

# Chronomancer

(adapted for 1e from TSR 9506 - Chronomancer by Loren Coleman. Adaptation by DM Superelf.)

*Moving delicately along the fringes of the magical worlds are members of an elite and secretive school. These mysterious figures guard the basis of their abilities with paranoid fervor, especially from other wizards. What little is known of them is learned mainly in rumors and legends hinting at a startling truth: theirs is the mastery of time. Past, present, and future are merely different lands within their realm. They call themselves **Chronomancers**.*

*In a magical world, few things are entirely impossible. Still, only a small core of intellectuals puts great stock in these legends. In their opinion, not only do Chronomancers exist, but these eerie mages are privy to a life unlike any known before. Much evidence has been gathered and weighed, but most people simply cannot (or will not) conceive of wizards with power over the natural order of events.*

*Few areas can match the potential for raw power associated with time travel: the chance to experience the far future, the ability to influence the past. Even in a fantastic setting, there would be those infatuated with holding sway over time.*

*Enter the Chronomancers, elite wizards with the ability to influence temporal forces. Practicing and developing their unorthodox art, these wizards have turned their backs on traditional destiny to forge new lives for themselves and countless others. Chronomancers can wind back the clock or send it spinning ahead, expanding the horizons of your game world and blazing a path to adventures never before imagined.*

Chronomancers draw power for their mystical ability directly from the energy created by the momentum of time. The lifeline of every living thing forms a current in time-space, and

the intertwining currents create the timestream. The flow of one timestream covers a reality, and in vortices (a mild form of time turbulence) several timestreams can flow closely and allow passage from one reality to another. Vortices range in size and hazards depending upon how many timestreams flow through them. Temporal Prime is the dimension in which timestreams can be viewed. A Chronomancer can slip between reality and Temporal Prime through the use of spells, items, or permanent portals.

As a wizard from an elite school, the Chronomancer has some unusual requirements and restrictions. Any of them can be modified with Dungeon Master's discretion, of course, but it is strongly recommended that this be done only under special circumstances.

## Ability Scores

Two ability scores govern the Chronomancer: Intelligence and Wisdom. A Chronomancer must have a minimum Intelligence of 17 to understand the abstract theories on which his mystical art is based. A minimum Wisdom of 16 is required as well, to ensure the wizard has the foresight for understanding the implications of using chronomancy, and the discipline to use it responsibly. It is unlikely that a character without these minimums would ever find an apprenticeship with a Chronomancer.

## Racial Restrictions

The school of chronomancy is beyond most demihumans, limiting the allowed races to humans, elves, and half-elves. The innate magic resistance of dwarves, gnomes, and halflings prevents them from channeling the mystical energies properly. There may be other races that could build a decent case for learning chronomancy, but Chronomancers are secretive enough among their own kind and are not about to extend trust to such races. Chronomancer families of humans, elves, and half-elves are known.

### Racial Level Limits

The exact list of races that may learn chronomancy is as follows:  
Humans, Deryni, and Black (Scholar) Elves: U.  
Gray Elves: 15.  
Male Drow Elves: 14.  
High, Valley and Arboreal Elves: 13.  
Half-Elves and Drow females: 12.

### Weapons and Armor

Like most wizards, the Chronomancer may use the dagger, staff, dart, blowgun, knife, or sling, Dual-classing allows for the learning of different weapons, but this is the exception, not the rule. Chronomancers are not allowed to wear armor of any type unless they are multi-classed as a fighter and it is elven chain mail and the Chronomancer is an elf or half-elf. Dual-classing cannot change this fact.

### Alignment

Secrecy and paranoia are infused into the Chronomancer at early stages to ensure the secrets of this school are kept as quiet as possible. For this reason, a chaotic alignment is not allowed. A Chronomancer of lawful or neutral alignment would not be able to trust a chaotic apprentice, and so would not take on such a student. A Chronomancer who has turned chaotic over time may begin to allow some secrets to slip, but paranoia has an even tighter hold on that wizard, for other Chronomancers often attempt to "correct" any such indiscretions that may come to their attention. As such, a Chronomancer is unlikely to trust an apprentice of any alignment, much less a chaotic one.

Chronomancers who shift to a chaotic alignment do not suffer for it directly. Their actions are watched more closely by others, though, and what little help they could have expected from other Chronomancers would be long in coming

### Dual- and Multi classes

Humans can become dual-classed Chronomancers. If chronomancy is their second course of study, the minimum ability scores are

raised to an Intelligence of 18 and a Wisdom of 17. Regular multiclassing is not possible since chronomancy automatically requires specialization.

### Experience and Advancement

How a Chronomancer advances in his chosen field is nearly identical to any other wizard specialist. The mechanics remain the same, but the rates at which experience and levels are earned differ a bit.

### Individual Experience Awards

As noted in Table 1, Chronomancers earn their experience in a slightly different way than other wizards. Due to the relative complexity of chronomancy spells, more experience is earned for casting them, yet only group experience is earned for casting non-chronomancy spells. Note that, due to the rigors of their studies, Chronomancers never receive a 10% bonus on experience for having high ability scores in their prime requisites.

**Table 1: Chronomancer Experience**

Action	Award
Spell cast to overcome foe or problems	60 XP/spell level
Spell successfully researched	600 XP/spell level
Making a potion or scroll	XP value
Creating a permanent magical item	XP value

### Level Advancement

Chronomancers advance at a slightly slower pace than normal wizards (see Table 2). This is due to the complicated relationship between Temporal Prime and reality that Chronomancers must apply to their studies.

**Table 2: Chronomancer Experience Levels**

Exp. Points	Level	d4 for hp
0-3,000	1	1
3,001-6,000	2	2
6,001-12,000	3	3
12,001-24,000	4	4
24,001-48,000	5	5
48,001-72,000	6	6

72,001-105,000	7	7
105,001-160,000	8	8
160,001-285,000	9	9
285,001-425,000	10	10
425,001-850,000	11	10+1
850,001-1,235,000	12	10+2
1,235,001-1,610,000	13	10+3
1,610,001-1,985,000	14	10+4
1,985,001-2,370,000	15	10+5
2,370,001-2,755,000	16	10+6
2,755,001-3,140,000	17	10+7
3,140,001-3,525,000	18	10+8
3,525,001-3,910,000	19	10+9

### Benefits and Penalties

The Chronomancer is an elite specialist and, as such, follows many of the rules concerning specialist benefits and hindrances. Even so, there are some rules unique to them. Chronomancer spell progression follows the normal wizard pattern, with the exception that the Chronomancer gets one extra spell per spell level gained. The bonus spell must be from the school of chronomancy. This allows a 1st-level Chronomancer to memorize two spells as opposed to one. However, Chronomancers are not permitted to use spells from three opposition schools: abjuration, conjuration/summoning, and necromancy. The Chronomancer may not memorize these types of spells, cast them from scrolls, or use any item that is completely based on one of these magics (such as a wand of conjuration).

The bonuses and penalties for a Chronomancer learning spells are slightly different from normal. The Chronomancer receives a +10 bonus when trying to learn a chronomancy spell, but is penalized by -25 when learning a spell outside this school. When the Chronomancer attains a new spell level, he automatically receives one new chronomantic spell (no roll required). The differences here are due to the complexity of chronomantic spells and the source of their power. These complications occupy more of the Chronomancer's time than regular specialization would. Also, the Chronomancer must keep straight the differences between casting spells in

reality and their effects on Temporal Prime. At first, this may seem harsh, but not when it is understood that no other types of wizards can cast chronomantic spells.

Since only Chronomancers can cast spells from the school of chronomancy, the usual saving-throw bonus that Chronomancers would receive against their own school is canceled. Any non-Chronomancer hit by a chronomantic spell still saves at a -1 penalty, though.

At 5th level, the Chronomancer becomes immune to the effects of slow and haste spells (note that the new 3rd-level spell Articus's melee manager is not a haste spell). On the downside, the magical bases of the opposition schools are so alien to Chronomancers that they receive a -2 penalty to their save if the caster is a specialist of one such school.

### Attitude and Lifestyle

Chronomancers are shadowy figures by choice. Nearly all of these strange wizards hide their ability to manipulate time from all but their closest companions, and large numbers of them take this one step further by hiding the fact that they are even a wizard. Some believe that their operations would be hindered should chronomancy become widespread knowledge. Others wish to retain their elite status. Still, others fear how the ignorant masses might react. For these reasons and any number of others, secrecy is deeply ingrained into Chronomancers at an early stage of their training and fostered throughout the rest of their lives. It is a puzzle that some Chronomancers can even trust an apprentice enough to pass on their mystical knowledge. Because of their guarded ways, Chronomancers do not attract followers, and hirelings are reluctant to work for them for any length of time. Chronomancers may build a keep and gain the benefit of taxing local peasantry if they wish, but most opt for a solitary fortress far from people. The one respite of their solitary existence is that, somewhere between 12th and 16th level, an apprentice seeks out the Chronomancer. This apprentice has reasoned out that the

Chronomancer is not a regular wizard and has usually pieced together what it is the Chronomancer does. The apprentice is assumed to have the necessary minimums in Intelligence and Wisdom to begin study in the art of chronomancy. He or she is likely to be a relative.

Chronomancers start with one or more of the following proficiencies. Just which skills the Chronomancer possesses at character creation, and which skills he or she may learn as they progress throughout their career, are up to the individual DM.

#### *Languages, Future*

A character with this proficiency may interpret without error a written work from a specified period or, if operating within the period, may speak the language fluently. The character must first be able to speak a modern antecedent of the language before learning the future version of it. This proficiency can only be learned through study in the appropriate time period or through the teachings of another with the desired knowledge.

For example, Articus knows the regional human tongue, as well as the languages of the elves and the dwarves. He also has the future languages proficiency covering the age of discovery. Traveling to this future age, the changes in the languages he knows present no problem, and he is able to speak the dialects with ease. While there, he also encounters a gnome. Since he did not know the gnomish language to begin with, his training in future dialects does not help him.

#### *Time Sense*

The character with this proficiency has an inner clock which allows him to keep track of the time without the aid of devices or astronomical sightings (the sun or stars). A successful check means that the character can estimate the time passed since the last verifiable time check within 3d10 minutes.

For every 24 hours that the character is without a verifiable source, this check must be made. Failure means that the character is off by 1-2 hours. The character knows something is

wrong, but that's still his best guess. Subsequent checks are made using previous guesses as a base.

This ability can also be used to awaken at a certain time. An additional -1 modifier is applied when attempting this. Failure means oversleeping by one hour for every point by which the check is missed (up to four hours).

#### *Prophecy*

This can be used to analyze prophecies for hidden meanings and validity or to construct a prophecy of the Chronomancer's own. If confronted with any portion of a prophecy, a successful check alerts the character.

To analyze an existing prophecy, a certain amount of research is necessary. This depends greatly upon the particular prophecy but should entail 1d6 days of research. Once this has been completed, the character makes five proficiency checks. The first determines which pieces of the prophecy are important. The next helps the character decide just how far this prophecy reaches (whether it involves a single town or could affect an empire). Another check tells the character the state of the prophecy's timing. The next check reveals how the prophecy should conclude. The final check tells who is behind the prophecy or approximately where a certain person or group fits in (that a major member of the prophecy must play the part of the king's advisor in order for it to work, for example)

If any check (rolled by the DM) is failed but the roll is less than 20, no conclusion can be reached, and no further rolls can be made. Further research (say another 1d4 days) allows the character to pick up at the failed proficiency check and proceed until another failure forces more research.

If the check roll is a 20, the error is not caught, and the character proceeds with other rolls, all of which are wrong since they are based on faulty assumptions.

Once all of the rolls have been made, the character may make an additional check at a -2. This check should give the character a few ideas on how to help or hinder the prophecy (at the DM's discretion, of course).

This proficiency can also be used to construct a prophecy. Three checks are necessary for this to work. To use it, the character must first have some actual knowledge of the event to be prophesied. For every 20 years in the future, the event is, a -1 penalty applies.

The first check gains the player some idea from the DM on motivations for the people affected by the prophecy (why they would want to remember and believe in it). A second check, along with proper action by the character (like presenting to the king a magical sword that is predicted to kill a dragon), establishes the actual beginning of the prophecy. A third check evaluates the work done and finds the weakest spots. If detailed, firsthand knowledge of the future is used, the checks are made without the -1 modifier,

The character can use this skill to solve a prophecy set forth by the DM. Wits and good role-playing can help. Conversely, when making a prophecy, the player should actually write it

down, leaving it for the DM to misinterpret as he likes.

### Spells

As described above, most chronomancy spells are beyond the ability of non-Chronomancers. They simply cannot be cast by any other sort of wizard. This is due to the fact that many of the spells have been tailored to deal specifically with Temporal Prime, a state of reality that takes a Chronomancer years to even partially understand.

To be sure, there are some Chronomancer spells that can be cast by normal wizards, but these have already filtered into the regular spell lists. Treat these spells as one level lower when being memorized by a Chronomancer. Casting times do not change.

The Chronomancer's spell list is shown in Table 21. It takes these level reductions into account, as well as all of the new Chronomancer spells described later.

**Table 21: Chronomancer Spell List**

#### Level One

1. Delay Image
2. Detect Temporal Anomaly
3. Lasting Breath
4. Slow Metabolism
5. Precognitive Sense

#### Level Two

1. Accelerate Plant Growth
2. Alacrity
3. Alternate Reality
4. Haste
5. Life Sounding
6. Preserve
7. Slow
8. Timeslip

#### Level Three

1. Articus's Melee Manager
2. Extension 1
3. Life Tether
4. Minor Paradox
5. Plant Growth
6. Time Share

#### Level Four

1. Extension II
2. Prophecy
3. Temporal Push
4. Timeheal
5. Wesley's Temporal Disjunction

#### Level Five

1. Accelerate Animal Growth
2. Articus's Devolutionary Warrior
3. Create Slippgate
4. Extension III
5. Temporal Wall

#### Level Six

1. Conceal Temporal Anomaly
2. Magic Manager
3. Paradox

### Level Seven

1. Permanency
2. Temporal Eye
3. Wesley's Delayed Damage

### Level Eight

1. Accelerate Lifeline
2. Foresight
3. Item Supercharger
4. Temporal Stasis
5. Timereaver
6. Time Stop

### Level Nine

1. Major Paradox
2. Sever Lifeline
3. Temporal Shell

## Spell Descriptions

### First-Level Spells

#### Delay Image (Reversible)

Level: 1

Range: Touch

Duration: 5 rounds + 1 round/level

Components: V, S

Casting Time: 1 segment

Area of Effect: 1 creature

Saving Throw: Neg.

Explanation/Description: When *delay image* is cast, the recipient is surrounded by a thin magical aura that bends time slightly, causing the person's image to appear one second behind actual motion. This gives a -2 to the creature's AC, and +1 to saves against direct magical attacks.

The reverse of this spell, *advance image*, creates a false image half a second ahead of the target. This adds a +1 to its armor class, as opponents misjudge his blows.

This spell can be used in conjunction with other armor-class-affecting spells, but it is not cumulative with itself. A saving throw vs. spells is required from an unwilling target.

#### Detect Temporal Anomaly

Level: 1

Range: 0

Duration: 2 rounds/level

Components: V, S

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Explanation/Description: When this spell is cast, the Chronomancer is attuned to turbulence in the timestream and can scan a 90-degree by 90-degree area (one eighth of a sphere) every round. After locating an anomaly, the severity can be determined by another round of concentration. The wizard has a 5% chance per level to recognize the cause. On Temporal Prime, distance is not a factor, and the spell detects the nearest turbulence in any scanned direction. On the Prime Material, the range is 30 yards per level. In either case, sight is also a limiting factor.

#### Slow Metabolism (Reversible)

Level: 1

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Neg.

Explanation/Description: When placed upon a creature, this spell can drastically increase the length of time required between meals. The recipient only requires food and drink once every 12 hours per the Chronomancer's level, up to 7 days. Also, if the creature has been poisoned, this spell slows the onset by one hour per level (assuming the full effect of the poison has not already taken place), but a cure still needs to be found. The material component is a small wafer that the recipient consumes. No saving throw is required.

The reverse of this spell, *speed metabolism*, requires an attack roll. It quickly weakens a creature from lack of food and water. If a save vs. death magic is failed, reduce the

target's Constitution and Strength by 1 point for every two levels of the Chronomancer (minimum of 1), until the victim eats. This does not kill the victim unless the loss of the Hit Dice modifier drops it below 0 hit points. The material component for the reverse is a piece of spoiled food that is hurled at the target.

### **Precognitive Sense**

Level: 1

Range: 0

Duration: Instantaneous

Components: V, S, M

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Explanation/Description: Upon casting this spell, the Chronomancer may gain general knowledge of a single event to come. The event must affect the caster in some way. (An event that would affect another character in the party might count, especially if the Chronomancer relies on other party members for safety.) The chroral range is six hours into the future per level of the Chronomancer, and the spell centers on the most important event during that time. Information is frequently misleading—the caster might discover that gambling will bring good fortune, only to discover after losing 50 gp that the winner wishes to hire him for an adventure—and there is always a 10% chance that the information is wrong.

The material component is a piece of rose quartz held to the Chronomancer's forehead.

### **Second Level Spells**

#### **Accelerate Plant Growth (Reversible)**

Level: 2

Range: 1<sup>st</sup>/level

Duration: Permanent

Components: V, S, M

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Explanation/Description: When this spell is cast, it manipulates time to accelerate the aging of plants. This does not allow them to grow beyond their natural size. The area of effect is up to a maximum of 100 square feet per caster's level, and the spell can affect all plant life or be limited to affect only one type of plant in that area. The caster can accelerate the growth of plant life by up to one month per level. The actual amount of aging (to the nearest week) must be decided before the spell is cast. Aging occurs at a rate of one month per turn. If the normal cycle of the plant is exceeded (for a seasonal crop or biannual flower), the plant life withers and dies. This spell is in high demand when early winters or harsh summers threaten crops. A material component is necessary only if the caster wishes to affect one type of plant. A sample of that plant life is then required.

The reverse of this spell, *reverse plant growth*, cannot bring back plants that have completely died. It can reverse the aging of live plants by up to one month per level of the Chronomancer, the total age reversed being set before the spell is cast. Reverse aging occurs at a rate of one month every two turns. A popular use is to get second harvests, but this can only be done with plants that exist year round (fruit trees, berry bushes). The same rule on material components applies.

### **Life Sounding**

Level: 2

Range: Touch

Duration: Instantaneous

Components: V, S, M

Casting Time: 2 rounds

Area of Effect: Creature touched

Saving Throw: None

Explanation/Description: When life sounding is cast, the Chronomancer establishes a temporary link to the subject's lifeline. A magical pulse is sent along the line in both directions, reflecting back whenever it reaches the points of the recipient's birth and death.

Using the echo principle, the Chronomancer acquires a general idea of the

length of the lifeline in each direction. If the subject's age is known or can be guessed, it is then a simple matter of calculating the ratios to discover with fair accuracy how much life the person has left.

After 6th level, the Chronomancer acquires an innate feeling for the spell's mystical echo and can instantly know the subject's age, as well as how much life it has left, without having to make any calculations. A saving throw is not permitted, but physical contact must be maintained throughout the casting. The subject would have to be either willing or unable to struggle away.

The material component necessary for a life sounding is an unblemished silver weight on a 1-foot length of silver chain. The weight must be replaced with a fresh silver weight after every casting.

### **Preserve (Reversible)**

Level: 2

Range: 1"/level

Duration: 3 months/level

Components: V, S, M

Casting Time: 1 round

Area of Effect: 25 cu. ft./level

Saving Throw: None

Explanation/Description: By use of the *preserve* spell, the caster can halt the decay (including shelf ripening) of any non-living matter. In the case of food or drink, the substance must first be placed in a closed container of some kind. The preserve is dispelled when the container is opened. For other material, the spell runs its full duration unless dispelled by some other means.

The material component required is a small vial of salt, sealed with wax.

The reverse of this spell, *decay*, causes immediate decay equal to one month per level of the Chronomancer. The material component required is a pinch of dung or mold.

### **Timeslip**

Level: 2

Range: 0

Duration: Instantaneous

Components: V, S, M

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Neg.

Explanation/Description: By means of a timeslip spell, the barrier between reality and Temporal Prime is thinned, and the Chronomancer instantly slips between the two. Any creatures intending to attack someone who manages to timeslip away first lose their attacks for that round. Slipping into Temporal Prime places the Chronomancer and his companions immediately downstream of their lifelines (add one round to the casting time for each companion). Lifelines trail off into the silver mist that surrounds them. If there is heavy turbulence in the area, the travelers are displaced slightly so that they are relatively safe.

When slipping back from Temporal Prime, the caster must focus on a lifeline to make the connection with reality. The Chronomancer ends up within 1d10 miles of the creature that lifeline corresponds to. This feature also helps the Chronomancer who wishes to intersect a specific lifeline.

All the Chronomancer is wearing or carrying slips with him, up to a maximum of 25 pounds per level. Also, for every two levels, the Chronomancer may slip one additional person along on the trip. If the target is reluctant, a saving throw vs. spells negates the entire spell.

The material components for this spell are a diaphanous square of fine silk and a small piece of basalt.

## Third Level Spells

### Articus's Melee Manager

Level: 3

Range: 6"

Duration: 2 rounds/level

Components: V, S, M

Casting Time: 4 segments

Area of Effect: 1 creature

Saving Throw: None

Explanation/Description: By use of this spell, the Chronomancer manipulates time so that the recipient gains more use out of a single combat round. The creature does not move faster, but this extra time grants several bonuses. The creature gains one extra melee attack for every five levels of the Chronomancer (up to four total attacks). Also, a -1 adjustment is applied to the creature's initiative roll, surprise roll, and Armor Class due to the extra attention that can be paid to these details.

The material component required is a drop of mercury. This spell is not cumulative with itself or any other spell granting extra attacks. Also, it does not allow for casting of more than one spell per round, or the use of more than one magical item.

### Life Tether

Level: 3

Range: Special

Duration: 5 rounds/level

Components: S, M

Casting Time: 3 segments

Area of Effect: 1 creature

Saving Throw: Neg.

Explanation/Description: When this spell is cast on an intelligent creature, it fastens a magical tether to the creature's lifeline. The creature must be close enough for the Chronomancer to recognize it by sight, and it can save vs. spells to avoid the effect. This sets the range at 60 yards. Items such as eyes of the eagle would extend this range, but the psionic power Clairvoyance or any type of scrying device would not.

If the Chronomancer slips to Temporal Prime, he appears next to the creature's lifeline. The tether is seen as a thin white cord linking the two. As with timeslip, a large amount of turbulence may displace the caster, but he remains tethered to that lifeline.

If *life tether* is cast directly on a lifeline, no save is permitted. Slipping back to reality places the caster within 1d100 x 10 yards of the creature. A detect temporal anomaly leads the Chronomancer right to the tethered creature. This application is useful for finding out who a particular lifeline belongs to. The material component is a 1-foot length of cord braided with strands of silver.

### Minor Paradox

Level: 3

Range: 0

Duration: Instantaneous

Components: V, S

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Explanation/Description: When this spell is cast, the Chronomancer may take back an action performed within the last five rounds or insert an additional action if timing permits. The caster could take back something said or decide not to kiss the king's daughter. He could not insert another attack into a combat round, but could insert one into the round before combat. The number of rounds back that the caster can affect is equal to twice his level. If an action is taken back that would've prevented combat (insulting the goblin king) 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.

### Time Snare

Level: 3

Range: 6"

Duration: Special

Components: V, S

Casting Time: 3 segments

Area of Effect: 1 creature

Saving Throw: Neg.

Explanation/Description: Upon casting this spell, the Chronomancer creates a time loop in the creature's mind that causes it to repeat this round's action indefinitely. If the creature attacked, it attacks the same person again. If it drank a potion, it drinks from the same bottle again. Even if something happens to prevent this attempt (the opponent is dead, or someone takes the bottle away), the subject still strives to repeat its last action. The victim gains a save vs. spells at the end of every round it is affected by the spell, until the loop is broken. Starting with the second saving throw, the creature gains a cumulative +1 bonus every round.

#### Fourth Level Spells

##### Prophecy

Level: 4

Range: Touch

Duration: 1 turn

Components: V, S

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Explanation/Description: When this spell is cast, the Chronomancer enters a trance and, through visions of the future, attempts 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.

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 10th level, the Chronomancer 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

The material component for the first version is the root of a plant with hallucinatory properties.

For the second version, a gem worth 5,000 GP must be buried near the center of the location. This spell leaves the Chronomancer physically drained and unable to move for 1d4 hours.

##### Temporal Push

Level: 4

Range: 1" + 1/2"/level

Duration: Instantaneous

Area of Effect: 1 creature

Components: V, S

Casting Time: 4 segments

Saving Throw: Special

Explanation/Description: Upon casting *temporal push*, the Chronomancer opens a partial slipgate to Temporal Prime and attempts to force a creature through it. This slipgate is not fully formed, so the subject automatically slips back to reality at a later time. The creature is thrown forward up to 1 round plus 1 round per level of the Chronomancer. The amount must be decided before the spell is cast. The spell removes the creature from reality for a limited time, allowing the Chronomancer to deal with other problems or prepare a welcome for the returning creature. The affected creature is aware of no passage of time. Everything seems to suddenly shift about. If a physical presence is occupying the space to be returned to, the creature is displaced slightly upon its return.

At the time of the casting, both the caster and target make Wisdom checks. For every point by which the Chronomancer succeeds, add 1 point to the target's roll (maximum of +4). If the Chronomancer fails the check or the target succeeds (after penalties), then it is the Chronomancer who is pushed through the slipgate

## **Timeheal**

Level: 4

Range: Touch

Duration: Permanent

Area of Effect: 1 creature

Components: V, M

Casting Time: 4 segments

Saving Throw: Special

Explanation/Description: This spell takes the creature it was cast upon and pushes its body backward in time to a point at which it was in better health. This simulates a healing ability without using clerical powers. Time is of the essence when using this spell, though, as the farther into the past the body is to be pushed, the greater the chance of failure.

The caster is able to push the body back one minute in time for every level. For example, a 9th-level caster is guaranteed to restore a person to the state of health its body was in up to nine minutes ago. For every additional minute that the caster attempts to push the body backward in time, there is a cumulative 5% chance of failure. If the 9th level caster tried to use this spell to heal a warrior wounded just under 20 minutes before the spell was cast, that would be 11 minutes further than he could guarantee success, so the spell would have a 55% chance of failing,

Multiple timeheals cannot be cast to increase the number of minutes that the caster can guarantee pushing the body backward in time. The 9th level wizard cannot cast three consecutive timeheals to push the patient back 27 minutes in time. This is because the caster is actually bringing the patient's past body into the present with each casting. Each time the spell goes back only nine minutes, and it brings back the same body.

Timeheal cannot recall a spirit from death and therefore is only useful on a still-living character. A dead body that has timeheal cast on it may be entirely healed, but it remains dead, as the body's spirit has fled. If the spirit can somehow be reunited with the body, though (say through raise dead), the patient will then be alive and as well as the timeheal can make him.

Timeheal can also be used to hurt an opponent that has just healed itself. In this case, the caster must successfully touch the target (with an attack roll), and the target gets a saving throw vs. spells. Any healing (or damage) done to the target since the moment that the body was drawn from is negated, but all of the damage the body had at that point is immediately reapplied. The resources used to heal the target are entirely wasted. The standard chances of failure still apply.

## **Wesley's Temporal Disjunction**

Level: 4

Range: 6"

Duration: 1d10 + 5 days

Area of Effect: 1 creature

Components: V, S

Casting Time: 1 round

Saving Throw: Neg.

Explanation/Description: When this spell is cast, the affected creature loses any sense of time. It is perpetually late, unable to function under any time restraints. This spell is merely an annoyance unless accurate timing is crucial. Creatures afflicted by this spell automatically lose initiative and are always surprised if attacked from stealth.

In combat, creatures with multiple attacks automatically lose one attack, and leaders are unable to follow a battle plan that requires accurate timing. A saving throw vs. spells negates the spell.

Against a Chronomancer or creature of Temporal Prime, this spell is particularly effective. Any Chronomancer under the disjunction who attempts to cast a time-affecting spell automatically fails. A native creature of Temporal Prime also loses any time-related abilities and suffers 1d6 points of damage, plus 1 point for every two levels of the caster. In both cases, any ability (natural or spell effect) to slip between reality and Temporal Prime is lost. Chronomancers and Temporal Prime creatures gain a +1 to their save.

The time dimensional is the hardest hit by the disjunction. In addition to the above

penalties, it loses the ability to slip in more copies of itself.

## Fifth Level Spells

### Accelerate Animal Growth (Reversible)

Level: 5

Range: 1"/level

Duration: Permanent

Area of Effect: 1 animal

Components: V, S, M

Casting Time: 2 rounds

Saving Throw: Neg.

Explanation/Description: Upon casting this spell, the Chronomancer manipulates time in respect to a creature of animal Intelligence (1). A creature ages up to one month per level of the Chronomancer. The amount of aging must be decided before the spell is cast. Aging occurs at a rate of one month per turn. The creature must make a system shock check at 85% (+1%/Hit Die of the animal, to a maximum of 99%) or die within 1d4 rounds. Any actions (combat, flight, and so on) the creature takes during the process occur at half its normal ability (attacks as if at half its Hit Dice and loses half its attacks, move base is halved, and so on). This spell does not allow the creature to exceed its natural size.

The material component necessary for this spell is a piece of organic matter from the type of animal to be affected. If the Chronomancer touches the animal during the spell, no material component is required.

The reverse of this spell, *reverse animal growth*, reduces the age of the affected creature by up to one month per caster's level to a minimum age of one month. The amount of change must be decided before the spell is cast, and the reversal occurs at a rate of one month every two turns. The rules for the material component are the same.

### Articus's Devolutionary Warrior

Level: 5

Range: 2"

Duration: 5 rounds +1 round/level

Area of Effect: 1 human, demi-human, or humanoid

Components: V, S, M

Casting Time: 5 segments

Saving Throw: Neg.

Explanation/Description: When this spell is cast, the evolutionary clock of the affected being is reversed, and its fighting ability is increased at the cost of its mind. The recipient gains 1d6 in Strength, Dexterity, and Constitution (maximums 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). At any Intelligence below 5, the creature shuns weapons for a claw/claw/bite attack (1d2/1d2/1d4; if a creature already had these attacks, add +1/+1/+2). The target must make a system shock check or remain in this devolved state. A saving throw vs. spells is granted if the target is unwilling

For an unknown reason, *Articus's devolutionary warrior* does not work on elves. Most Chronomancers believe elves were created whole without evolution, rather than with an innate resistance. Half-elves gain 1d3 in Strength, Dexterity, and Constitution and lose only 2d6 in Wisdom, Intelligence, and Charisma. The material component for this spell is the tooth of a gorilla or carnivorous ape.

### Create Slipgate

Level: 5

Range: 1/2"/level

Duration: Permanent

Area of Effect: 20 sq. ft.

Components: V, S, M

Casting Time: 1 hour

Saving Throw: None

Explanation/Description: Upon casting this spell, the Chronomancer twists the momentum of time to create a permanent gate between reality and Temporal Prime. The slipgate is totally flat, but it can be in any contiguous shape the caster desires, up to 20 square feet in area. Care must be exercised, since denizens of the timestreams

are attracted to this portal and may be lying in wait on Temporal Prime or possibly even come through into reality. Slipgates are a liability as much as a convenience.

The material component for this spell is a diamond worth 5,000 GP that has been on Temporal Prime for over one subjective day. The caster must make a save vs. spells once the spell has been cast. Failure indicates that the slipgate collapses. The diamond is destroyed in the process.

### **Temporal Wall**

Level: 5

Range: 30 yards

Duration: 1 turn + 1 round/level

Area of Effect: Up to 10 sq. ft./level

Components: V, S, M

Casting Time: 5

Saving Throw: Special

Explanation/Description: Temporal wall creates a thin barrier composed of the mist-smoke of Temporal Prime.

The wall cannot be moved once created, but it can be shaped in any way (circles, domes, and so on) and placed anywhere within the spell's range. Anyone trying to pass through this wall in either direction suffers the effects of two cumulative slow spells and a Wesley's temporal disjunction. Creatures can save vs. spells (once each) to avoid the effects of the slow spells. Missiles, breath weapons, and spell effects are also slowed by the wall, allowing victims a Dexterity check to reduce damage by half.

Dispel magic cannot destroy this wall, but any sort of magical items which destroy magic can affect this spell. Pass wall, dimension door, teleport, and other traveling spells bypass the wall. The material component is a strand of webbing from a vortex spider's web.

### **Sixth Level Spells**

#### **Conceal Temporal Anomaly**

Level: 6

Range: 1"/level

Duration: Permanent

Area of Effect: 1 anomaly

Components: V, S, M

Casting Time: 104 turns

Saving Throw: None

Explanation/Description: The caster splits the flow of time around a temporal disturbance. This reduces the turbulence it causes and shields it from magical detection. A detect temporal anomaly (or an item with the same effect) has any chance of detecting the hidden effect, but the base chance is lowered to 25%. Other detection spells (*true seeing*, *detect invisibility*, etc.) also have a 25% chance to detect the anomaly, but those uninitiated in the mysteries of chronomancy are unlikely to know what it is they are seeing.

Vortices can be hidden in this way, but the forces involved become extremely hazardous. A Chronomancer must check against Wisdom at-4. Failure destroys the vortex, ages the caster 1d20 years, and reduces the caster's Wisdom permanently by 1 point.

The material component is a glass bulb filled with the blood of a vortex spider. This spell cannot be used cumulatively with itself.

#### **Magic Manager**

Level: 6

Range: 0

Duration: 1 round/2 levels

Area of Effect: The caster

Components: V, S, M

Casting Time: 6 segments

Saving Throw: Neg.

Explanation/Description: This spell delays the time normally spent each round recovering from the effects of spellcasting. This allows for multiple spell castings, but 2 rounds of rest are required after the magic manager's duration ends, during which the caster can perform no casting or combat actions (drinking potions and moving are allowed).

The round after this spell is cast, the caster rolls initiative and adds the casting time of whatever spell he wishes to cast. At that spell's

conclusion, the Chronomancer rolls another 1d10 (to assess the situation and choose a new spell) and adds the next casting time. When the total reaches 30 or a multiple of 30, a new round has begun.

This method is used for the duration of the spell or until the Chronomancer stops casting spells. If the Chronomancer performs an action other than casting spells at any time, the action takes place in the following round, and then the count starts over again the round after that.

For example, assume a Chronomancer casts 3 spells in a row, with casting times of 5, 4, and 6, and rolls initiatives of 9, 1, and 7. Two spells are cast in the first round (totals of 14, then 19), and the third spell is cast in the second round with an initiative of 2 (32 total - 30). The Chronomancer then decides to drink a potion. The potion is imbibed in round 3, and the Chronomancer may start casting spells again in round 4.

Only spells of 4th level or lower can be cast while using the magic manager, and no spell can be cast more than once while the spell is still running. Doing so ends the magic manager's effect. The material components are a hummingbird's tongue and some poppy seeds.

### **Paradox**

Level: 6

Range: 0

Duration: Instantaneous

Area of Effect: The caster

Components: V, S

Casting Time: 1 turn

Saving Throw: None

Explanation/Description: When *paradox* is cast, the Chronomancer may alter a minor event from his past that may affect the present. Such an event could be exchanging one memorized spell for a more useful one, having bought a cask of ale instead of a cask of oil, or deciding that, instead of insulting the orcs' chieftain (who has been harboring a grudge, and now the characters need his help), the heroes insulted their finest warrior.

The event to be changed should not be more than three hours in duration, and it must be something that was personally done by the Chronomancer, or something the Chronomancer could have influenced. (Perhaps a thief actually made the insult, and the Chronomancer uses paradox to explain it away at the expense of the orc warrior.) Something should always be given up when this spell is used, The Chronomancer can change an event as far back as one month.

It is the Dungeon Master's call as to how the change proceeds forward, if at all. Often, things will not work out as neatly as the caster might hope. The orc chieftain could still bear a grudge that the warrior was insulted), and the warrior might wish now for personal satisfaction.

### **Seventh Level Spells**

#### **Temporal Eye**

Level: 7

Range: 0

Duration: 1 turn +2 rounds/level

Area of Effect: The caster

Components: V, S, M

Casting Time: 3 turns

Saving Throw: None

Explanation/Description: This spell allows the caster to scry people or places in other times. This operates through the Chronomancer's mind, and any innate abilities or permanent spell effects placed on the caster apply. The spells *comprehend languages*, *read magic*, and *infravision* work through a *temporal eye*. *Tongues*, *detect magic*, *detect good/evil*, and *message* have a 5% chance per level of the Chronomancer of working correctly. *Locate object*, *domination*, *suggestion*, and *true seeing* have a 5% chance per 2 levels of the Chronomancer of working correctly.

The chance for scrying success, as well as the chance for detection, are the same as those for a crystal ball. Scrying into a different time offers no further penalty. In any case, a detect scrying detects a temporal eye.

There are many materials required. The eye of a far-seeing creature (eagles or hawks do

nicely) is held in the left hand. Blood from a temporal dog is mixed with a concoction of alcohol, sodium, and strychnine. Finally, hundreds of strands must be collected from Temporal Prime, enchanted, and woven into a veil worn over the face. All items are destroyed except the veil, which may be reused.

### **Wesley's Delayed Damage**

Level: 7

Range: 0

Duration: 1 turn + 1d10 rounds

Area of Effect: The caster

Components: V, S

Casting Time: 7 segments

Saving Throw: None

Explanation/Description: This spell creates a field of temporal flux about the caster. This field intercepts physical attacks and shifts all or part of the effects into the future, allowing the Chronomancer time to prepare. The magnitude of the shift depends on the type of attack.

If the attack does physical damage, half the damage is applied immediately, and the other half is put off for the duration of the spell. This delays the need for healing, but Chronomancers are cautioned not to lose track of the time since casting. After the first turn, the spell could expire at any moment, and all deferred damage is then applied at once. This could easily kill the caster. Healing potions and spells are applied first to received damage, then to deferred damage.

If the attack produces a spell effect (imprisonment and energy drain do no physical damage but require a touch), then the spell's effect is delayed for half the remainder of the spell's duration. Any preventative action taken (the Chronomancer casting freedom before the imprisonment takes effect, for instance) negates the upcoming effect.

This spell cannot be used in conjunction with any *contingency* spells. Any spell of this nature placed on the Chronomancer dispels Wesley's delayed damage automatically.

## **Eighth Level Spells**

### **Accelerate Lifeline (Reversible)**

Level: 8

Range: Touch

Duration: Permanent

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: Neg.

Explanation/Description: This spell speeds the aging process of any creature of Intelligence 2 or greater. The creature ages up to one year per level of the Chronomancer. The exact amount must be set to the nearest month before the spell is cast.

Aging occurs at a rate of one year per turn. A system shock roll is required. While undergoing the change, any action attempted is performed at one-half normal ability.

The material component is a small piece of polished amber and an ounce of ichor from a tether beast. The affected creature must be touched, and it receives a saving throw vs. death magic if unwilling.

The reverse of this spell, *reverse lifeline*, cannot bring back the dead, but it can reduce the age of the recipient by up to one year per level of the caster. Age reduction occurs at a rate of one year per turn, and a system shock roll to avoid death is required. The creature must still be touched, and it receives a save if unwilling. The material components are the same as above, plus a cup of pure spring water subjected to Temporal Prime for 1 subjective day.

### **Item Supercharger**

Level: 8

Range: Touch

Duration: Permanent

Area of Effect: 1 item

Components: V, S, M

Casting Time: 8 segments

Saving Throw: None

Explanation/Description: This spell attempts to alter the salient abilities of a magical item. This

attempt may be made only once per item, and there is a significant chance of ruining the affected item forever. Use the following table to figure the chance for failure.

**Table 22: Item Supercharging**

Item	Frequency	Duration
Potion	-	75%
Ring	40%	35%
Rod	40%	20%
Staff	10%	35%
Wand	15%	10%
Misc.	50%	35%

Frequency is the number of times per day the item can be used, or the recharge time required between uses. When this ability is changed, uses per day are doubled or the recharge time halved. The recharge time of a ring of blinking goes from six turns to three.

Duration is how long the effect is operating. Altering this doubles the duration. Wings of flying could now be used for 16 turns at speed 12, instead of just eight turns. The material component is an ounce of mercury.

### **Timereaver**

Level: 8

Range: 1 yard

Duration: Permanent

Area of Effect: 1" radius

Components: V, S, M

Casting Time: 3 turns

Saving Throw: Neg.

Explanation/Description: This spell sends those within its area of effect backward or forward in time, up to five years per level of the caster. In effect, it encases those affected in a null-time bubble and pushes them into Temporal Prime. The bubble then moves along the timestream, reenters reality at the desired time, and releases the travelers. To the travelers, no time has passed.

This is the only way a Chronomancer can cause others to travel extensively throughout time without actually accompanying them. This can cause a real problem for subjects that end up in another time with no way back. Of

course, if they happen to cause enough trouble to the natural order in their new time, the Guardians may show up and give them a free ride home. The person who sent them there is likely in for a visit then, too.

If a Chronomancer casts the spell on himself, this is an easy way to travel through time with little or no risk. It is not cheap, though. The material component is a ruby worth 10,000 gp or more, which must be crushed into dust.

### **Ninth Level Spells**

#### **Major Paradox**

Level: 9

Range: 0

Duration: Instantaneous

Area of Effect: The caster

Components: V, S

Casting Time: 1d4 hours

Saving Throw: None

Explanation/Description: This spell changes an important event in the caster's past. This is just like a paradox, but the event can be up to one year past. Such an event could be changing from a Historian to a Seer, acquiring a proficiency in prophecy rather than alchemy, or deciding to research a new spell rather than create a new magical item. The event must be one the Chronomancer had control of at the time, and something should always be given up.

The change should always be evident but not necessarily work the way the caster hopes for. The DM should also feel free to remove any items or relationships he feels would not have been found as a result of the caster's meddling. After all, the things that are changed likely were important to the Chronomancer at one time. Also, the turbulence has a 50% chance of attracting a time dimensional or a Guardian from Temporal Prime.

## Sever Lifeline

Level: 9

Range: 0

Duration: Permanent

Area of Effect: The caster

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Explanation/Description: This spell permanently detaches the caster from his lifeline. This negates the rule concerning doubling lifelines, and that's all most casters should know. The exact benefits and disadvantages are listed in Chapter 6. How much the caster knows depends on the DM.

The material components are a small silver knife enchanted to store a tether, and diamond dust worth 10,000 GP, sprinkled across the blade. This spell is cast on Temporal Prime, and the knife is used to physically sever the Chronomancer's lifeline at the point it turns into the insubstantial silver mist trail.

## Temporal Shell

Level: 9

Range: 0

Duration: 1 turn/level

Area of Effect: 5-foot radius

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: This spell creates a temporary bubble around the caster, which is not affected by Temporal Prime. While inside the shell, the Chronomancer is immune to the passage of time, except as it applies directly to himself. The effect is that the world has frozen between seconds. This gives the caster an opportunity for actions like drinking, healing potions, or letting a harmful spell or potion wear off.

Once created, the shell cannot be moved, and the caster cannot leave it without automatically dispelling the effect. Any creatures within the 5-foot radius are considered in the shell and can interact with the Chronomancer as

if normal time is passing. If they step outside the radius, they are immediately frozen until the spell expires or the Chronomancer dispels it. The spell's duration is measured by the Chronomancer's subjective time.

The material components of this spell require preparation. A crystal sphere valued at 1,000 GP or better is necessary. A diamond worth at least 5,000 GP must be enchanted with a temporal stasis spell and placed within the sphere. The entire device must then be touched by a time dimensional while on Temporal Prime (the touching does not have to be made voluntary). When this spell is cast, the device is consumed by the magical energies.

## Outfitting the Chronomancer

With a new world to explore and a new magic to arm oneself with, the Chronomancer is almost ready to begin adventuring. A few pieces of new equipment are listed below, as well as magical items that have been fashioned by and for the Chronomancer. These items, magical or otherwise, should rarely be found in the hands of someone who does not study the temporal art of chronomancy or, at the very least, knows someone who does.

## Equipment

The following pieces of equipment may be purchased by anyone, but for the most part they are useful only to someone who travels Temporal Prime. Also, the items below must be specially ordered. It is unlikely the characters could find them sitting on a shelf at a local merchant's shop.

## The Chronomancer's Planner

Weight: 2 lbs. Cost: 150 GP.

This book is slightly smaller than a regular tome and is filled with enough blank form pages to cover one year. The binding is normally cheap leather, and the pages are parchment. High quality leather and paper can be substituted for another 50 gp. A new book must be purchased every year.

Each page has space for the day's appointments and brief notes on daily events.

This helps the Chronomancer keep track of where and when he has been. A person with this book is never caught unaware of an approaching paradox date (a timestorm), and if trying to remember something important, there's a 25% chance it is written down.

### **Tethers**

Weight: 5 lbs. Cost: 50 GP.

Tethers are short pieces (4-5 feet) of strong silk rope with a spring clamp on one end and a very thin loop of mithral on the other. These tether-and-clip devices were developed to keep everyone and everything together on Temporal Prime. Just open the mithral loop, using the installed catches, and slip it around the nearest lifeline.

The largest benefit of tethers are for those worried about running into strands. When resting, tethering important equipment to the travelers can prevent a problem if anyone happens to acquire enough strands to be swept away. For the truly paranoid, the loop slips along a lifeline with little resistance, and the tether can be worn while traveling.

### **Turbulence Detectors**

Weight: 2 lbs. Cost: 1,000 GP.

This piece of equipment is small but extremely complex. Made of light metals and thin wire, a detector resembles a combination gyro and compass. It must be specially made, requiring two weeks of careful work by an artist/craftsman.

Turbulence detectors work similar to a *detect temporal anomaly* spell, sensing disruption in the flow of mist-smoke on Temporal Prime. They can lead someone in the general direction of a disturbance. Range corresponds to one year of time in reality, and it detects the

nearest turbulence. This is a helpful device in finding vortices, maelstroms, or major events being manipulated. The camouflaging principle of a larger disturbance shielding a smaller one applies.

### **Strand Shield**

Weight: 25 lbs. Cost: 75 GP

This item is both tent and shield for times when a character must rest on Temporal Prime. The item has a base that affixes to a lifeline by means of clamps. Three strong rods are then attached to the base in a tripod fashion, with the ends of these legs pointing upstream. An umbrella network of metallic weave and lightweight rods are spread and fastened to the tripod's legs. Characters rest downstream of the umbrella without fear of getting strands on them.

Due to the adhesive nature of strands, the weave must be discarded after each use. Spare covers can be obtained, weighing 5 pounds and costing 25 gp each. The rest of the strand shield is reusable.

### **Firebox**

Weight: 20 pounds Cost: 100 GP

Building a fire on Temporal Prime can be tricky, even if the wood is brought along. The lack of gravity makes it difficult, but Chronomancers and alchemists have developed a solution.

The firebox is a metal container approximately 1 foot square and 6 inches deep. Inside the container is a queer mixture of oil, wax, and chemicals. This solid mixture can be ignited with a flint, and it burns steadily without much smoke, yet hot enough to cook. Each firebox is good for eight hours of burning. Close the lid to extinguish it. Incense sprinkled on top adds the aroma of choice.