

CHRONOMANCY



f all the mysteries of the many planes, perhaps one of the most pursued but least understood is the study of time - linked inextricably with death, change, and the alluring promise that is undoing the mistakes of the past. Some sages posit that it is part of the weave, pointing to the ways in which it can be manipulated with

magic, while others claim that it is even more fundamental than that, and is an intrinsic part of reality itself.

It is a well-known fact about chronomancy that attempting to manipulate the fabric of time in this way is dangerous. Even the Gods will normally hesitate to mess with the ticking hand of time's clock, but some mortals are desperate or foolish enough to try. Some are consumed by their own hubris; those who survive have but one rule: avoid paradox at all costs.

The following is a new Arcane Tradition available to Wizard characters at second level.

SCHOOL OF CHRONOMANCY

As a chronomancer, your insight into the nature of reality grants you an enviable understanding of the flow of time.

As your expertise grows you even gain some small measure over the passage of time itself - speeding up, halting, or even reversing its flow to give you an edge in battle.

INTERNAL CHRONOMETER

Beginning when you select this school at 2nd level, you are keenly aware of time and how it passes. You always know what time and date it is. You also know precisely how much time has passed since any event you can remember.

ACCELERATE

Starting at 2nd level when you select this school, you add the spell *Expeditious Retreat* to your spellbook. If you already know this spell, you may add a different 1st level spell of your choice from the Wizard list. You are always considered to have *Expeditious Retreat* prepared, in addition to any other spells you may prepare.

QUICKENED SPELL

Beginning at 6th level, when you cast a spell that has a casting time of 1 action, you can spend an additional spell slot of any level to change the casting time to 1 bonus action for this casting.

FREEZE

Beginning at 10th level, you can temporarily pause time. As an action, choose one unattended object or creature you can see within 60 feet of you. If you chose a creature, it must make a Wisdom saving throw against your Wizard spell save DC. An object or creature that fails the saving throw is Paralyzed for one minute.

While frozen, the object or creature cannot be moved, damaged, healed, or otherwise affected in any way, and any spells or ongoing effects targeting it are temporarily suspended (the time spent frozen does not count against their duration).

CHRONOMANCY SPELLS

The following spells from the Wizard list are considered chronomancy, and should form the staple of any chronomancer's spellbook.

- *Expeditious Retreat*
- *Feather Fall*
- *Longstrider*
- *Haste*
- *Slow*
- *Contingency*
- *Delayed Blast Fireball*
- *Sequester*
- *Foresight*
- *Time Stop*

In addition the following spells (detailed later) are new chronomancy spells which are added to the Wizard spell list.

- *Origin*
- *Delay Spell*
- *Chronovoyance*
- *Undo*
- *Suspend*
- *Temporal Ward*
- *Wheel of the Heavens*
- *Permanence*
- *Time Travel*

Once you use this feature you can't use it again until you finish a short or long rest.

DEFY FATE

At 14th level, you are able to reverse time in short amounts to undo mistakes and give you and your allies another chance in desperate situations.

When you or a creature you can see makes an attack roll, damage roll, ability check, or saving throw, you may use your reaction to force them to reroll the dice. The creature must accept the result of the second roll, even if it is worse.

When you use this feature you take an amount of damage equal to the result of the second roll, as reality itself fights back against your attempts to manipulate it. This damage cannot be reduced or prevented in any way.

NEW CHRONOMANCY SPELLS

The following spells are part of the Wizard spell list.

ORIGIN

2nd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an egg)

Duration: Instantaneous

You reach back into the past to discover an entity's origin. When you touch an object or creature as part of the casting of this spell, you instantly know the time and place of its creation or birth, and who created or gave birth to it.

DELAY SPELL

2nd-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to divert a creature's spell 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. Otherwise, the spell fails and has no effect.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, doing so allows you to delay a spell of that level or below.

CHRONOVOYANCE

4th-level divination

Casting Time: 10 minutes

Range: Touch

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

Duration: Instantaneous

When you touch an object throughout the casting of this spell, you receive a vision of the past from the object's perspective. 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.

UNDO

5th-level transmutation

Casting Time: 1 reaction, which you may take only at the end of your turn

Range: Self

Components: V

Duration: Instantaneous

The results of any action, bonus action, and movement you performed this turn are instantly reversed, and your turn then ends, 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.

SUSPEND

5th-level transmutation

Casting Time: 10 minutes

Range: Self

Components: V, S

Duration: Instantaneous

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

TEMPORAL WARD

5th-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch a point and fortify the local area against temporal manipulation. The area can have a radius of up to 60 feet. Until the spell ends or is dispelled, no chronomancy spell can be cast within the area. In addition, any attempts to scry through time to this location while the spell is in effect will automatically fail, and any attempts to time travel to this location will never arrive "on target".

WHEEL OF THE HEAVENS

6th-level conjuration (ritual)

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

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).

PERMANENCE

8th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (rare and pungent oils worth at least 10 gp, which the spell consumes)

Duration: Instantaneous

When you cast this spell on a creature or object, you must target a spell you know to be affecting it. That spell's duration increases by one day.

If you cast Permanence every day for 30 days on the same targeted spell, that spell becomes permanent until it is dispelled.

TIME TRAVEL

9th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a diamond worth at least 1000 gp, which the spell consumes)

Duration: Instantaneous

You, and up to five willing creatures within 30 ft are transported through time (though remain in the same location). The time you choose must be relative to the current time, either forwards or backwards. Your familiarity with the time determines whether you arrive there successfully. The DM rolls d100 and consults the table.

Familiarity	Mishap	Similar	Time Off	Target On	Target
Important Event	—	—	01–33	34–100	
Familiar	01–05	06–13	14–54	55–100	
Lived	01–33	34–43	44–74	75–100	
Unfamiliar	01–43	44–53	54–100	—	

Familiarity. You are always considered "Unfamiliar" with the future, as well as any time you cannot otherwise remember (such as before you were born), unless you have visited there before.

"Important event" refers to an extremely important time in your personal history, or some other event that has fundamentally shaped you.

"Familiar" means a time you remember well and have strong memories of.

"Lived" is any other time period you have lived through.

On Target. You and your group arrive at the time you intended.

Off Target. You and your group arrive in a random time near to when you wanted. You are 1d10 x 1d10 percent of the time that was to be travelled, in a random direction (backwards or forwards) either side of your intended destination.

For example if you wanted to travel 120 years, landed off target, and rolled a 5 and a 3 on the two d10s, then you would be off target by 15 percent or 18 years. The DM determines whether you arrive before or after the specified time by rolling a d4, designating 1 or 2 as before, 3 or 4 as after. If you were travelling back in time to prevent a disaster but ended up appearing after it, you could be in trouble.

Similar Time. You and your group arrive in a time that is thematically similar to the target time. For example, you might appear during a different civil war, or just before a different Empress is crowned, or a different time that the Tarrasque awoke. Generally you appear in the closest similar time period, but since the spell has no limit you could conceivably wind up anywhere in time.

Mishap. The spell's unpredictable magic results in a difficult journey. Each time travelling creature takes 3d10 necrotic damage which cannot be reduced or prevented, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

NEW MONSTERS

PARADOX SPIDER

Medium aberration, lawful neutral

Armor Class 15

Hit Points 58 (13d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	17 (+3)	11 (+0)

Saving throws Wis +2 Int +2

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Skills Perception +3, Stealth +3

Senses darkvision 60ft, passive Perception 16

Languages —

Challenge 4 (1,100 XP)

Detect Paradox. The paradox spider can magically sense the presence of temporal paradoxes within a 5 mile radius. In addition, a paradox spider can use an action to magically become aware of whichever creature or creatures were responsible for causing that paradox, if any. It knows the general direction they're in, but not their exact locations.

Spider Climb. The paradox spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (2d6 - 1) piercing damage.

Innate Spellcasting. The paradox spider may cast the spells *Slow* and *Haste* at will, without components.

These giant crystalline spiders relentlessly hunt those whose meddling in time causes paradoxes, often preferring to stalk their prey and attack at an opportune moment. Scholars debate whether they are naturally occurring, or whether they were created by powerful magic in order to protect the timeline.