_made_a_pdf_of_74_spells_i_ported_from_add_to_5e/

Copyrights

This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

Introduction

This is a supplement to D&D 5E that provides a foundation for introducing time travel into a campaign. The material presented here is intended to help the players by providing a consistent set of rules and to help the DM by providing a logical overview of how time travel works so he can apply his understanding of the concepts involved when dealing with all of the unexpected things that the PCs may do.

Overview

You should consider everything presented here as one possible way to do time travel in D&D. I hope you

will find here a logically consistent way to implement time travel into your game. Adventures involving time travel can be a lot of fun, but they are not for everyone. As the Dungeon Master you should discuss the idea of time travel with your players before introducing it into a campaign.

How time travel works

Temporal Prime

Time travel involves crossing a planar boundary of sorts. Traveling to another point in time involves crossing from the basic Prime Material plane of existence into what is sometimes referred to as the “demiplane of time”, but more correctly called “Temporal Prime”. The spellcaster then travels along the timestream to exit at another point in time.

Temporal Prime is a pseudo-reality that permeates every plane of existence. There, time exists in a physical state that can be looked at, measured, and moved through. It is from Temporal Prime that a time traveler draws mystical energy, and it is by traveling Temporal Prime that one may journey to the past or future. Temporal Prime is a plane of existence that player characters can enter and adventure in, but in this document it is only used as a vehicle for time related spells.

The River of Time

Each plane of existence has a separate timestream. In Temporal Prime, these timestreams appear to be separated by vast distances. Each appears as a pale silver cord, or perhaps a river, stretching from one horizon to another in a basically straight course. This timestream is filled with smoke and contains a great number of lifelines. When a spellcaster accesses Temporal Prime, the timestream he will find is the one adjacent to his current plane of existence.

Lifelines appear as cablelike lengths from a quarter-inch to several inches thick. Important events appear as brighter areas along its length. A birth is indicated by a second lifeline splitting from the original, and a death by the gradual fading of the line into a ghostline and then nothing. A time traveler’s lifeline becomes a thin thread from the point where he leaves the timestream to the point where he re-enters it.

The River of Time is Resistant to Change

The momentum of time resists any radical change and attempts to smooth out the trouble as soon as possible. It rearranges the lives of certain individuals to account for the change without major restructuring. Lifelines, which are usually set in place, writhe and shift slowly as the creatures they represent are molded into the new history. The overall effect is usually a drastic change to short-term history but little change, if any, to long-term history. It's a gradual process, but eventually everything works out.

By appearing in the past or future, a character automatically causes a slight turbulence that lasts for as long as he remains. The traveler's potential to change events puts this time period into a state of flux, and the longer the traveler remains, the more likely he is to cause a dramatic change.

If the character performs a minor change in this time period (say, preventing the robbery of the town treasury), the turbulence might extend for a few months' worth of distance on Temporal Prime. The area surrounding the lifelines of all affected people would be in a state of readjustment. Slowly, starting at the event point and moving downstream, the turbulence would clear, and the timestream would appear normal.

For a minor change, the turbulence clears fairly quickly. If the event was much more prominent (say, preventing the assassination of a great ruler), it would set up a chain of events that would rearrange lifelines and create turbulence for years.

Time Travel Paradoxes

The Grandfather paradox

So... You may ask, "What if I were to accidentally kill my Father or Grandfather?"

To answer this we must first examine the role of the soul in D&D.

When a player character travels in time, his is moving with his soul to a different point on the timestream. All sentient beings, including all player characters, have a soul. Each soul experiences time as an uninterrupted string of events, starting when the soul is created and ending when, or if, it is destroyed.

In Dungeons and Dragons, all souls in the multiverse originate from fonts on the positive energy plain. The timestream of this plain runs parallel to, but separate from, the Prime Material Plain's timestream. When a

sentient being is born his soul enters his body, and enters the Prime Material timestream, with his first breath. How long that soul existed before it occupied the newborn and how the choice of host is made is not known. A PC's soul 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 his soul to be moved into an object or another body or travel to other planes and other timestreams. In a very real sense, a player's character's soul is that character. Everything about him can change, but his soul remains and it existed before his body did. If his newborn body wasn't available for his soul to inhabit because something prevented it from being born, his soul would have gone into another body. This body would have been as close to the same as possible. In order of preference the chosen newborn would have the; same Mother, same Father, same family or close relative, same neighborhood and similar family.

This means that you can't really prevent yourself (meaning your soul) from being born. If your mother or father was killed before you were born your soul would have entered another newborn. At worst you will have been raised in a different family. Regardless of which newborn your soul first inhabited you would now still be the same sex and race. Your physical appearance would be nearly identical and all of your abilities would be the same.

The Butterfly Effect

"What if I do something like, say, accidentally stepping on a bug in the past? Couldn't that possibly cause great changes in the future?"

According to this theory, a butterfly flapping its wings in the Caliphate of Ekbir can affect a weather system in the Theocracy of Pale, one tiny change in the past can lead to all kinds of complications that can subtly -- or seriously -- affect the present. However, timestreams in D&D don't work that way. As indicated above, the river of time is resistant to change.

This doesn't mean that you can't effect the present by changing the past, but the changes you make must be deliberate and specific to have much effect on the present.

Infinite loops

“What if something travels from the future to the past, and becomes the item that was sent back in time in the first place, thus, having no discernible origin, creating an infinite loop?”

Anyone that travels to the past can't leave anything behind. When he returns to his time, he and everything that he brought with him will disappear.

Other Paradoxes

“Are you trying to tell me that there is no danger of creating a time paradox? What if I caused my past self to be killed? I can think of a dozen other potential ‘impossible’ situations that could be caused by time travel. What about those?”

On the contrary, the potential for creating paradoxes is a constant threat. It is possible for the time traveler to encounter himself. It should be fairly easy to avoid such encounters and avoiding them should be encouraged. Part of the fun for players and DMs alike is how the PCs handle this potential danger.

Dungeon Master's Guide to Handling a Paradox

First, the DM should provide the players with an easy way to avoid paradoxes. He should stress how important it is to constantly be on guard to avoid your earlier self. Any interaction with your previous self could result in disastrous timestream vortex effects. This simple precaution should avoid most potential paradoxes.

Regardless of precautions, the PCs may end up creating a paradox. The best way to handle this is to remember that the timeline is self-correcting. Any paradox will cause the destruction of the part of the time and space affected by the paradox.

So, if a PC travels back and interacts with his former self, then it could cause himself to disappear. History will erase all traces of the person's existence. Thus, the

paradox will have never have occurred from the historical viewpoint.

“Well, that sucks. If every time the player's character creates a time paradox they have to roll up a new character this won't be much fun.”

Okay, here are a few tips on how the DM can handle time paradoxes that won't result in a total party kill situation.

Tip 1 - Remember that “rewinding” time into the past cannot create a paradox.

Traveling into the future cannot effect the present and “rewinding” time into the past moves everything back so there is practically no chance of a paradox.

Tip 2 - Have all changes to the timestream take effect only after the party returns to its original time.

This won't stop a paradox from happening, but at least it won't interrupt the adventure until the time traveling trip is over. This also gives the DM some time to decide how the PC's actions will change the future. After they return, discuss with them how their actions have changed the present.

Tip 3 - Let most changes to the timestream happen the way the players intended.

Players can come up with some very clever ideas. If what they propose isn't logical, point out the problems and work with them to arrive at a solution they can live with. Remember, this isn't a physics class, it's a game.

Tip 4 - Make the consequences be proportional to the severity of the act.

Don't remove the player's character from history for simply speaking to his past self. Of course, if he insists on killing his former self, just make sure he understands the consequences.

Tip 5 - Encourage time travel to the future or to the distant past.

If they travel to a time before any of the characters or any of their known relatives have been born the chance of accidentally creating a paradox is greatly diminished.

Time Points

- A character's Time Points represent his ability to detect and interact with the timeline.
- Most creatures have zero Time Points. The PCs start out with zero and can never have fewer than that.
- A PC can never have a number of Time Points higher than their character level, and the maximum number they can have is 18.
- If the PC is a spellcaster and has 1 or more Time Points, they can prepare and cast Chronomancy spells. The level of the spell can be no higher than that of any other spell they have available to them. The highest level Chronomancy spell they can cast is determined by their number of Time Points. (Refer to the Time Points table.)
- Time Points may be increased or decreased by certain spells, magic items, and other features of game.
- Time Points can provide benefits in combat and a bonus to some skill checks. (Refer to the Time Points table.)
- Whenever a PC loses Time Points they lose all the benefits that they provided.

Acquiring Time Points

- **First Experiencing Time Travel:** When a character finishes a long rest after the first time he experiences time travel, he will receive one Time Point. Note that this only happens once and should happen before they reach 2nd level.
- **Level Up:** Whenever a character gains a level they also receive one Time Point. This cannot raise their number of Time Points above the number of their character level.
- **To restore lost Time Points:** A PC may regain one lost or spent Time Point after each long rest by succeeding on a Time Check. The new number of Time Points can't exceed their previous high.

Spending Time Points

- A PC can, at any time, voluntarily lower their current Time Point total by one point (referred to as "spending" a Time Point).
- This is similar to spending an inspiration or luck point, but is more powerful.
- The character must spend the Time Point just after the act they want to change succeeds or fails, before anyone performs another action.
- When you spend a Time Point you cause time to rewind back a few seconds for a single creature. The

effect depends on if you are spending it to affect you or another creature that you can see.

- **When you target yourself:** You can choose to do one of the following
 - You can choose to re-roll the last attack roll, saving throw, or ability check.
 - You can take a different action including any attack roll, saving throw, or ability check required by that action.
 - You can replace the action you took with no action at all.
 - You can change a failed death save into a success. You can only do this once before you stabilize, recover or die.
- **When you target another creature:**
 - You can make that creature re-roll its attack roll, saving throw, or ability check.
- If you spend a Time Point to reverse a failed roll that you made with advantage, you don't have to roll again. You automatically succeed.
- You cannot spend more than one Time Point in a turn.

Time Checks

In a time-travel adventure, your DM will occasionally have you make a Time Check.

- When a Time Check is called for by the DM, you roll a d20 and add your Wisdom ability modifier and Time Points to the D20 roll.
- This is NOT a proficiency check.
 - You do not add your proficiency bonus.
 - Rolling a natural 1 is always a failure.
 - Rolling a natural 20 is always a success.
- **DC for PCs:** Time Checks have a specific DC (difficulty class) that must be reached or passed in order to succeed in the check.
 - Unless otherwise indicated, the DC is 15+LVL (the character's level). For example, if your character is a level 6 wizard, $15+6=21$ so his DC would be 21.
 - The DM may set a different DC if the situation warrants.
- **Time Checks for Monsters:** For monsters or anyone with no time points, to make a time check;
 - Unless otherwise indicated, the DC is 15.
 - To make a Time Check, they roll a d20 and add their Wisdom ability modifier to the D20 roll.
 - They do not add their proficiency bonus.
 - Rolling a natural 1 is always a failure.
 - Rolling a natural 20 is always a success.
- Several spells require you to succeed on a Time Check or the spell fails.

Time Points Table		
Time Points	Spell Level*	Bonus
0		You can't cast Chronology spells.
1	1	+1 to your initiative checks
2	1	
3	1	+1 to your Insight checks
4	2	
5	2	+1 to your Stealth checks
6	3	+1 to your AC
7	3	Your attacks ignore 1/2 cover.
8	4	
9	4	+1 to your Perception checks
10	5	
11	5	Your attacks ignore 3/4 cover.
12	6	
13	6	Your attacks ignore concealment.**
14	7	
15	7	+1 to your Persuasion checks
16	8	
17	8	
18	9	
*The maximum level Chronology spell your spellcaster can cast. **You must specify which 5' square you think they occupy before you make the attack.		

How can something exist at two or more places at the same time?

This is one of the first problems a time-traveler faces. The solution is different for people and things.

People: How can someone time-travel to a point in time where he already exists?

It depends on if he time-travels to the new point on the time line or "rewinds" time back to a previous time.

If he "rewinds" time, it flows in reverse back to the time he travels to. In this case he finds himself back

where he was and doing what he was doing back then, so there are not two of him there.

If he time-travels otherwise, he disappears to appear in the future or past. His body arrives at the new time along with all that he is carrying. If he previously existed at this same time he would be well advised to avoid contact with his previous self. Any contact at all will change his own past. This could create anything from a minor paradox up to and including removing him from reality! While he is there he will be connected by an invisible tether back to the point in time he came from. If he dies while there his dead body and all he is carrying will be instantly jerked back to his time and place of departure.

Things: How can two of the exact same item exist simultaneously?

Many years ago, the first successful attempts at casting time travel spells resulted in sending the travelers to their destination naked. After much experimentation and intensive study, they eventually solved this problem by modifying the spells to temporally link the subject of the spell to everything that he is wearing and carrying. This allows him to travel into the future or the past with whatever gear he chooses to take along. The temporal link also prevents him from leaving behind any of those things when he returns.

If someone time-travels to a point in time where an item he is carrying already exists, because of the temporal link, the item he brings with him will continue to exist unless he puts it down and moves away from it, or he time-travels to a different point in time and leaves it behind. In either of those cases it will be removed from reality and disappear. If he attempts to take an item he finds at one point on the timeline to another point on the timeline where it already exists, the copy he brings with him will disappear when he arrives and re-appear back to the time he took it from.

Chronomancy

Chronomancy is a school of magic dealing with movement through time, or the manipulation of time.

The Chronomancy School of Magic.

Chronology is a little known school of magic. It is similar to the Conjunction school but rather than (and sometimes in addition to) transporting objects and creatures from one location to another they transport them from one point on the timeline to another. Less powerful chronology spells may cause other effects by manipulating the flow of time for one or more items of creatures, or sometimes by merely being able to observe it.

There is no Chronomancy class.

If your character is attuned to the flow of time (as represented by your **Time Points**) and has one or more levels in a class that can cast magic spells, you can add all of the chronology spells to the spell list for that class. Otherwise, none of the spell casting rules for your class are changed.

Chronomancy spells

The following is a list of all the Chronomancy spells, sorted by spell level. Player characters can add these to their list of spells available to their spellcasting class.

Cantrips (level 0)

Freshen or Spoil
Halt Small Creature
Ripple in Time
Temporal Clock
Time to Heal

1st Level

Delay Image
Revert Wounds
Slow Metabolism
Time Ball
Time Bounce

2nd Level

Age Plant
Delay Spell
Examine Lifeline
Help/Hinder
Reflex Shot
Revert Object
Temporal Transference
Time Jump

3rd Level

Age Beast
Copy Cat
Memory Probe
Quick Rest
Rewind - Action
Slow Magic
Time Bomb
Time Snare

4th Level

Addle Mind
Bad Memory
Corrode
Force Forward - Nudge
Like it's Open
Object's Past
Reverse Damage
Time to Act

5th Level

Age Restoration
Combat Awareness
Delay Damage
Devolve Creature
Prophecy
Rewind - Turn
Suspended Sleep
Time Lapse
Time Pocket

6th Level

Age Humanoid
Borrow the Future
Emergency Rest
Planetarium
Read the Future
Rewind - Combat
Time Trap
Time-Slide Home

7th Level

Age Giant
Force Forward - Push
Succeed Instead
Temporal Scrying
Temporal Sphere
Time Leap
Time Portal
Time Restoration
Time Shield

8th Level

Enhanced Dodge
Increase Spell Duration
Recovery Area
Time Saver
Time Travel
To Ashes

9th Level

Advanced Time Stop
Bubble of Haste
Force Forward - Shove
Quicken Actions
Rewind - Day

Spell Descriptions

The spells are presented in alphabetical order.

Addle Mind

4th-level (Chronomancy)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 rounds

You cause a creature to lose all sense of time.

Choose a creature that you can see within range. The target must succeed on a Time Check or lose any sense of time. It has a -10 penalty on initiative rolls. Creatures with multiple attacks lose one attack. A creature who attempts to cast a *chronomancy* spell automatically fails.

The affected creature can repeat the Time Check at the end of each of its turns in an attempt to end the effect, but there is a 50% chance each round that he will forget to do this.

Advanced Time Stop

9th-level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You cast an enhanced "time stop" spell.

You cast the *Time Stop* spell with one of the following benefits:

- **Time dilation:** You extend the effects of the *time stop* spell for an additional 1d6 rounds.
- **Time bubble:** You choose a point that you can see, a 30ft diameter magical sphere is created there where time is unaffected by the *time stop* spell.
- **Time inclusion:** Choose another creature that you can see, that creature is also effected by the spell, as if it had also cast it.

Why is there no *Age Dragon* spell?

Aberrations, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Monstrosities, Oozes, and Undead are immune to magical aging.

Age Beast

3rd-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hare, scale, or other piece from the same type of beast)

Duration: Permanent

You cause a beast to grow older or younger.

Choose a beast within range. The target must succeed on a Time Check or you can make the beast older or younger (your choice). This will change its age to the next higher or lower age category. Beast age categories are child (where it becomes 1 size smaller than adult), adolescent, adult, and old. Beasts are assumed to start as an adult. If this spell makes the beast younger than its youngest category it dies from never having been born. If the beast becomes older than its oldest age category it dies from old age. A beast's STR and DEX save and check modifiers increase by 2 points each time they get older and decrease by 2 points each time they get younger.

Age Giant

7nd-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hair from the same type of giant)

Duration: Permanent

You cause a giant to grow older or younger.

Choose a giant within range. The target must succeed on a Time Check or you can make it older or younger (your choice). This will change its age to the next higher or lower age category. Giant age categories are child (where it becomes 2 sizes smaller than adult), adolescent (where it becomes 1 size smaller than adult), adult, and old. Giants are assumed to start as an adult. If this spell makes the giant younger than its youngest category it dies from never having been born. If it becomes older than its oldest age category it dies from old age. A giant's STR and DEX save and check modifiers increase by 2 points each time they get older and decrease by 2 points each time they get younger.

Age Humanoid

6nd-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hair from the target)

Duration: Permanent

You cause a humanoid to grow older or younger.

Choose a humanoid within range. The target must succeed on a Time Check or you can make it older or younger (your choice). This will change its age to the next higher or lower age category. Humanoids have 9 age categories. They are; infant, child, adolescent, young-adult, adult, middle-aged, senior, elderly, and venerable. Humanoids are assumed to start as an adult. If this spell makes it younger than its youngest category it dies from never having been born. If it becomes older than its oldest age category it dies from old age. The results of moving to another age category is as follows:

- **Infant:** The creature's size becomes tiny and speed becomes 0. It loses all ability to communicate. It can't cast spells. It loses all proficiencies. All ability scores become 3. It automatically fails all ability checks and saves.
- **Child:** The creature's size becomes small and speed becomes 10. It can't cast spells. It loses all proficiencies. It has Disadvantage on STR, INT, WIS and DEX checks and saves. It has Advantage on CHA checks and saves.
- **Adolescent:** It loses all weapon and armor proficiencies. It must succeed on a (DC 13) Wisdom check to cast any spell. It has a -2 on STR, INT and WIS checks and saves. It gets a +2 on CHA checks and saves.
- **Young-adult, adult, and middle-aged:** The only changes are to its appearance.
- **Senior:** It has a -2 on STR, DEX and INT checks and saves.
- **Elderly:** It has disadvantage on STR, DEX and INT checks and saves. It has a +2 on CHA and WIS checks and saves.
- **Venerable:** It automatically fails all STR and DEX checks and saves. It has advantage on CHA and WIS checks and saves. If it fails any CON save it receives one level of exhaustion. If it dies from exhaustion, it will have died from old age.

Age Plant

2nd-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a leaf, length of vine or piece from the same type of plant)

Duration: Permanent

You cause a plant or group of plants to grow.

Choose a point that you can see within range, or a single plant within range.

When selecting a point, you affect all the plants within 20 feet of that point and they all grow wildly to create difficult terrain in that area.

If the target is a specific plant [a monster that has a stat block], the target must succeed on a Time Check or you can make the plant older or younger (your choice). This will change its age to the next higher or lower age category. Plant age categories are young (where it becomes 2 sizes smaller than adult), young-adult (where it becomes 1 size smaller than adult), adult, middle-aged (where it becomes 1 size larger than adult), and old (where it becomes 2 sizes larger than adult). Plants are assumed to start as an adult and they don't die from old age, they just get larger. If this spell makes the plant younger than its youngest category it dies from never having sprouted. This spell increases or decreases the plants reach by 5 feet, and its speed (if it has one) by 5 feet.

Age Restoration

5th-Level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You restore the target to a previous age category.

To reverse the effect of an aging spell, you touch a willing creature. The target must succeed on a Time Check or the spell fails. Each casting of this spell reverses the penalties the creature experienced due to a spell that changed the creature's age (to younger or older) by one age category.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can to restore an additional age category for each slot level above 5th.

Bad Memory

4th-level (Chronomancy)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of rubber)

Duration: Concentration, Up to 10 rounds

You send a creature's abilities backwards in time.

Choose a creature that you can see within range. The target must succeed on a Time Check or it temporarily forgets how to do things, it has disadvantage on its attack rolls, ability checks, and saving throws for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Borrow the Future

6th-level (Chronomancy)

Casting Time: 1 Bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You recover some expended spell slots.

You borrow some of your future magical energy. You can choose to recover up to half of your expended spell slots (rounded up). You can't cast this spell again for the next 48 hours. None of the recovered slots can be 6th level or higher.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the highest level spell slot you can recover increases by 1 for each level above 6th.

Bubble of Haste

9th-level (Chronomancy)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (diamond worth at least 5,000 gp which is consumed by the spell)

Duration: Concentration, up to 10 rounds (Instantaneous outside the area of effect)

You freeze time outside of a bubble centered on you.

You create a 10-foot radius area of effect. All creatures within the area are effected. A creature that moves beyond the bubble is immediately frozen until the spell expires or you dispel it. Spells cast from inside the shell have no effect beyond this spells area of effect. The spell ends if the caster leaves the area.

Combat Awareness

5th-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 10 rounds

You give certain advantages to a creature for one turn.

Choose a creature that you can see within range. The target has more time to examine things that are happening around him. The creature does not move faster, but this new awareness gives him advantage to perception checks. Also, he gets one extra melee attack, and a +2 bonus to his armor class.

Copy Cat

3rd-level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 rounds

You create an out-of-phase copy of yourself, gaining advantage on attacks and giving disadvantage on attacks against you.

You create an echo in time of yourself; it looks like you and it's in your same space, but is translucent and ethereal. Any weapon or spell attack you make against a creature is seen as two parallel attacks but only one is real. This is represented by making your attacks with advantage. With any hit you vanish, seemingly becoming ethereal and translucent, and you take the position of your echo self, switching one with another. The same also applies to all attacks against you that rely on sight. They are made with disadvantage, you seemingly switching places with your echo self on a miss.

Corrode

4th-Level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a single silver coin)

Duration: Instantaneous

You age an item by eons, crumbling it to dust.

Choose one inanimate object of up to 25 pounds in weight within range. If you succeed in a Time Check, the target is exposed to eons of time and crumbles to dust.

You cannot affect an item carried by a creature or a magic item.

If you fail the required Time Check the item is immune to additional castings of this spell for 24 hours.

Delay Damage

5th-level (Chronomancy)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You delay all damage a creature takes until the spell ends.

Choose a creature that you can see within range. You create a temporal shield around the target, keeping incoming wounds at bay by slowing them down. For the duration, each time the creature would take damage, the damage is instead moved into the future. When the spell ends, the target takes all delayed damage at once. The spell also ends early if the target is ever outside the spell's range or if it has total cover from you.

Delay Image

1st-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 rounds

You delay time around a creature making it harder to hit.

You surround the target by a magical aura that bends time slightly, causing the creature's image to appear one second behind actual motion. This gives a +1 to the creature's AC, and to saves against magical attacks.

Delay Spell

2nd-level (Chronomancy)

Casting Time: 1 reaction, which you take when a creature you can see within range is casting a spell

Range: 60 feet

Components: V, S

Duration: Instantaneous

You delay the effects of another's spell.

You attempt to move a spell cast by someone else into the future, delaying its effects. If the creature's spell is 2nd level or below, it does not do anything

immediately, and instead comes into effect at the beginning of the creature's next turn. The delayed spell retains its target if possible. If the target is no longer valid, the creature may choose another valid target or the spell fails and has no effect.

At higher levels. Casting this spell using a spell slot of 3rd level or higher allows you to delay a spell of that level or lower.

Devolve Creature

5th-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the tooth of a gorilla or carnivorous ape)

Duration: 10 rounds

You cause a creature to evolve back into its primitive state.

Choose a creature that you can see within range. The target must succeed on a Time Check or the evolutionary clock of the affected being is reversed, and its fighting ability is increased at the cost of its mind. The target gains 1d6 in Strength, Dexterity, and Constitution (maximum of 19), while losing 3d6 in intelligence, Wisdom, and Charisma (minimums of 1). Nails and teeth become sharper and usable as weapons. There is a marked increase in body hair, and body changes might be noticed (longer arms, hunched posture). If his Intelligence drops below 5, the creature shuns weapons for a claw/claw/bite attack (1d4/1d4/1d6); if a creature already had these attacks, add +1/+1/+2 to the damage. This spell does not work on elves. Half-elves gain 1d3 in Strength, Dexterity, and Constitution and lose only 2d6 in Wisdom, Intelligence, and Charisma. The affected creature can repeat the Time Check at the end of each of its turns in an attempt to end the effect.

Emergency Rest

6th-Level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (A broken hourglass)

Duration: Instantaneous

You give a creature the benefit of a long rest, at the cost of aging one day.

You touch a willing creature who then experiences a single day's worth of rest and relaxation. The target

receives all the benefits of a long rest, including hit point recovery, etc. As a by-product, the creature ages one full day. Spells and other external forces with a fixed duration do not experience the day but poisons, diseases and other internal forces progress as if a day had passed. If this spell was cast on someone who, for example, was losing 1 hit point every hour from blood loss and they had fewer than 24 hit points, this spell would kill them. This spell does not allow a spellcaster to prepare spells after the rest.

Enhanced Dodge

8th-level (Chronomancy)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 rounds

You reduce the damage certain allies will take.

Choose up to 4 creatures that you can see within range. The target's perception of time as they are being attacked allows each of them to take less damage. Each affected creature rolls 1d10 and all damage they would have received for the duration of the spell is reduced up to a maximum of that many hit points.

Examine Lifeline

2nd-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a 1-foot length of silver chain)

Duration: Instantaneous

You see the age and predict the death of a creature.

Make a Time Check, on a success you establish a temporary link to the target's lifeline. A magical pulse is sent along the line in both directions, reflecting back whenever it reaches the points of the target's birth and death. This gives you a general idea of the length of the creature's lifeline in each direction and a basic understanding of how old the creature is and how long before it dies.

Force Forward - Nudge

4th-level (Chronomancy)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You force a creature a few rounds into the future.

Choose a creature that you can see within range. The target must succeed on a (DC 15) Wisdom saving throw or is pushed in time up to 4 rounds into the future. The amount must be decided before the spell is cast. The spell removes the creature from reality during this time. The affected creature is aware of no passage of time. Everything seems to suddenly shift about. If the space he left is occupied, the creature returns to the nearest unoccupied space.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of rounds forward the creature can be pushed is increased by 1 for each slot level above 4th.

Force Forward - Push

7th-Level (Chronomancy)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a grasshopper trapped in a small glass bottle)

Duration: 10 minutes

You send a creature 10 minutes into the future.

Choose one medium or smaller creature within range. The target must succeed on a Time Check or instantly be transported 10 minutes into the future. The creature simply vanishes from his current location and reappears in exactly the same spot when the spell expires. The creature experiences no perceptible time lapse. Instead, the surrounding scene appears simply to change in an instant to that of the future. If the creature's original spot is occupied when the spell expires, it reappears in the nearest available location. While the creature is absent, no magic can affect it.

Force Forward - Shove

9th-Level (Chronomancy)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a silver statuette of a grasshopper worth at least 500gp)

Duration: 1 year

You send a creature up to 1 year into the future.

Choose one medium or smaller creature within range. The target must succeed on a Time Check or instantly be transported into the future any amount of time you choose, up to 1 year. The creature simply vanishes from his current location and reappears in exactly the same spot when the spell expires. The creature experiences no perceptible time lapse. Instead, the surrounding scene appears simply to change in an instant to that of the future. If the creature's original spot is occupied when spell expires, it reappears in the nearest available location. While the creature is absent, no magic can affect it.

Freshen or Spoil

Cantrip (Chronomancy)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 hour

You cause time to rewind or fast forward for some small objects.

You manipulate the flow of time in a small area, rapidly altering the age of objects in the area as you choose. Select any number of non-magical objects of Small size or smaller in a 5 foot cube within range that are not worn or carried by a creature. Choose "freshen" or "spoil" as the area's effect.

- **Freshen:** Rotting apples freshen, torn documents are mended, and shattered vases become whole. You reverse the aging process for the objects, causing them to appear as they did 24 hours ago.
- **Spoil:** Ink dries, water boils, and candles burn down to stubs. You speed up time for the objects, causing them to experience 24 hours of aging. In either case, this spell does not affect any object's physical location in space, and nothing outside of this area is affected. For example, a page torn from a book is not transported back to its binding if the page is outside the spell's area.

Halt Small Creature

Cantrip (Chronomancy)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your targets speed is reduced to 0 until the end of the turn.

Choose a small or smaller creature that you can see within range. The target must succeed on a Time Check or have its speed reduced to 0 until the end of its next turn.

Help/Hinder

2nd-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You briefly speed up or slow time for a creature.

Choose a creature that you can see within range. The target must succeed on a Time Check or, you can choose one of the following effects:

- The creature is moved to an initiative slot of your choice
- **Help:** The creature has advantage on the next attack roll, ability check, or saving throw it makes before the start of your next turn.
- **Hinder:** The creature has disadvantage on the next attack roll, ability check, or saving throw it makes before the start of your next turn.

Like it's Open

4th-Level (Chronomancy)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 rounds

You can see through a closed door or other barrier.

This spell allows you to see through a closed door or other barrier within 30 feet so long as the door was open or obstruction was clear at some time in the recent past. You see through the door or barrier when it was open, shifting your senses back to the present on the other side. If the barrier has been firmly in place for longer than one day your senses cannot bypass it.

Memory Probe

3rd-Level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a stem of a rose bud)

Duration: Concentration, up to 1 hour

You probe the memories of a creature.

You touch a creature. Make a Time Check, on a success you probe the memories of that creature, allowing it to relive in complete detail a time in its life. This period can be up to one hour in length and from any time in the creature's life. You may either specify the time exactly or allow the target to experience any moment in his life he desires. If the creature is not a willing target, it must succeed at a Time Check to resist, otherwise it will tell you what it remembers to the best of its ability. The creature may be sent to a time it regrets or memories it tries to avoid consciously. If the creature lacks memory of the event, it will find complete clarity with the casting of this spell. If the creature is dealt damage in its memory, it must succeed at a (DC 10) Wisdom save or take 1d6 points of psychic damage for every instance of damage it experiences.

Object's Past

4th-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a working hourglass worth at least 50 gp. that ceases to function once the spell is cast)

Duration: Concentration, up to 10 minutes

You receive visions of an object's past.

Touch a non-magic object. Make a Time Check, on a success you receive a vision of the past from the object's perspective. You touch the object for the duration. The first time you cast this spell on an object, you will receive a vision of the most important event in its history. Subsequent castings on the same object will grant visions of increasingly less important events.

Planetaryium

6th-level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S, M (ice from a morning frost and ash from an evening's campfire)

Duration: 1 hour

You change the apparent time of day.

When you cast this spell, you name a time of day - for example, sunrise, midnight, or late afternoon. Over the course of the next minute, the apparent time of day within a half-mile radius changes to match the stated time. When the spell ends, the apparent time of day reverts over a course of a minute to its natural state. The change in apparent time of day will affect both illumination and creature abilities, or mystical effects which depend on the presence or absence of the sun, moon, or stars (such as a Drow's Sunlight Sensitivity or a Vampire's Sunlight Hypersensitivity).

Prophecy

5th-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (the root of a plant with hallucinatory properties.)

Duration: 10 rounds

You learn of a future event.

Make a Time Check, on a failure you lose one time point and the spell fails. On a success you enter a trance and, through visions of the future, attempt to divine an important event that shall come to pass. The event must directly affect the person touched, and this person cannot be the caster. The vision fades out and returns several times over the spell's duration, and much of it is vague and open to interpretation.

This spell leaves the caster physically drained and Stunned until he completes a long rest.

A caster cannot cast this spell more than once to prophesize the same event - at least not until the character reaches his next level.

At Higher Levels: When you cast this spell using a spell slot of 9th level, you may attempt to divine a prophecy concerning an event affecting a location on the grand scale of a town or kingdom. There is a low probability that this succeeds (only 1% per level of the caster), but the attempt can be made once per day.

Quick Rest

3rd-level (Chronomancy)

Casting Time: 10 rounds

Range: 30 feet

Components: V, S, M (a lighted candle)

Duration: up to 4 hours (up to 8 hours inside the area of effect)

Your group takes a short or long rest in 1/2 the time.

You and willing creatures you can see within 30', experience a speed-up in time. The time passes for you at double its normal speed, letting you take a rest, spending only half of the time it would normally take. This spell can be used to take a short or long rest, but will end if anyone leaves its area of effect or makes an attack.

Quicken Actions

9th-Level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small glass prism)

Duration: 1 round

You get additional actions this round.

This spell concentrates time. You get 3d4 additional actions you can take this round.

Read the Future

6th-level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S, M (a glass eye worth at least 800gp)

Duration: 10 minutes

You learn the fate of an object, creature, or location that you have seen in your lifetime.

Choose an object, creature, or location that you are familiar with. Make a Time Check, on a failure you lose one time point and the spell fails. On a success you receive a vision as it will appear sometime in the future. The vision manifests itself as a swirling globe of glossy wisps appearing in a 5-foot diameter globe in front of you. Objects and creatures in the vision appear as shadowy visages, making finer details such as faces and scripts more difficult to parse, at the DM's discretion. You may designate any number of creatures that you can see to also perceive the vision. You may choose a time within the next 100 years for the vision to take

place. If you do not specify a time, the vision will show the next time something significant happens to its subject, so long as that event will take place within the next 100 years. Additionally, you will learn how far into the future the vision takes place in this case. If it is an object, a significant event may entail being moved a great distance, being interacted with in an irregular way, or being destroyed. If it is a creature, a significant event may entail something that the creature would perceive as significant. If it is a location, a significant event may entail something that is meaningful to a great number of its inhabitants, or a major modification to that location's structure. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the vision's temporal range may extend to a time up to 1,000 years in the future. In addition, when you cast this spell using a spell slot of 8th level or higher, you may seek out a specific event pertaining to the subject of your vision. If it will occur within the next 1,000 years, the vision appears, and you learn when it will take place. Otherwise, the globe appears opaque.

Recovery Area

8th-level (Chronomancy)

Casting Time: 10 rounds

Range: 90 feet

Components: V, S, M (an hourglass filled with tiny gemstones or pearl dust, worth at least 5,000gp)

Duration: 1 hour (24 hours inside the area of effect)

You create a spherical area where time passes quickly.

Choose a point that you can see within range. You create a translucent, spherical area of effect with a radius up to 50 feet centered on that point. Time within this area passes significantly faster than time outside, allowing you to experience 24 hours of time while those outside only experience 1 hour. To those inside the sphere, the outside world appears nearly motionless, while to those outside, the inside of the sphere appears blurred. When it is cast, the spell emits a short, high-pitched sound audible out to 1 mile. Creatures can pass into and out of the area, but no spell or magical effect created on one side of it can affect the other side. Objects can only pass through if they are being worn or carried by a creature. You can end the spell early by using an action to dismiss it.

Reflex Shot

2nd-level (Chronomancy)

Casting Time: 1 reaction, which you take when a creature you can see within range has just triggered an attack of opportunity

Range: 30 feet

Components: S, M (a ranged weapon)

Duration: Instantaneous

You make a ranged weapon attack on a creature that triggered an AoO.

Select a creature within range that just triggered an attack of opportunity. Your ability to interact with the timeline lets you anticipate this creature's movement and you make a single ranged weapon attack against that creature, with a ranged weapon that you are holding and are proficient with. This attack deals 1d8 extra damage on a hit.

Reverse Damage

4th-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

You heal a creature to match its past state of health.

You touch a willing creature and restore its hit points to the number it had up to 4 minutes in the past. How far back must be decided before the spell is cast. If the target had fewer hit points at the chosen time in the past, its hit points are reduced to match the earlier amount.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of minutes into the past you can go to restore the creature's hit points is increased by 1 for each slot level above 4th.

Revert Object

2nd-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You cause a small non-magic object to revert to its raw materials.

You touch a nonmagical object of Small size or smaller and revert it into its raw materials. For example, an iron

sword with a wooden handle targeted by this spell may transform into chunks of iron ore and a block of wood. The exact composition of the converted material is determined by the DM. If you target an object being held or carried by an unwilling creature, that creature must make a Time Check. On a success, the spell fails.

Revert Wounds

1st-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You heal the touched creature, somewhat.

A creature you touch has its wounds revert back in time. That creature heals hit-points equal to 1d6 + your number of time points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, it imparts an additional 1d6 hit points for every level above 1st.

Rewind - Action

3rd-level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Time rewinds back just enough for you to take back or change what you just did.

Make a Time Check, on a success you move a short way back in time to take back an action that you performed within the last 5 rounds or insert an additional action if timing permits. You could take back something said or decide not to do something you did. You cannot insert an additional attack into a combat round, but could insert one into the round before combat. If an action is taken back that would've prevented combat or another major event, the caster and Dungeon Master must work out a reasonable course of events that would make up for the lost time.

The Dungeon Master's decides how the change proceeds forward, if at all.

Rewind - Combat

6th-level (Chronomancy)

Casting Time: 1 action**Range:** Self**Components:** V, S, M (silver coins or silver items with a total value of at least 6,000 gp.)**Duration:** Instantaneous*Time rewinds back one or more rounds.*

This spell rewinds time back to a point in the past of your choosing, no further back than one round per caster level. You and all willing creatures within 10 feet arrive with a strong sense of Déjà Vu as they remember the events that happened last time in what is now your future. Everyone is in the same position and the same physical condition as they were then. Everything that happened before will happen again in the same way as it did last time unless changed by the party's actions. Purely random events may have different outcomes. All dice will be re-rolled for any battle or game of chance that any of you participate in.

Rewind - Day

9th-level (Chronomancy)

Casting Time: 1 reaction, which you take when you or a creature within range starts their turn**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous*Time rewinds back up to 24 hours.*

Make a Time Check, on a success you rewind time for you and up to 10 willing creatures of your choice within range for an amount of time you choose from one round to 24 hours. You all return to the state you were in at that previous time including your previous locations and hit points. All experience and items gained within that time are lost. All creatures not targeted will also be as they were at that previous time, but only you and the others effected by the spell will remember anything from the last time.

Rewind - Turn

5th-level (Chronomancy)

Casting Time: 1 reaction, which you take at the end of your turn**Range:** Self**Components:** V**Duration:** Instantaneous*Time rewinds back to the beginning of your turn.*

Every action, bonus action, and movement you performed this turn are instantly reversed, and your turn starts over, as though they had never happened and you had done nothing instead. You (and only you) retain the memory of what you did during your turn. You now have all of the actions and spell slots you used this turn available again with one exception, you do not regain the use of your reaction.

Ripple in Time

Cantrip (Chronomancy)

Casting Time: 1 action**Range:** 120 feet**Components:** S**Duration:** Concentration, up to 10 rounds*Your target is now in difficult terrain.*

Choose one creature within range. A glowing orb of temporal instability is released at its, causing the very land around it to warble uncontrollably as it shifts through time and space. For the duration of the spell, a 5ft radius circle that remains centered on the target becomes difficult terrain.

Slow Magic

3th-Level (Chronomancy)

Casting Time: 1 action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous*You temporally suppress magical effects.*

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target is suppressed for 1d4 + 1 rounds

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically suppress the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Slow Metabolism

1st-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small wafer that the recipient consumes)

Duration: Instantaneous

You increase the length of time before the creature needs to eat or drink.

The target creature requires no additional food or drink for the next 24 hours. Also, if the creature has been poisoned, this spell slows the onset for 24 hours, but a cure still needs to be found.

Succeed Instead

7th-level (Chronomancy)

Casting Time: 1 reaction, which you take when you or a creature you can see within range makes an attack roll, an ability check, or a saving throw

Range: 60 feet

Components: V, S

Duration: Instantaneous

You change a failure into a success.

Make a Time Check, on a success you peer through possible futures and magically pull one of them into events around you, ensuring a particular outcome. You can ignore the die roll and decide whether the number rolled is the minimum needed to succeed or 1 (your choice).

Suspended Sleep

5th-level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You and your friends all go to sleep.

You, and up to five willing creatures (who must maintain contact with you for the entire casting) instantly fall asleep. While asleep all of you do not need to breathe, eat or drink, do not age, and will not wake up unless you either take damage or are deliberately woken by another creature.

Temporal Clock

Cantrip (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You know the day and what time it is.

If you succeed on a Time Check you can unerringly ascertain the current local time and date.

Temporal Scrying

7th-level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S, M (the eye of an eagle)

Duration: 7 minutes

You can scry a creature or place in another time.

Make a Time Check, on a success you cast the *scrying* spell using all the features and modifiers of that spell, but you can cast it to see creatures or places that exist at any point on the timeline. The chance for scrying success, as well as the chance for detection, are the same as those for the *scrying* spell. In addition, scrying into a different time adds a -1 penalty for every year (forward or back) that you are attempting to see. This effectively eliminates using this spell to see 20 years or more into the past or future.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration is increased by 1 minute for each slot level above 7th.

Temporal Sphere

7th-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10minutes

You create a space that blocks time-travel.

Chose a point within range. Make a Time Check, on a success all time travel and time related spells are blocked within a 20-foot-radius sphere centered on that point for the duration. Any attempt to travel into this location from the past or future will fail. Time continues normally for creatures within the sphere. The spell blocks travel in either direction through time portals located within the sphere.

Temporal Transference

2nd-level (Chronomancy)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You heal one creature by taking energy from another.

Choose a creature that you can see within range. It must succeed on a Time Check or recent time energy is sucked from it giving it 2d8 Necrotic damage. At the same time you select another creature that you can see within range to transfer that energy to, healing it by the same amount. You cannot choose yourself.

Time Ball

1st-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Your target takes force damage and can't take bonus actions.

You send out an orb of warped time to a creature that you can see within range and try to manipulate its cognitive function. The target must make a Time Check. On a failed check, the target takes 1d6 force damage and can't take a bonus action until the end of its next turn.

Time Bomb

3rd-level (Chronomancy)

Casting Time: 1 action

Range: 150 feet

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

Duration: Concentration, up to 10 minutes

You create an invisible time bomb.

Select a point within range where you set an invisible time bomb which explodes with a low when activated. When you cast the spell you decide on one of three possible modes of activation:

- You select an amount of time (a fuse) up to the duration.
- A creature moves to within 20 feet of the bomb.
- It explodes on your command.

If the spell expires before the bomb's activation event, there is no explosion. When there is an explosion, each

creature in a 20-foot-radius sphere centered on that point must succeed on a Time Check or take 6d6 force damage. The explosion spreads around corners.
At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Time Bounce

1st-level (Chronomancy)

Casting Time: 1 reaction, which you take when you are attacked or targeted

Range: Self

Components: V, S

Duration: Instantaneous

You time-travel one or more rounds into the future.

You wink out of time for 1d4 rounds. You are not hit by the attack, and do not exist for that time. At the end of the last round you reappear where you winked from.

Time Jump

2nd-level (Chronomancy)

Casting Time: 3 rounds

Range: 30 feet

Components: V, S, M (a square of fine silk and a small piece of basalt)

Duration: Instantaneous

You and your group time-travel up to one day into the future.

Make a Time Check, on a success you and up to 6 willing creatures you choose within range slip into the barrier between reality and the timeline. This places you and your companions immediately downstream of their lifelines. Lifelines trail off into the silver mist that surrounds them. You choose a point on the timeline up to 24 hours in the future to slip back into reality. Everyone effected by this time-slip appears at this point in the future in the same physical location they were in when they disappeared, with everything they were wearing or carrying.

Time Lapse

5th-level (Chronomancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You re-wind time to re-roll one die.

You or a creature you touch can re-roll any one attack roll, ability check or saving throw that they made since the end of your last turn, or since the start of this round if combat has just started. They must use the new result. If the new roll states that the attack fails, the damage is neglected, as it never happened, and the target of said attack recovers its hit points. If the new attack roll states that the attack deals damage, then the damage is received on that moment. It only functions by changing the direct effect of the roll, and does not for example, change a course of actions of a character.

Time Leap

7th-level (Chronomancy)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pocket hourglass that you break against the floor when you cast this spell)

Duration: Instantaneous

You and your group time-travel a few days forward in time.

When you cast this spell, you can choose up to six willing creatures within range. Make a Time Check, on a success you and all the creatures you chose disappear and reappear in the same place after any amount of time in the future up to a number of days equal to half of your level, rounded down (minimum one day). You decide the amount of time when you cast the spell. If the place is occupied when you reappear, you reappear in the nearest unoccupied space.

Time Pocket

5th-level (Chronomancy)

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You or a creature you touch gain some lost hit points.

You or a creature you touch instantly enter and exit a timeless space. While there the target will heal itself by a number of hit points equal to the roll of one of its hit die + its Wisdom modifier + a number equal to its time points to heal itself.

Time Portal

7th-level (Chronomancy)

Casting Time: 10 rounds

Range: Touch

Components: V, S

Duration: 2 Rounds

You create a doorway to another point in time and space.

Make a Time Check, on a failure you lose one time point. On a success you draw a 3 foot wide and seven foot tall doorway on a wall or other vertical surface inscribed with sigils that link your location in time and space to a permanent time portal of your choice whose sigil sequence you have learned. In a few obscure or hidden places in forgotten temples or tombs at various points in time there have existed (or will exist) permanent time portals inscribed somewhere within their confines.

Upon casting the spell, a shimmering portal opens within the doorway you drew and remains open until the end of your next turn. Any creature that enters the portal instantly steps out of the destination doorway into the nearest unoccupied space.

Time advances at the same speed at both ends of the portal, so when you return, the amount of time that will have passed here will equal to the amount of time you spent on the other side.

A sigil sequence is a string of magical runes arranged in a particular pattern. Each permanent time portal has a unique sigil sequence. When you first gain the ability to cast this spell, you learn two sigil sequences to destinations determined by the Dungeon Master. One of these will exist at your current time, but in some hidden location and the other will exist in either the future or the past and at a different location. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for a minute.

You can create a permanent time portal by casting this spell every day for one year in one location. You need not use the doorway to travel to the other time when you cast the spell in this way.

Time Restoration

7th-level (Chronomancy)

Casting Time: up to 3 rounds

Range: Touch

Components: V, S, M (Diamond Dust worth 5000 gold, which is consumed by the spell)

Duration: Instantaneous

You resurrect a dead creature but you gain levels of exhaustion and take damage.

Make a Time Check, on a failure you lose one time point and the spell fails. On a success, time energy starts to flow into the dead body of any creature that has been dead for up to 24 hours. This spell takes multiple rounds of concentration to cast. If concentration is lost the spell ends at the stage it progressed to. For each round you continue to concentrate on controls the outcome of the dead creature;

- **1 round:** On the following turn after you begin casting this spell the creature is brought back to 1 hit point, you gain one level of exhaustion and take 4d10 necrotic damage.
- **2 rounds:** If you concentrate on casting this spell for another round the creature is now returned to half its hit points, however, you now have two levels of exhaustion and take another 1d10 necrotic damage.
- **3 rounds:** If you concentrate on casting this spell for 3 rounds the creature is brought to full hit points, however, you now have three levels of exhaustion and take another 1d10 necrotic damage.

Time Saver

8th-level (Chronomancy)

Casting Time: 1 reaction, which you take when a creature you can see within range tries to alter time with a spell

Range: 120 feet

Components: V, S

Duration: Instantaneous

You attempt to interrupt the casting of a time altering spell.

Make a Time Check, on a success you hurl a 4-inch-diameter sphere of time energy at a creature that is trying to alter time with a spell and make a ranged spell attack against the target. On a hit, the target takes 1d12 force damage and it must succeed on a Time Check or the spell it is casting fails.

Time Shield

7th-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 rounds

If a creature hits, it also takes damage.

You, or a creature you choose that you can see within range, is surrounded by a glowing blue time envelop. This extra layer constantly shifts to where any impact is found. The target's AC increases by 2. When a weapon successfully hits, the veil releases a small amount of stored energy in a miniature explosion, the attacker must succeed in a Time Check or it takes 5d8 Force damage and the damage they inflict is reduced by a like amount.

Time Snare

3rd-level (Chronomancy)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Concentration, up to 10 rounds

You make a creature repeat his last action over and over.

Choose a creature that you can see within range. The target must succeed on a Time Check or a time loop is created in the creature's mind that causes it to use its action on its next turn, and every turn after that, to take the same action it took on its previous turn. If the target is unable to take that action again, it instead takes no action. For example, if the creature made a weapon attack it attacks the same person again. If the creature used their action to cast a spell, they must cast the same spell. The affected creature can repeat the Time Check at the end of each of its turns in an attempt to end the effect.

Time to Act

4th-Level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V

Duration: 10 rounds for you, 1 round for everyone else.

Time pauses around you, giving you time to perform a non-combat activity.

During this one turn, time appears to stop around you, giving you 10 rounds to perform any non-combat activity. During this time, you cannot move from your current position or make an attack but you can perform any other physical activity. You could, for example, use the time to attempt to disable a trap, pick a lock, write a short note, replace a broken bow string, or search through a treasure chest. To others you seem to blur and any attacks against you are made with disadvantage.

Time to Heal

Cantrip (Chronomancy)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Target can spend 1 hit die to heal.

You can accelerate its time flow to allow a creature of your choice within range to heal itself faster. If the target was damaged since your last turn and has not yet used its reaction, it can use its reaction at this time to spend 1 hit die and heal itself as if it had spent it at the end of a short rest. This effect can't make the creature regain more hit points than the damage it has taken since your last turn.

Time Trap

6th-level (Chronomancy)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You trap creatures in a time bubble.

Choose a creature that you can see within range. A 10 foot radius sphere of time energy forms centered on

the creature. If the sphere cuts through a creature's space when it appears, the creature is pushed to one side of the sphere (your choice which side). Each creature within the sphere must succeed on a Time Check or time is stopped for the creature and it is stunned. A creature may make another Time Check at the end of each turn it is trapped in the sphere. On success they are not stunned. The sphere is 1/4 inch thick and lasts for the duration. Spells can pass through the sphere, but nothing can physically pass through. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the sphere instantly. The sphere also extends into the Ethereal Plane, blocking ethereal travel through the sphere.

Time Travel

8th-level (Chronomancy)

Casting Time: 10 rounds

Range: Self

Components: V, S, M (silver coins or other silver items with a total worth of at least 10,000 gp.)

Duration: Instantaneous

You and your group time-travel into the future or past.

Make a Time Check, on a failure you lose two time points. On a success you lose one time point and you along with all willing creatures within 10 feet are sent backward or forward in time. It encases those affected in a null-time bubble and then moves along the timestream, reenters reality at the desired date, and releases the travelers. To the travelers, no time has passed. The caster specifies the point in time to be transported to. The time chosen must be one or more days into the past or future. The travelers will bring with them all objects that they are carrying or wearing. They will end up as close as possible to their current location.

Time-Slide Home

6th-level (Chronomancy)

Casting Time: 1 action

Range: Self

Components: V, S, M (an object from the time you left)

Duration: Instantaneous

You and your group time-travel back to where you came from.

Make a Time Check, on a success you take time travelers with you, back to the point on the timeline you came from. It can affect you and all willing creatures within 10 feet. It encases those affected in a null-time bubble and then moves along the timestream, reenters and releases the travelers to their original location in time and space, only one round later. To anyone that witnessed your original departure, you will appear to have vanished, only to re-appear at the same location one round later. Returning to your previous time does not heal any hit points or refresh your body in any other way. You will return with all that you are holding or carrying (up to your maximum carrying capacity). To prevent the exact same thing from existing at two different places at the same time, the river of time will remove anything that you have with you that you didn't bring with you when you left this point in time, but that currently exists here, and return to the point on the timeline you are returning from.

The spell will automatically fail for all creatures that have not traveled from the same point in time as the spell caster.

To Ashes

8th-level (Chronomancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You reduce a creature to ashes.

You must spend two time points to cast this spell. Choose a creature that you can see within range. The target must succeed on a Time Check or time accelerates for the creature and it takes 10d6 Psychic damage + 40 acid damage. If this brings the target to 0 Hit points they are disintegrated and turned into ash. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine grey dust. The creature can be restored to life only by means of a true resurrection or a wish spell.