

MAGE HAND
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CHRONOMANCY
UPDATE

TABLE OF CONTENTS

CHAPTER 1: CLASS OPTIONS 1
CHAPTER 2: SPELLS 6



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CHAPTER 1: CLASS OPTIONS

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in fantasy gaming worlds, with various traditions dedicated to its complex study.

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

SCHOOL OF CHRONOMANCY

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



CHRONOMANCY SAVANT

Beginning when you select this school at 2nd level, all chronomancy spells are added to the wizard spell list for you. Additionally, the the gold and time you must spend to copy a chronomancy spell into your spellbook is halved.

CHRONOSHIFT

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

ALTER CAUSALITY

Starting at 6th level, when you cast a spell that does not affect any creatures as a result (e.g. the spell attack rolls miss, or all creatures succeed their saving throws and suffer no effects) you can alter the flow of time as a reaction so that the spell never happened, and you regain the expended spell slot. After you use this ability, you must finish a long rest before using it again.

QUANTUM LAG

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

TIMEWALKER

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

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH PRIMEVAL

The most primitive of the savages, the prehistoric warrior hails from the remote regions of the world, or the far reaches of time, where dinosaurs still roam the world. Your fury is truly primal, and your methods crude, but you may stand tall atop the primordial food chain among the strongest creature ever to have lived.

PRIMORDIAL FURY

Beginning when you select this path at 3rd level, you possess the antediluvian might necessary to pierce any foe's defenses. While raging, your melee attacks ignore resistance to bludgeoning, piercing, and slashing damage.

ILLITERATE INTUITION

At 6th level, you have advantage on Animal Handling checks and Persuasion checks with creatures that have no language or share no language with you.

ROBUST CONSTITUTION

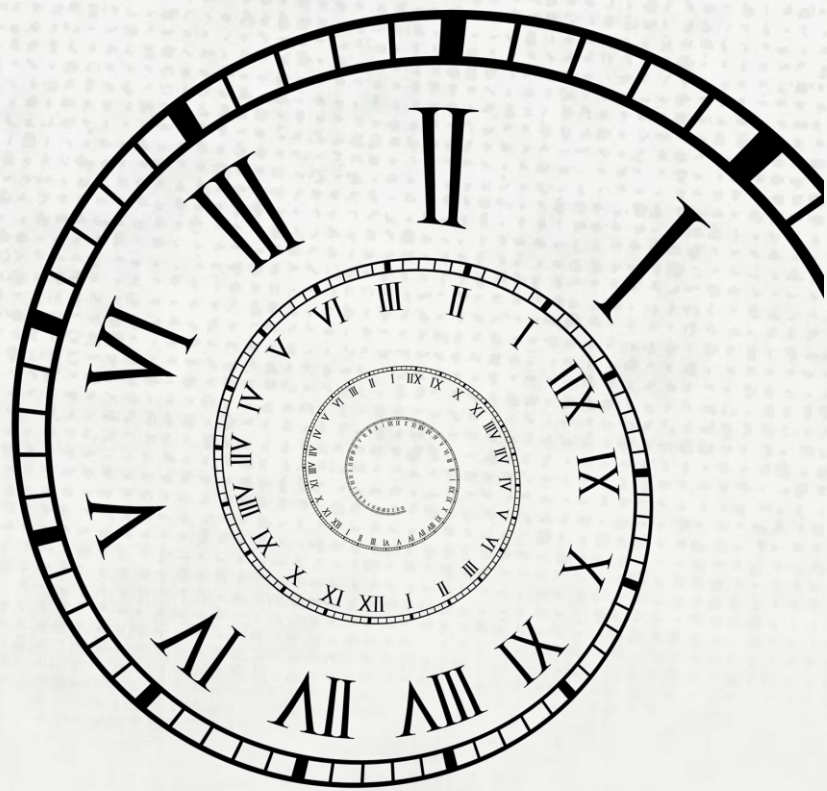
At 10th level, you have advantage on Constitution checks against exhaustion and do not suffer levels of exhaustion from a forced march.

MASSIVE WEAPON FIGHTING

By 14th level, you are experienced at hunting colossal creatures with weapons of the same scale.

You can construct a massive weapon with 1 week of work requiring twice the normal weapon's price in gold, or you can commission one from a blacksmith for a comparable price. You have proficiency in a massive weapon if you have proficiency in its normal counterpart.

Massive weapons deal twice the number of damage dice as their normal counterparts. When you score a critical hit using a massive weapon against a creature, it must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be stunned until the beginning of your next turn. While you are raging, you may attack with massive weapons normally. Otherwise, you may only attack with a massive weapon once each turn.



MONASTIC TRADITION

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF ETERNAL WATCHER

You have been tasked directly by your deity to keep eternal vigil over a powerful item or location. Agelessly and without end, you stand guard over your appointed position, sustained by your faith and by your deity's might. Many Eternal Watchers appear as wizened old men, unnaturally strong and skilled at martial arts, but others are suspended in youth, never to age while they stand watch,

ETERNAL BOND

All Eternal Watchers are tasked with protection of an item or place of great importance. Select or roll on the following table to determine your Eternal Bond. You always know the distance to and direction of your Eternal Bond, even if you are on a different plane of existence.

d8	Eternal Bond
1	An extraplanar gate to Hell itself
2	A reliquary containing the last physical remnant of your deity
3	The long-lost first temple of your faith
4	An artifact sealing away vengeful Old Gods. Its destruction foretells the end of days.
5	A massive scroll upon which is written the Last Word of Creation
6	The Nexus of Time, a place through which all history flows
7	The Tomb of Saints, where the restless undead slumber in peace
8	An tome of immeasurable power

TIMELESS BODY

When you choose this tradition at 3rd level, you no longer age, cannot be magically aged, and do not die from old age while your Eternal Bond is intact. In addition, you no longer need food or water. If your bond is ever destroyed, you shall be forsaken by your deity and will immediately die.

At 15th level, when you gain the Timeless Body monk feature, you instead increase your Strength and Constitution scores by 2, to a maximum of 22.

AGELESS WISDOM

At 3rd level, you gain proficiency in the History and Religion skills, if you did not already have proficiency. Additionally, you can add twice your proficiency bonus when you make a check with either of these skills.



UNENDING ENDURANCE

At 6th level, as a reaction when you take damage from an attack, you can spend a ki point to reduce the damage by 1d12.

ZONE OF MEDITATION

Starting at 11th level, you can center yourself and meditate on your vigil, for what seems like ages. When you do so, you can concentrate for 1 minute and gain the benefits of taking a short rest. After using this ability, you must complete a long rest before using it again.

UNERRING STRIKE

At 17th level, your centuries of training have allowed you to perfect the ultimate fighting technique. When you Attack with an unarmed strike, you can spend 2 ki points to perform a perfect martial strike. Regardless of what you roll, the attack is a critical hit.

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

PARADOX HUNTER

As a paradox hunter, you are a member of an elite force educated in chronomancy, trained to hunt those that should not be. Nothing can stop you from finishing your mark - not even death.

RETROCOGNITIVE TRACKING

Beginning when you select this archetype at 3rd level, you can track a creature by looking into the past. When you make a Survival (Wisdom) to track a creature, the DC increases by 5 for every three days since the creature has passed, rather than each day.

PARADOX STRIKE

At 3rd level, you can send attacks across timelines. When you use the Attack action on your turn to make a weapon attack, you can use a bonus action to make a second attack against the target. The attack originates from the location you were standing when you began your last turn. If the target is out of range, there is no line of sight to the target from this location, or other conditions make this attack impossible, the attack misses. You don't add your ability modifier to the damage of this bonus attack, unless that modifier is negative.

TIME MAGIC

You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. You are always able to cast these spells, and they do not count against your number of ranger spells known.

Ranger Level Spell

3rd	<i>déjà vu</i>
5th	<i>time's arrow</i>
9th	<i>haste</i>
13th	<i>impressions of the past</i>
15th	<i>evasiveness</i>

NO TIME TO BLEED

By 7th level, you can delay damage to your body. When you take damage from an attack, you can use your reaction to instead take that damage at the end of your next turn. Any conditions imposed by the attack are also delayed until the time you take damage.

PRECOG'S ADVANTAGE

At 11th level, you can take a short glimpse into the future to make decisions in combat. Once per turn when you make an attack, you may instead make two attack rolls on two separate creatures, then choose one.

TEMPORAL EVASION

At 15th level as a reaction when you are attacked or are targeted by a spell, you can defensively step forward in time, vanishing completely. This attack or spell has no effect on you. During the next round, you effectively do not exist, and can't be perceived or targeted by effects. At the beginning of your following turn, you reappear within 5 feet of where you vanished. After using this ability, you must complete a short or long rest before using it again.

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE FUTURE YOU

Your patron is you in a decades-distant future. Perhaps your future self found an artifact of great power connecting the him to the past, which he must now lead you to discover, or perhaps he was taught the mystic arts by his future self long ago, and you will have to continue this cycle by teaching yourself someday. Your future self has forgotten the fine details of some things, and outright refuses to tell you about things you 'can't know yet,' but nonetheless offers compelling insight and guidance. You're not quite sure what he is planning for your future (and for his past), but one is certain - he needs you alive.

FUTURE YOU SPELLS

Spell Level	Spells
1st	<i>shield, detect magic</i>
2nd	<i>augury, locate object</i>
3rd	<i>gaseous form, protection from energy</i>
4th	<i>death ward, divination</i>
5th	<i>legend lore, mislead</i>

FUTURE YOU QUIRKS

Strange effects linger after communicating with your future self. You gain one of the following traits:

d6 Quirk

- You often speak in the wrong tense.
- You sometimes refer to a person you just met by name, before they've introduced themselves.
- You often refer to yourself in the plural.
- In certain lighting, you look much older than you are.
- Seeing certain people alive can instantly reduce you to tears.
- Your future fashion sense clashes completely with that of today.



IT HAPPENED LIKE THIS

Starting at 1st level, your discussions of the future with yourself have given you some periphery knowledge about how events played out. When you take a short or long rest, your GM rolls a d20 in secret and records the number rolled. Your GM can disclose the value, keep it a secret, or lie about its value. You can replace any ability check you make with this roll. You must choose to do so before the roll and can only use this recorded value once.

I COULD DO WITH FEWER SCARS

At 6th level, your future self often warns you of particular attacks to watch out for. When you are targeted by an attack you can use your reaction to gain a +10 bonus to AC against that attack. After using this ability, you must take a short or long rest before doing so again.

EXPECT AN AMBUSH

At 10th level, your future self always warns you about potential ambushes. As a result, you cannot be surprised while you are conscious and have advantage on initiative rolls.

GRANDFATHER PARADOX

At 14th level, your knowledge of the future allows you to exploit some of the rules of spacetime. As an action, you can cause that creature to make an Intelligence saving throw. On a failed save, you goad the creature into causing a paradox. For 1d6 rounds the creature is incapacitated, locked between two opposing states while the paradox sorts itself out. The creature is unaffected on a successful save. Once you use this feature, you can't use it again until you finish a long rest.

PACT BOON

Your otherworldly patron bestows a gift upon you for your loyal service.

PACT OF THE HOURGLASS

You age at half the normal rate, becoming 1 day older for each two days that pass, and you can accurately recall anything you have ever seen or heard. Additionally, you can sometimes recall events that have not yet occurred. You can gain advantage on an attack roll, an ability check, or a saving throw. After doing so, you can't use this ability again until you complete a long rest.

INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

CLAIRVOYANT CONFUSION

Prerequisite: Pact of the Hourglass feature

Your patron gives you the ability to show false futures to your foes. As a bonus action, you can cause each creature you choose within 15 feet to make a Wisdom saving throw. On a failure, a creature perceives a possible future in which you run past them, and attempts Opportunity Attacks on the air, expending its reaction. After using this ability, you cannot do so again until you take a short or long rest.

HIM? I REMEMBER HIM...

Prerequisite: Pact of the Hourglass feature

You can gain advantage on an Intimidation (Charisma) or Persuasion (Charisma) check. You may not do so again until you take a long rest.

REMEMBER!

IF A FUTURE YOU TRIES TO WARN YOU
ABOUT THIS TEST,



DON'T LISTEN.

CHAPTER 2: SPELLS

The following spell list contains of the spells that belong to the sub-school of Chronomancy. An asterisk indicates new spells (see below for spell descriptions). None of these new spells are added to any class' spell list, except where noted in the class descriptions in this supplement. If a spell can be cast as a ritual, the ritual tag appears within parentheses.

CHRONOMANCY SPELLS

CANTRIPS (0 LEVEL)

Manipulate Clockwork*

Moment to Think*

1ST LEVEL

Déjà Vu*

Enhance Reflexes*

Expeditious Retreat

Longstrider

Safiya's Industrious Worker*

Slow Thinking*

2ND LEVEL

Action*

Burst of Speed*

Delay*

Time's Arrow*

3RD LEVEL

Haste

Restore Youth* (Ritual)

Slow

4TH LEVEL

Curse of Aging*

Curse of Youth*

Impressions of the Past*

Time Stop

Zone of Altered Time*

5TH LEVEL

Erase*

Evasiveness*

Temporal Reversion*

6TH LEVEL

Dislocation in Time*

Improved Haste*

Improved Slow*

7TH LEVEL

Lesser Time Stop*

Mass Haste*

Sequester

8TH LEVEL

Time Freeze*

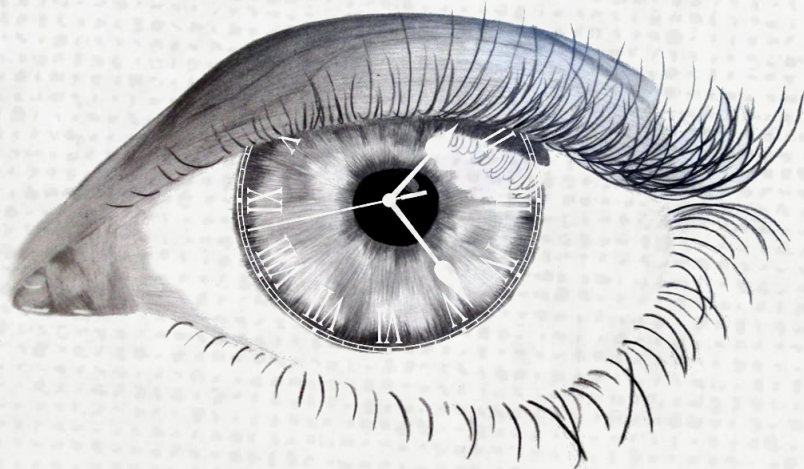
9TH LEVEL

Mass Improved Haste*

Temporal Bubble*

Time Stop

Zone of Altered Time*



SPELL DESCRIPTIONS

All spells are presented in alphabetical order.

ACTION

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of liquorice root)

Duration: 1 round

Choose a willing creature that you can see within range. During its next turn, the target gains an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

BURST OF SPEED

2nd-level transmutation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a shaving of liquorice root)

Duration: 1 round

Choose a willing creature that you can see within range. Until the start of your next turn, the target's speed increases by 20 feet and it gains a +2 bonus to AC.

CURSE OF AGING

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch must succeed on a Wisdom saving throw or become cursed indefinitely. While under the influence of this curse, the target ages at twice their normal rate, becoming two days older for every day that passes. In addition, they have disadvantage on all Strength checks and saving throws.

A remove curse spell ends this effect.

CURSE OF YOUTH

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a child's toy)

Duration: Concentration, up to 1 hour

This spell reverses time for a creature that you can see within range until it becomes a helpless baby. An unwilling creature must make a Wisdom saving throw to avoid the effect. Shapechangers and creatures that do not experience infancy automatically succeed on this saving throw.

If the target drops to 0 hit points, it reverts back to its 'normal' age, and excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The target retains all of its game statistics except its base movement speed and hit points, which are changed to 10 feet and half of the target's maximum, respectively. It cannot take any actions, bonus actions or reactions, cannot cast spells and cannot communicate, except by crying (a person using the spell comprehend languages or similar abilities can interpret such crying to gain a rough understanding of the baby's emotional state). While under the effects of this spell, the target is prone and cannot stand up without the help of an adult.

The target's gear is unaffected by this spell; it will likely fall off the target due to being vastly oversized.

At Higher Levels: If you cast this spell using a spell slot of 6th level or higher and maintain your concentration on this spell for the entire possible duration, the target makes another Wisdom saving throw. On a failure, the target remains as a baby until the effect is ended by a *remove curse* spell. Additionally, if the target drops to 0 hit points, it does not revert to 'normal' age, and begins making death saves as normal. On a success, the effects end.

DÉJÀ VU

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small silver mirror)

Duration: Instantaneous

You briefly rewind the thoughts a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw. A creature that took no actions on its previous turn automatically succeeds this saving throw. On a failed save, the target on its next turn must repeat the actions it performed in its previous turn. It can use its

reaction as normal; it is not forced to repeat a reaction it made previously. If the situation has changed in such a way that the subject can't take the same actions again, the subject stands still and takes no actions or bonus actions for 1 round.

DELAY

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

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

Duration: Instantaneous

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be moved to last place in the initiative order from the beginning of the next round onwards.

DISLOCATION IN TIME

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (any device capable of telling the time)

Duration: Up to 10 minutes

You step out of the normal flow of time, and remain there for the duration or until you use your action to dismiss the spell.

While dislocated in time, you can see and be seen by creatures and objects that remain in normal time, but everything there looks grey to you. You appear blurred and indistinct to them.

You ignore all objects and effects other than those that you are wearing or that originate from within your person, allowing you to move through objects you perceive on the plane you originated from. Likewise, nothing you do can have any effect on normal time.

ENHANCE REFLEXES

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

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

Duration: Concentration, up to 10 minutes

Choose a willing creature that you can see within range. Until the spell ends, the target has advantage on all Dexterity checks.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

ERASE

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a quartz crystal worth at least 100 gp)

Duration: Instantaneous

You point your finger and fire a pale blue ray at a Small or smaller nonmagical object that you can see within range. Make a ranged spell attack against the target. On a hit, the target is erased from time.

No trace remains of the erased object and the memory any creature (except the caster) that knew of its existence is altered to reflect the fact that the object never existed. If anything else in the world would not make sense in the absence of the object, history is re-written to explain it. The GM determines the new version of events. Generally, this spell makes the smallest possible change that would provide a plausible explanation.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target a Medium object or creature, including magical objects. On a hit, the creature takes 10d10 force damage. If it is reduced to 0 hit points by this damage, it is erased from time as described above, along with anything it is wearing or carrying.

EVASIVENESS

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, M (a scrap of silk)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target gains a superhuman ability to dodge attacks. The target's AC becomes 22, if it were lower, regardless of what kind of armor it is wearing.

This spell puts enormous strain on the target's body. After the spell ends, the target gains one level of exhaustion.

IMPRESSIONS OF THE PAST

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (an hourglass and a glass eye worth at least 100gp)

Duration: Concentration, up to 1 minute

You cast your senses back in time to perceive your current location as it was at some point in the past, including any events that were happening at that time. You must specify the exact time you wish to see, which cannot be more than 100 years ago. When viewing the past, it appears dreamlike and shadowy, but you are able to discern detail and hear conversation as normal, and any special senses you possess (such as darkvision) also work as normal.

While perceiving the past, you can look in any direction, but you cannot move or speak and are unable to sense your present surroundings.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you may share this spell with one other creature that you touch. An unwilling target may make a Wisdom saving throw to avoid being affected. In addition, when you cast this spell using a spell slot of 8th level or higher, you can choose to perceive a time up to 1,000 years ago.

IMPROVED HASTE

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a liquorice root)

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is tripled, it gains a +3 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

IMPROVED SLOW

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bottle of molasses)

Duration: 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is reduced to a quarter of its base speed, it takes a -3 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On a 16 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. If the creature uses nonmagical wings to fly, it is unable to fly while under the influence of this spell. If it is airborne when the spell is cast, it lands safely at the start of its next turn.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

LESSER TIME STOP

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 2 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 300 feet from the location where you cast it.

MANIPULATE CLOCKWORK

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You effect a minor change in a Small or smaller clockwork item within range that you can see. Examples of things you could do include:

- Make the machine run faster or slower, up to double or half of its normal speed.
- Change the time displayed on a mechanical clock.
- Flip a switch or change a setting.
- Start or stop the device.

You cannot damage or destroy a machine using this spell.



MASS HASTE

7th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: Concentration, up to 1 minute

Choose up to three willing creatures that you can see within range. Until the spell ends, the targets' speeds are doubled, they gain a +2 bonus to AC, have advantage on Dexterity saving throws, and it gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the targets can't move or take actions until after their next turn, as a wave of lethargy sweeps over them.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature for each slot level above 7th.

MASS IMPROVED HASTE

9th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a licorice root)

Duration: Concentration, up to 1 minute

Choose up to three willing creatures that you can see within range. Until the spell ends, the targets' speeds are tripled, they gain a +3 bonus to AC, have advantage on Dexterity saving throws, and it gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

MOMENT TO THINK

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 round

You briefly stop the flow of time for everyone but yourself. When you cast this spell, your current turn ends and no time passes for other creatures, while you take 1 free turn, during which you can use actions and a bonus action as normal. However, you cannot move from the location where this spell was cast, nor can you affect any object other than those worn or carried by you (as everything else is frozen in time), make any kind of attack, or cast any spells. If you let go of an item you were carrying, it also becomes frozen in time. If you consume a potion during the free turn, it has no effect (though it is consumed). Listed below are a few examples of what you could do on your free turn:

- Make an Intelligence check to remember information about something.
- Make a Wisdom (Perception) check.
- Take the Hide action.
- Deploy a bag of caltrops.
- Draw or stow weapons and shields.

RESTORE YOUTH

3rd-level transmutation (ritual)

Casting Time: 8 hours

Range: Touch

Components: V, S, M (gold dust worth at least 500gp, which the spell consumes)

Duration: Instantaneous

You perform a long, complex ritual on another creature, reducing its apparent age by 3d10 years, to a minimum of 13 years. This effect does not extend the creature's lifespan.

SAFIYA'S INDUSTRIOUS WORKER

1st-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a bar of iron)

Duration: 8 hours

You touch a willing creature. For the next 8 hours, they are able to perform mundane tasks with exceptional speed.

Every hour spent crafting nonmagical items under the influence of this spell provides 4 hours' worth of output.

Therefore 20gp of items/progress can be made in an 8-hour work day.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

SLOW THINKING

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

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

Duration: 1 minute

You slow down the thought processes of a creature of your choice that you can see within range. The target must succeed on a Constitution saving throw or have disadvantage on all Intelligence checks and saving throws for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

TEMPORAL BUBBLE

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a diamond hourglass filled with tiny gemstones or pearl dust, worth at least 45,000gp)

Duration: Concentration, up to 1 hour

You create a transparent, spherical demiplane centered on yourself with a radius of 10 feet. Time within this demiplane passes significantly faster than time outside, allowing you to experience 24 hours of time while those outside only experience 1 hour.

No material can pass into or out of the demiplane, and no spell or effect created on one side of it can affect the other side.

If any creatures other than yourself and you familiar (if you have one) would be caught within the area of this spell, the spell fails.

TEMPORAL REVERSION

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The wounds of a creature you touch travel back in time to before they were inflicted. The creature regains hit points

equal to 7d4 + your spellcasting ability modifier. This healing works as normal on undead and constructs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d4 for each slot level above 5th.

TIME FREEZE

8th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron hourglass)

Duration: Instantaneous

Choose a creature that you can see within range. If the target has 150 hit points or fewer, it is paralyzed and frozen in time, unaware of its surroundings. Otherwise, the spell has no effect.

The target must make a Wisdom saving throw at the end of each of its turns. On a successful save, this paralysis effect ends.

TIME'S ARROW

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of sand from an hourglass)

Duration: 10 minutes

This spell enchants a physical missile, such as an arrow, bolt or sling bullet so that it freezes in time and space. You may reposition the missile as part of the action to cast the spell, and the spell may be used on magical or otherwise enchanted missiles.

The missile remains frozen in place until either a creature passes within 60 feet in front of it, something touches it, a strong wind blows upon it, the enchantment is

dispelled or the duration ends. At that point, the missile moves suddenly, as if it was just fired or thrown. If a creature is in the line of fire, the missile makes an attack which adds your spell attack bonus to the attack roll, and does the basic damage of whatever missile type was used (missiles that vary by launcher use the highest possible damage dice).

ZONE OF ALTERED TIME

9th-level Transmutation

Casting Time: 1 action

Range: 60 feet

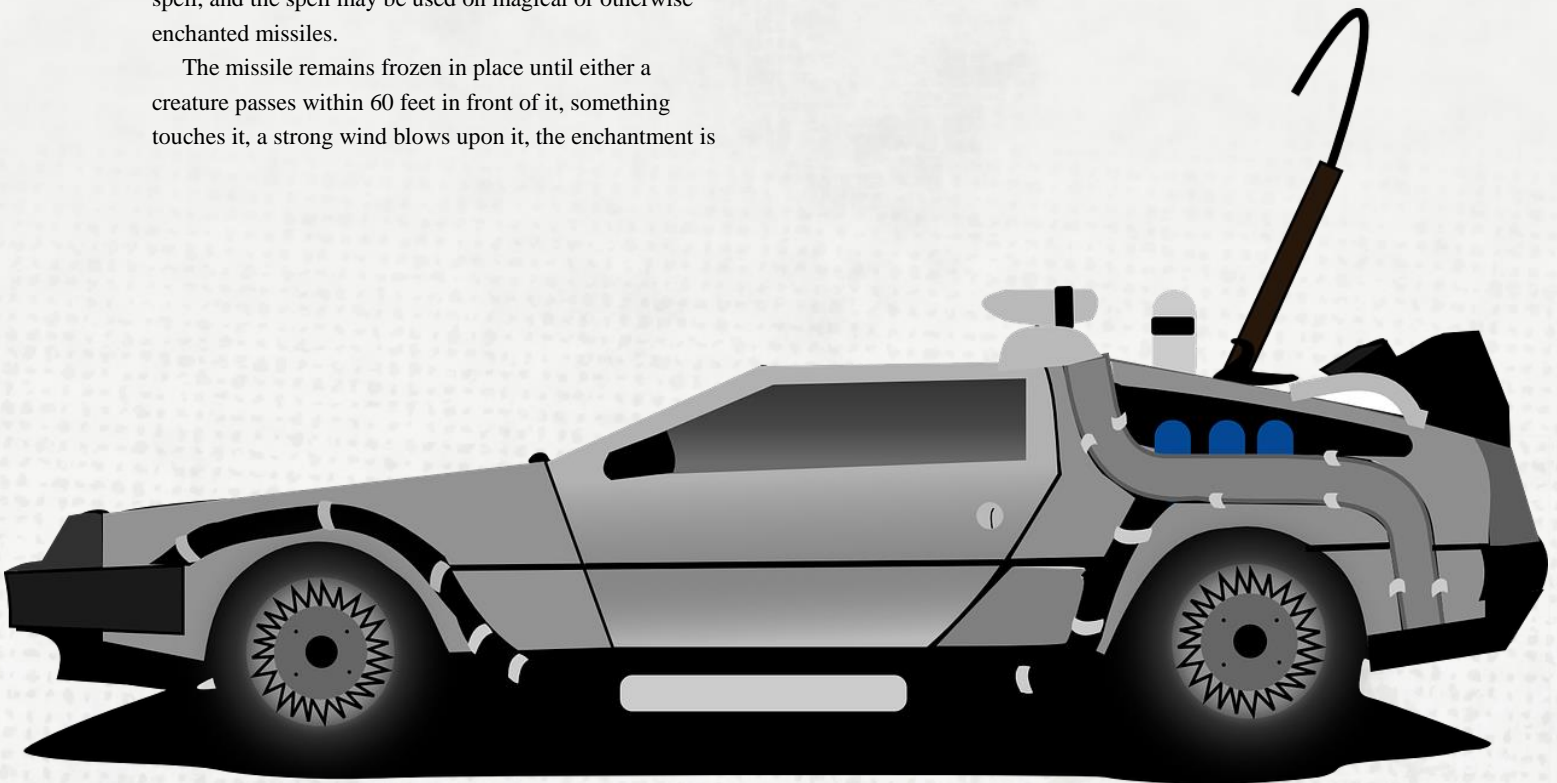
Components: V, S, M (a pair of hourglasses, worth at least 100gp each)

Duration: 1 hour

You create a transparent magical zone where time flows differently in a 50-foot cube centered on a point of your choice within range. No material, spell or effect can pass into or out of the zone unless it travels through another plane of existence to do so (such as by using misty step, etherealness or dimension door.) Choose one of the following effects for the zone.

Dilated Time. Time passes slower inside the zone, so that any creatures inside it experience 10 minutes for every hour that passes outside.

Hyperbolic Time. Time passes faster inside the zone, so that any creatures inside it experience 24 hours for every hour that passes outside.



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