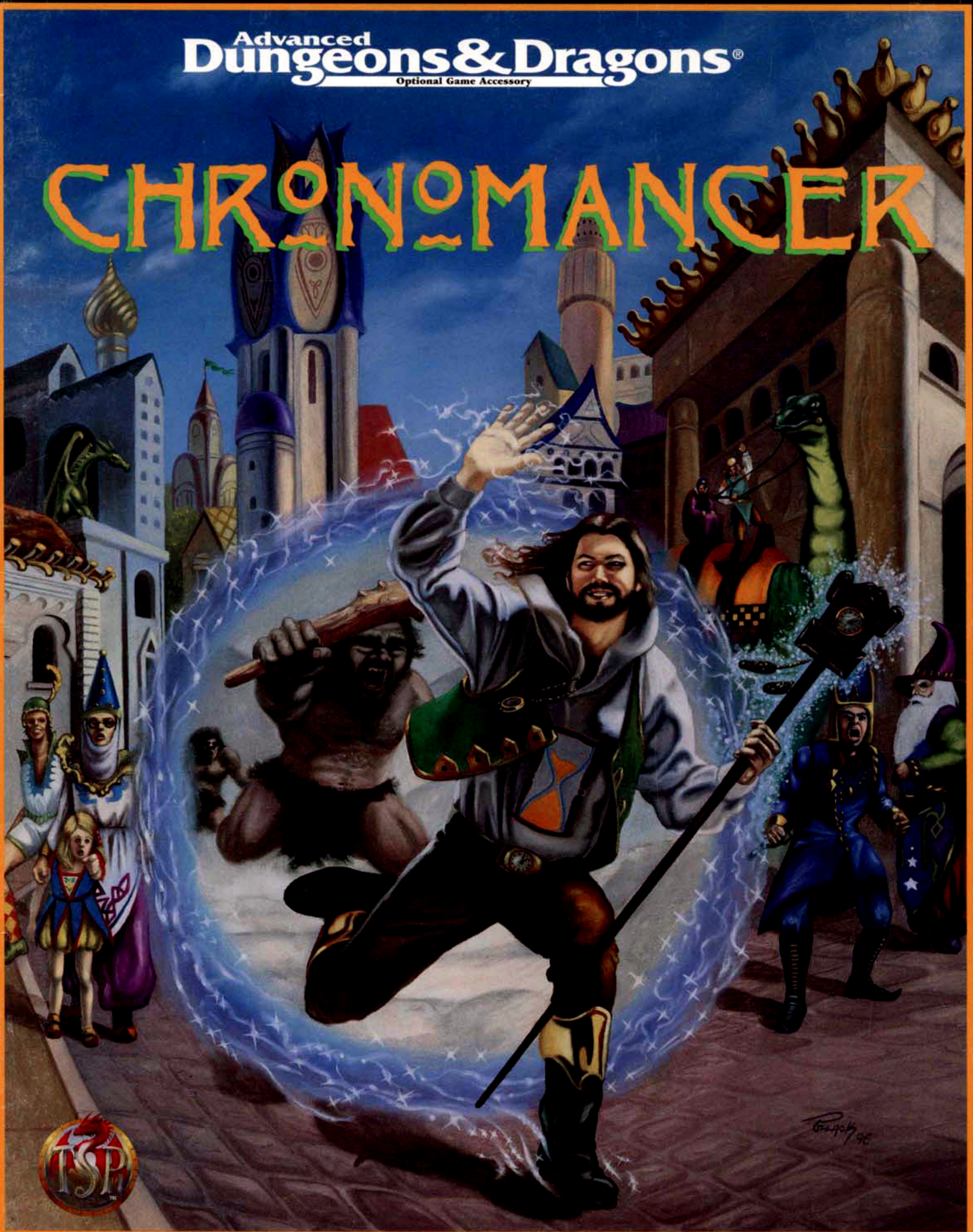9506

Advanced Dungeons & Dragons®
Optional Game Accessory

CHRONOMANCER

Advanced Dungeons & Dragons®

OPTIONAL GAME ACCESSORY

Chronomancer

Credits

Design: Loren Coleman
Development and Editing: Matt Forbeck
Additional Assistance: Jim Butler, Andria Hayday,
Bruce Heard, Steve Miller, Roger Moore,
Jon Pickens, Skip Williams, and David Wise
Graphic Design: Stephen Daniele and Paul Hanchette
Cover Art: Alan Pollack
Interior Art: Thomas Baxa, Adrian Bourne, Terry Dykstra, Jim Holloway, Mark Nelson
Typography: Angelika Lokotz
Production: Paul Hanchette

Moving delicately along the fringes of the magical worlds are the 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 all 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 a wizard 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.

Where This Belongs In Your Campaign

Temporal Prime (the dimension of time) and chronomancers can fit into an existing AD&D® game world at whatever level the Dungeon Master chooses. This information can be used as background for minor adventures that might involve time travel, or the DM can embrace these concepts and turn the characters loose on an unwary (well, maybe a little wary) time-space continuum.

Besides expanding an existing world by allowing access to its past and future, the discovery of Temporal Prime makes an unexplored realm available, complete with new creatures and new puzzles to investigate. The existence of this dimension also gives rise to new character types, a new school of magic, and exciting new magical items for the characters to discover and enjoy.

How to Use This Book

This book is broken up into two large sections. The first section consists of Chapters One through Four. These detail everything about chronomancers and their spells that a chronomancer player should know.

The rest of the book contains material for the Dungeon Master's eyes only. No players should read this part of the book, as it features all sorts of material that is best discovered in the course of play.

Players who are not planning to play a chronomancer should not read this book at all. The world at large knows little about these wizards, and it is easier for the players to realistically portray their characters if the players are as much in the dark about chronomancy as their characters.

As the Dungeon Master, read through this book carefully before considering what sort of a role you want chronomancers to play in your campaign. If you feel that chronomancer player characters would unbalance your campaign, then disallow them in play. You can still use the material presented herein as a background for your campaign, but that doesn't mean that the heroes have to know anything that you don't choose to reveal to them in play.

I cannot prove the existence of this demiplane yet, this dimension of Time, merely the possibility of its existence. I have gathered information concerning the known planes and their relationship with each other, and nothing contradicts this concept. In fact, many of the laws and theories concerning the elemental planes help to directly support the possibility of a temporal plane that exists farther in than the elementals, a dimensional plane that acts as a cornerstone of reality as we know it.

And what exists may be exploited. If power can be drawn from the elements, what kind of magic could be made possible by tapping a dimension? If the raw essence of time could be manipulated according to the will of a mortal humanoid, what limits would there be? The potential for reward stacks highly against an equal potential for devastation. Practitioners would have to be kept to a minority, a dedicated few who could work this temporal force for the betterment of all life. What kind of person could accept such responsibility without turning toward selfish interests? Could the overall morality of a group of such humanoids be enough of a driving force to set them to policing their own kind? Perhaps it's best such arguments remain in the venue of theory.

—Excerpt from Kandalon's *Theories on Time*

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 timespace, and the intertwining currents create the timestream. The flow of one timestream covers a reality, and in vortices (a mild form of time turbulences) 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.

A Note About the "Demiplane of Time"

Few previously published AD&D® game materials have dealt with the issue of time travel to any extent. Those that have done so refer to a place called the "demiplane of time." While it is understandable that an outsider might conceive of the dimension of Temporal Prime as some kind of demiplane, it is in fact nothing of the sort.

The phrase "demiplane of time" is simply a misnomer for something that is difficult for any but a chronomancer to fully comprehend. It's understandable that outsiders, trying to fit Temporal Prime into their own necessarily limited theories of how the universe is constructed, would make this mistake. Here, however, it is corrected.

For this reason, creatures like the "time demielemental" have been given more appropriate names, as has the dimension that spawned them. All of this becomes clearer with further study of chronomancy.

Requirements and Restrictions

As a wizard from an elite school, the chronomancer has some unusual requirements and restrictions. Any of them can be modified with Dungeon Master 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.

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 it is elven chain mail and the chronomancer is an elf or half-elf.

Dual-classing cannot change this fact, and Dungeon Masters are cautioned against allowing a kit that permits otherwise.

Racial Level Limits. The standard racial level limits for wizards apply to chronomancers. Dwarves, gnomes, and halflings cannot be chronomancers. Elves are limited to 15th level, half-elves are limited to 12th level, and humans have no level limits.

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
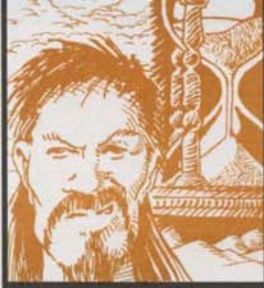
chronomancers often attempt to "correct" any such indiscretions that may come to their attention. As such, a chronomancer is unlikely to trust an apprentice of any alignment, much less a chaotic one.

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 Multiclasses. 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. Two subclasses of the chronomancer, however, are available to human, elf, and half-elf characters. These are detailed on pages 13–16.

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 on 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
Chronomancy spell cast to overcome foe or problems	60 XP/spell level
Chronomancy 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

Level	Experience Points	Hit Dice (d4)
1	0	1
2	3,000	2
3	6,000	3
4	12,000	4
5	24,000	5
6	48,000	6
7	72,000	7
8	105,000	8
9	160,000	9
10	285,000	10
11	425,000	10+1
12	850,000	10+2
13	1,235,000	10+3
14	1,610,000	10+4
15	1,985,000	10+5
16	2,370,000	10+6
17	2,755,000	10+7
18	3,140,000	10+8
19	3,525,000	10+9
20	3,910,000	10+10

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 in one of these magics (such as a *wand of conjuration*).

The bonuses and penalties for a chronomancer learning spells is 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 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 chronomancers would receive against their own school is canceled. Any nonchronomancer 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 down side, 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.
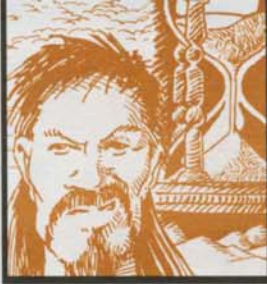
Chronomancer Kits

Character kits are entirely optional, and players should wait to choose one until after generating the character. If the character chooses to drop a kit, all special advantages and disadvantages are immediately lost. Nonweapon proficiencies that were granted as a bonus for taking the kit are not lost, but the next proficiency slots the character earns must go to pay back the bonuses.

Each kit is easily adapted into most campaigns, but the Dungeon Master should watch out for poor matches. A character who prefers to hoard knowledge has no business taking the Historian kit. If a character's actions run contrary to his kit for a sufficient length of time (Dungeon Master's call), the kit is considered to be dropped.

Guide

Guides are similar to Travelers (see page 12) in that they are meddlesome. They use their powers to seek out weak points in the natural order of events and change them as they see fit. In their defense, however, Guides usually possess a righteous belief in a certain plan for the world, and when they act, they believe they are bettering reality. Most Guides are benevolent, fighting against evil, but some are destructive, since their plans may run against the welfare of most beings.

Chronomancy and time traveling are natural tools for Guides. Since they are wiser than the normal person, they believe they have the right to second-guess history. Guides often come from a well-schooled, upper-class background. This forms the basis for their superior attitudes.

Requirements: Guides must have a minimum Wisdom of 17.

Role: In their natural times, Guides are often accepted members of intellectual circles. This is where they acquire and hone a good many of their ideas on what to change, and they frequently return to judge the difference with their colleagues. Most see them as scholars with theoretical models, but no more. Guides prefer this, since it helps them get more honest answers and keep a low profile.

When time traveling, Guides are methodical. Before approaching an important event, they reconnoiter before and after it. If new information is turned up that could influence their plans, they return home to consider new plans before attempting the change. Guides know that they receive only one shot at altering any event, and they are determined to make the most of it.

When the event to be changed is near, the Guide engineers a bold and powerful stroke. The direction in which they plan to strike is never apparent until the final seconds, since they are aware that other chronomancers are almost certainly watching.

Weapon Proficiencies: Many Guides make their changes by judicial application of a weapon at the appropriate time (not always fatally!). Their first weapon must be a staff (for its better damage potential) or a sling (for its range). They are limited to standard wizardly weapons for later choices.

Nonweapon Proficiencies: *Required:* Future History or Ancient History. *Recommended:* (Chronomancer) Future Languages; (Priest) Religion; (Wizard) Ancient Languages, Reading/Writing, Spellcraft.

Equipment: Guides take advantage of the fact that those traveling in the timestream are immune to alterations. Before they make any changes to the timestream, Guides must purchase excellent histories concerning the event and its ramifications. Then they take these books with them so that the books are not changed. When they return, they purchase new books so they can judge their accomplishments by more than their memories. A Guide thus eventually owns one of the largest, most inaccurate libraries in existence.

Special Benefits: Guides have an advantage when planning an event alteration. The player is allowed to ask the Dungeon Master for a piece of advice on any proposed alteration, assuming the Guide carefully considers and researches the subject. The advice should be more of a suggestion than an answer. After all, there are so many variables involved.

Special Disadvantages: Due to the nature of their mission, Guides are often hounded by other chronomancers who wish to undo the "crimes" the Guide has committed against the timestream. Guides can expect visits from the Guardians and other independent chronomancers on a regular basis unless they take great pains to disguise their nature. Once they are revealed, they are surely doomed.

Wealth: Since Guides are often something less than thrifty concerning their research materials, they receive only $(1d4+1) \times 8$ gold pieces to purchase initial equipment.

Historian

This chronomancer is a scholar deeply infatuated with the past. Learning and accurately recording historical events drives the wizard to study hard and develop skills that allow him to become a fine recorder of history. Most Historians never let on that they are wizards, and even if they should happen to, they are more likely to describe themselves as "diviners of past events."

Historians are adamant about not changing the past and are always careful when time traveling. They prefer subtlety and intrigue to combat, but always fight to protect themselves or the continuity of the timestream.

Historians can be found almost anywhere, but most seem to come from the upper class, where they first found their love for histories. Large urban areas are popular with this type, due to the convenience of libraries, museums,

and a larger percentage of important people to observe. Historians are good at learning a great deal about others while revealing little.

Requirements: A Wisdom of 17.

Role: A Historian is normally an accepted member of society and has a local reputation for a superior knowledge of the past. Whether at home or traveling, the wizard can easily find work (for a cover or just for the money) as a scribe, sage, or adviser.

General adventuring is good for this type only when it leads to an area of interest or if information on the past is likely to turn up. Time travel is looked upon as an excellent tool for learning, and companions who exercise some discretion while in another time are usually welcome. Future travel is rare, but the Historian might arrange it as an occasional favor to the others in the party, and sometimes there may be a particular insight that can be achieved only by looking at an event from further away.

Weapon Proficiencies: Dagger, knife, and staff. A Historian may convert weapon proficiencies into nonweapon proficiencies. If all three weapons are learned, the conversion is automatic thereafter.

Nonweapon Proficiencies: *Required:* Reading/Writing. *Recommended:* (General) Modern Languages, Etiquette; (Chronomancer) Ancient History, Ancient Languages, Disguise, Local History.

Equipment: A Historian must purchase pens, ink, and parchment with his starting money and should never be without them for the rest of the game.

Special Benefits: The Historian can usually find an ally in a learned person, receiving a +2 on reaction checks with such people when discussing intellectual matters. Those who react favorably offer shelter and food to the Historian and any companions. If the Historian is attempting to sway someone of learning from his normal duties, citing historical cases to back his reasoning, the subject of the attempt must make a morale check at a –1 to avoid being convinced of the Historian's correctness in the matter at hand.

Special Disadvantages: The Historian is a reluctant time traveler. Just by being in the past, he risks causing some sort of change to the history that he wants to study. Historians refuse to interfere with the natural order of things under any circumstances. Also, due to a preference of books over fighting instruments, the Historian makes physical attacks as if one level lower than he really is.

Wealth: A Historian starts with 100 gp, plus the wizard's normal (1d4+1) × 10 gp. This is from research work and minor papers on history completed as an apprentice.

Most wealth acquired while in a different time is used while there, in keeping with making few disturbances. Decent sums are usually made on the history books the Historian writes during spare moments. These can be considered part of the wizard's training.

Seer

Seers are most interested in future events: prediction, prophecies, and shaping. Though these chronomancers are extremely public, they hide their true nature by posing as normal wizards. If their ability to meddle with time were discovered, their prophecies would appear to be promises instead, and this could affect the outcome of their "predictions."

The predictions of these secretive wizards are usually based upon actual experience. They have no qualms about influencing time if they are fairly sure about succeeding, but they are usually content to simply observe the future and report it in the past, however obliquely. Speaking too specifically of the future could cause events to transpire differently, fouling any prophecy made about them.

Seers prefer an obscure background, and most cannot be traced further back than their first public predictions. Urban areas are popu-

lar with them, especially those facing troubles with war, succession, or any major problem among the ruling class.

Requirements: The character must have a Charisma of 14 or better to become a Seer.

Role: Society averts its gaze from the Seer, fearful of what he may know. Seers' reputations often precede them. Commoners know of them through largely false legends, but most of noble birth have accurate accounts of the Seers' "past" and treat them accordingly. Seers are rarely looked down upon for fear that they might deny their services or, worse, spread secret knowledge to enemies.

Unlike Guides, who are content to make changes in the past and quietly reap the benefits in the future, Seers like to study the future so that they will be noticed in the past. They always seem to put in an appearance at awkward moments. They speak in riddles and half-truths that can be twisted to mean any number of things. Rarely is this chronomancer type seen entering or leaving the area, a minor theatrical ploy to help increase the mysticism. Also, it is not unusual for the Seer to have certain props (like crystal balls) which have no use except as window dressing.

Once a new time is reached, Seers usually travel extensively through reality, finding new areas in which to practice their handiwork. Seers love the glamour a prophecy can bring them, and they often go out of their way to promote themselves through demonstrations of power. No matter how public their lives, though, they jealously guard the source of their powers.

Seers prefer to travel far back in time, then proceed forward slowly, capitalizing on their growing reputation for accuracy as well as rumors of immortality. If a Seer fails drastically, he may attempt to correct the blunder or simply jump forward far enough that the one mistake has (hopefully) been forgotten.

Weapon Proficiencies: The Seer is required to take the staff as his initial weapon choice. Later choices are limited to the normal wizardly weapons.

Nonweapon Proficiencies: *Required:* Prophecy. *Recommended:* (Chronomancer) Future History, Future Languages, Time Sense; (Priest) Religion; (Warrior) Gaming, Weaponsmithing; (Wizard) Reading/Writing.

Equipment: A Seer must purchase an item during initial outfitting that could be included in a prophecy. A sword or dagger of unusual decoration or design would be a good choice, but more colorful items could be chosen for esoteric purposes (try having the character work a brass hourglass into a good prophecy). This item must be kept in brand-new condition, or it detracts credibility from any prophecy.

The balance of the character's starting money may be spent or saved as desired. Any major prophecies the character makes should always include a magical item assigned a special purpose. This item is usually the responsibility of the Seer to acquire and introduce to the associated parties.

Special Benefits: If a Seer has a string of accurate predictions, especially involving an influential person, a reputation for infallibility precedes him. This grants a +3 reaction adjustment with any important individuals, since they can find use for such a person and fear upsetting the Seer. Positions in royal courts are not uncommon for seers of outstanding ability.

Special Disadvantages: If the Seer has had a string of failures or one extremely bad failure, the Seer has a −5 reaction adjustment from people who have heard of him. People hate a con artist, and that is what they assume the Seer to be.

Wealth: A Seer starts out adventuring with $(1d6+1) \times 10$ gold pieces. This excellent chance for a higher starting level of wealth is mostly owed to the possible sideline income from "fortune telling" in the Seer's apprenticeship days.
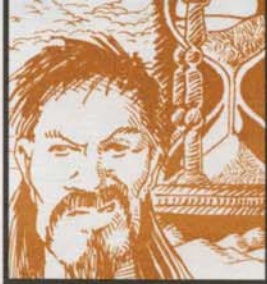
Traveler

Travelers are most akin to the standard adventuring wizard in that they have no set goal but to learn and advance in their chosen profession. All aspects of chronomancy and Temporal Prime fascinate this character type. Most known chronomancers are Travelers, as they take no pains to hide their status as a wizard and sometimes go to great lengths, even flaunting their ability to manipulate time, to be sure people remember them. Even so, they guard the mechanics of their magic as well as any other chronomancer, ensuring that they remain unique among wizards.

Travelers visit other times like most adventurers visit the local ruins. They tend to look out for number one, being very self-important and always watching the scene unfolding around them to figure how it might best benefit them. Like most chronomancers, Travelers tend to head for the action. This character can be found near important events or people—rarely in hiding.

Requirements: Any chronomancer can be a Traveler.

Role: Travelers are normally considered the "black sheep" of chronomancy, since they tend to cause trouble, purposefully or inadvertently, wherever they go. They have no set goal or rules that they live by, but they like to be involved in important events. Most people give them the respect due a wizard, but their meddling can cause their welcome to be worn thin rather quickly.

Travelers love being on the road, whether on Temporal Prime or dawdling about in the past or future. Their travels usually begin as a set of random hops to different time frames, and they rarely stay in reality for longer than necessary before time traveling again. Eventually they find some type of chronal puzzle or inconsistency and begin tracking it. This leads to more time hopping, but now with a purpose.

Weapon Proficiencies: Initially, Travelers are required to take either the knife or dagger. Later, they may choose any sort of weapon that they wish, within the normal wizard restraints.

Nonweapon Proficiencies: *Required:* None. *Recommended:* (Chronomancer) Disguise, Future History, Future Languages, Local History; (Thief) Reading Lips, Tumbling; (Wizard) Ancient History, Ancient Languages, Reading/Writing, Spellcraft.

Equipment: Due to the predicaments in which Travelers often find themselves, it is recommended that several knives or daggers be bought and secreted about their persons. There are no other requirements.

Special Benefits: The Traveler spends so much time learning about chronomancy and practicing it that the usual problems most chronomancers suffer when dealing with temporal forces are lessened or done away with altogether. In effect, when any kind of Wisdom check for something related to time traveling is required, the Traveler gains a +1 bonus. This would apply, for instance, to a character covered with strands (see page 34) trying to return to reality.

Special Disadvantages: Due to their self-promoting nature, Travelers tend to attract a lot of attention. This can work against them in several ways. If Guardians determine that their presence is harmful to the timestream, they are easy to find. Also, powerful people in nearly every age are bound to covet a Traveler's powers, whether they wish to alter the past or to ensure a particular vision of the future. These people are not likely mince words about getting what they want.

There is nothing that Travelers can really do about this problem. Their overwhelming attraction to the spotlight eventually causes them to seek the notoriety from which they then suffer.

Wealth: Travelers receive the standard wizard's wealth of (1d4+1) × 10 gp.

Chronomancer Subclasses

As the chronomancer school is a special one, demihumans are not allowed to multi-class with it, but chronomancy is an *elite* school. A character able to meet the chronomancer's ability score prerequisites would have the potential to excel in many areas. Branching out into other fields cuts into a chronomancer's spellcasting abilities, but only slightly compared to the potential gain.

Two subclasses exist for chronomancers, one with warrior qualities and one with rogue qualities. A member of these subclasses may still take the character kits from the preceding section.

The characters who follow these subclasses are assumed to be devoting almost all of their time to studying and learning. Dungeon Masters should closely watch any characters who choose one of the subclasses. A lapse in proper study habits on their part (at least in circumstances under their control) means the loss of one half of the experience points gained since their last level increase.

Common Ground

Elves, half-elves, and humans (who cannot be dual-classed) can opt for a subclass. These subclasses have a few guidelines in common when dealing with restrictions and level limits. Unless a change is specified here or under the subclass heading, the original chronomancer guidelines apply.

Restrictions: Armor can be worn according to the chronomancer's secondary class (warrior or thief), but unless the armor is elven chain worn by an elf or half-elf, the character may not cast spells. Weapons may also be chosen according to the secondary class, but spellcasting may not be accomplished while any nonwizard weapon is in hand.

Racial Level Limits: Demihumans who choose to follow a subclass are limited by the racial level limits for the secondary class. A half-elf is therefore limited to a 14th-level Temporal Champion (chronomancer/warrior) or a 12th-level Temporal Raider (chronomancer/rogue). An elf is limited to the 12th level, regardless of subclass.

Temporal Champion

The Temporal Champion is a combination of chronomancer and warrior, originally based on characters that time traveled to engage in combats in other times or against legendary or future opponents. The subclass has changed in the years it has been known, and while it still demands great discipline, the driving force is not necessarily combat. Some still search for the ultimate battle or the "promised" fight. Others are now stressing their chronomantic heritage and applying their fighting skills in service to their intellectual pursuits. Many find reasons on both sides of their nature that motivate them to follow this path.

Besides the normal Intelligence and Wisdom minimums, a Temporal Champion also requires a minimum Strength of 15 and a Constitution of 14. Champions attack using fighter attack tables, but cannot specialize in particular weapons or use the multiple attack bonus. Although they do not get the Constitution or Strength bonuses of the warrior class, Temporal Champions may attract followers as per normal warrior rules.

Changes to the normal experience awards for warriors are listed on Table 3. Table 1, concerning chronomancer awards, also applies to the Temporal Champion. As with regular chronomancers, the character never receives the 10% bonus to experience points for having high ability scores.

Table 3: Temporal Champion Individual Experience

Action	XP Value
Per hit die of creature defeated	10 XP/hit die
Per hit die of temporal creature defeated	25 XP/hit die

Champions progress between levels more slowly than normal chronomancers, and their Hit Dice are on the low side of an average between the Hit Dice of the two classes. Consult Table 4 for level advancement and Hit Dice. They make saving throws as wizards.

Table 4: Temporal Champion Experience Levels

Level	Experience Points	Hit Dice (d6)
1	0	1
2	4,000	2
3	8,000	3
4	16,000	4
5	30,000	5
6	60,000	6
7	120,000	7
8	200,000	8
9	350,000	9
10	700,000	9+2
11	1,000,000	9+4
12	1,500,000	9+6
13	2,000,000	9+8
14	2,500,000	9+10
15	3,000,000	9+12
16	4,000,000	9+14
17	4,500,000	9+16
18	5,000,000	9+18
19	5,500,000	9+20
20	6,000,000	9+22

Spell-level progression proceeds at a pace equivalent to the normal chronomancer, but fewer spells are available to memorize. Table 5 details the rate of spell progression but does not include the bonus spell every chronomancer receives with access to a new spell level. The Temporal Champion gains the other specialist benefits and hindrances of the chronomancer, with one exception. The +10 bonus when attempting to learn a chronomancy spell is eliminated.

Table 5: Temporal Champion Spell Progression

Wizard Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	—	—
2	1	—	—	—	—	—	—	—	—
3	1	1	—	—	—	—	—	—	—
4	2	1	—	—	—	—	—	—	—
5	2	1	1	—	—	—	—	—	—
6	2	1	1	—	—	—	—	—	—
7	2	2	1	1	—	—	—	—	—
8	2	2	2	1	—	—	—	—	—
9	2	2	2	1	1	—	—	—	—
10	2	2	2	1	1	—	—	—	—
11	2	2	2	2	2	—	—	—	—
12	2	2	2	2	2	1	—	—	—
13	3	3	3	2	2	1	—	—	—
14	3	3	3	2	2	1	1	—	—
15	3	3	3	3	3	1	1	—	—
16	3	3	3	3	3	2	1	1	—
17	3	3	3	3	3	2	2	1	—
18	3	3	3	3	3	2	2	1	1
19	3	3	3	3	3	2	2	2	1
20	3	3	3	3	3	2	2	2	1

Temporal Raider

The Temporal Raider is a combination of chronomancer and rogue. The Raider began with greedy chronomancers wanting to steal things in other times. Unskilled, these chronomancers soon recognized the need for rogue abilities. They slowly acquired the necessary skills, until the Raider is now equally at home in a thieves' guild or a wizard's library.

A number of Temporal Raiders still practice their skills in the pursuit of acquiring wealth. Others simply use their rogue abilities as a secondary means of achieving their (often) more honorable ends.

Besides the normal minimums a chronomancer must have in Intelligence and Wisdom, a Temporal Raider requires a minimum Dexterity of 14 and a Charisma of 13. Raiders get the thief's attack rolls, ability to backstab, and use thieves' cant, and the normal restrictions a thief has for building a stronghold and attracting followers apply to the Raider. Most importantly, the Raider has the use of thieving skills, although the base levels of these skills differ from a thief's as described later.

Individual experience awards are modified slightly from the usual thief awards. Consult Table 6 for guidelines on Temporal Raider awards. Table 1, concerning chronomancer experience, still applies. As with other chronomancers, Raiders never receive a 10% bonus to experience for their ability scores.

Table 6: Temporal Raider Individual Experience

Action	XP Value
Use of a special ability	100 XP/success
Treasure obtained through thievery	2 XP/gp
Use of a special ability to further chronomancer goal	250 XP/success

Temporal Raiders progress between levels at a slower pace than the standard chronomancer, but not nearly as slowly as the Temporal Champion. Consult Table 7 for the Temporal Raider's level advancement and Hit Dice. The Hit Dice are on the low side of the average between the chronomancer and rogue classes. In fact, the Raider's Hit Dice are treated the same as any other chronomancer's would be. Raiders save as wizards.

Table 7: Temporal Raider Experience Levels

Level	Experience Points	Hit Dice (d4)
1	0	1
2	3,500	2
3	7,000	3
4	14,000	4
5	28,000	5
6	55,000	6
7	110,000	7
8	220,000	8
9	400,000	9
10	840,000	10
11	1,280,000	10+1
12	1,720,000	10+3
13	2,160,000	10+4
14	2,600,000	10+6
15	3,040,000	10+7
16	3,480,000	10+9
17	3,920,000	10+10
18	4,360,000	10+12
19	4,800,000	10+13
20	5,240,000	10+15

The Temporal Raider's spell level progression proceeds at a pace equivalent to the normal chronomancer, but fewer spells are available to memorization. Again, the penalty is not quite as harsh as with the Temporal Champion.

Table 8 details the rate of the Temporal Raider's spell progression, but it does not include the bonus spell every chronomancer receives when access to a new spell level is gained. The Temporal Raider gains the other specialist benefits and hindrances of the chronomancer with one exception. The +10 bonus when attempting to learn a chronomancy spell is eliminated. Just as with the Temporal Champion, though, this does not affect the chronomancer's ability to automatically learn one chronomancer spell with each new level of ability.
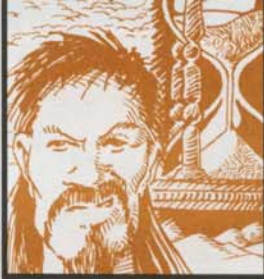
Table 8: Temporal Raider Spell Progression

Wizard Level	Spell Level 1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	—	—
2	1	—	—	—	—	—	—	—	—
3	1	1	—	—	—	—	—	—	—
4	2	1	—	—	—	—	—	—	—
5	3	1	1	—	—	—	—	—	—
6	3	1	1	—	—	—	—	—	—
7	3	2	1	1	—	—	—	—	—
8	3	2	2	1	—	—	—	—	—
9	3	2	2	1	1	—	—	—	—
10	3	3	2	1	1	—	—	—	—
11	3	3	3	2	2	—	—	—	—
12	3	3	3	3	3	1	—	—	—
13	4	4	4	3	3	1	—	—	—
14	4	4	4	3	3	1	1	—	—
15	4	4	4	4	4	1	1	—	—
16	4	4	4	4	4	2	1	1	—
17	4	4	4	4	4	2	2	1	—
18	4	4	4	4	4	2	2	1	1
19	4	4	4	4	4	2	2	2	1
20	4	4	4	4	4	3	2	2	1

Raider thieving skills differ only in their base scores (see Table 9) and modifying points allotted. A Raider begins with only 40 points (instead of 60) to distribute among the scores and every level gains only another 20 points (instead of 30).

Table 9: Raider Skill Base Scores

Skill	Base Score
Pick Pockets	–5%
Open Locks	10%
Find/Remove Traps	–5%
Move Silently	10%
Hide in Shadows	5%
Detect Noise	10%
Climb Walls	45%
Read Languages	5%

It is done.

This day have I accomplished something worth my decades of study, experimentation, and failure; I touched a new dimension and walked on a new world. The momentum of time not only can be manipulated, but observed, measured, and moved through. There is a higher state of existence, or a more basic one, depending on viewpoint, and I alone might be the sole possessor of its secrets.

—The final entry in
The First Journal of Kandalon

Temporal Prime is a pseudo-reality that permeates every plane of existence among the alternate realities. There, time exists in a physical state that can be looked at, measured, and moved through. It is from Temporal Prime that a chronomancer draws mystical energy, and it is by traveling Temporal Prime that one may journey to the past or future.

Temporal Prime has been referred to as one of the innermost planes, beyond even the elemental planes. There is a certain measure of truth to this, since time is a basic component of every plane of all known realities, as important as length, width, and depth. This notion is not quite accurate, though.

All planes of known realities are reflections cast by the existence of linear spirits and substances within the dimensional plane of Temporal Prime. The elemental planes are the first reflection, that of linear substance. The outer planes are the last reflection, that of linear spirit. And the basic Prime Material plane of reality that balances between them is a merger of substance and spirit: life.

Although the planes of existence stem from the dimensional planes, and the proper viewpoint for explanations might be from this direction, it is the specific interaction of linear creatures with Temporal Prime that this book is most concerned with. To make matters as clear as possible, the following information is presented from the viewpoint of such creatures when possible.

Beyond Time

Temporal Prime would not be the only dimensional plane, of course. Beyond it would be length, width, and depth. The concept of these planes escapes the grasp of the human mind, and it is unlikely that life or matter as we know it could exist there.

So from where do life and matter spring? Are there dimensional planes nestled between depth and time that contain the building blocks of matter? What about magic or physical laws such as gravity? If deities created the multiverses, are they made of these blocks, or did they make the blocks? Where does the DM call a stop? The answer is: Wherever he wants. Players who wish to spend time investigating these questions can be swayed by the simple statement, "It is beyond the ken of understanding, and likely fatal if tampered with."

The Building Blocks

To truly understand Temporal Prime, one must first understand linear existence and the way in which linear organisms are represented in this pseudo-reality.

Linear Existence

Born at point *A* and dying at point *Z*, living organisms experience every point in between as a separate event. Shrink the points down to the smallest observable unit, and still no two points ever occur simultaneously.

Now consider an inanimate object, such as a rock, which does not observe its environment. It may be eroded by the weather, moved by a passing animal, and fall into a stream with other rocks and help divert the stream's course. These events can be established as different points in the rock's existence. Therefore, an inanimate object also interacts with its environment in a linear fashion.

This creates the basis for motion. Any form at rest with its environment still progresses through linear time. If looked at from the reverse view, time flows past the form in a single direction. This motion is one current in the stream of time.

A timestream is developed from an endless number of these currents, some stronger than others, and the way these currents interact with each other. The main difference between living and inanimate forms is that life deliberately acts upon its environment, while lifeless matter is acted upon. A plant has a limited form of intelligence that drives it to extend roots and seek nutrients in the soil. A creature operates on instinct and cunning, other times with logic and reason, to decide where to hunt, how to hunt, and what to hunt. In either case, an event has occurred and time is altered downstream. Possibly, in the case of the creature that just hunted down a less intelligent creature for food, time has been altered for more than one lifeform. This ability to make decisions and influence other lifeforms, other currents, makes living organisms important variables in time-space.

At a higher level, consider a humanoid creature born at point *A* who becomes powerful. At point *V*, this humanoid dies, but the current does not immediately dissipate. Through others with whom this being has left an impression, the humanoid's influence is still felt—a hand reaching from beyond the grave to interact with the living. The current, and therefore time, has momentum that drives it beyond the humanoid's death.

At point *Z*, the current dissipates. The direct influence of the humanoid is no longer felt (the dissipation takes longer with those who make stronger impressions), but its driving force has added strength to those about it. The momentum has not been lost but spread among nearby currents. The stream's overall momentum builds toward infinity in this way, downstream currents shaped by the upstream ones. This temporal force is what people call destiny. It does not remove free will from any creature, but it resists radical changes to the flow of time-space. If the child of a peasant wished to follow a political life, that child would encounter heavy resistance. It might seem to come from those nearby, but it is the driving force of time, its momentum, that is the underlying cause.

Motion, current, momentum—these are the basics of the linear temporal existence of most lifeforms, laws that govern the planes of reality, as does gravity. These basics also shape the physical existence of Temporal Prime.

Physical Traces

With a basic idea as to the mechanics of interaction between time and linear organisms, the next step is understanding the representation of linear life on Temporal Prime.

As any lifeform moves through reality, the temporal current sweeping around it marks a physical trail on Temporal Prime. This is similar to a worm burrowing through the earth; however, the entire wormhole is present from start to finish, and the worm moves along it. The worm has had free choice of which turns to make, but on Temporal Prime, all of these decisions exist at once, so the trail looks completely formed. These trails are known as *lifelines*, and their characteristics approximate the importance of that lifeform to time-space.

Lifelines appear as cablelike lengths from a quarter-inch to several inches thick. Thickness represents the elevation of the lifeform above others, separating general groups by their potential for greater influence. Humanoids and the more intelligent or dangerous creatures, for example, leave some of the thickest lifelines, while the lines of domestic animals are thin. Plant life leaves the thinnest lines of all. In fact, these lines usually have no substance to them. Called *ghostlines*, they are distinguished by a hazy edge and can be passed

through without disrupting them. It takes a very important plant, such as one that prevents a person from starving, to have a line of substance. There are no documented cases of a humanoid having a ghostline until after death. The ghostline exists for as long as the humanoid's momentum affects others. It grows thinner as the momentum spreads its driving force to nearby lifelines, finally disappearing as all its momentum is transferred.

Lifelines range from a normal pale silver, almost translucent, to a rare bright silver. This indicates the importance of the individual organism at that particular time. A common peasant might have a pale lifeline for most of her life, but it can run bright silver at certain points. She might think up a better design for a harness or walk within 20 feet of the emperor. The new harness might never be invented, or she might not say anything of consequence to the emperor, but the potential still exists, even if not acted upon. By contrast, a king would probably have a brighter line his entire life, since the slightest event could inspire him to great changes. By definition, a person who travels Temporal Prime is important to time-space—because of the changes they could make—and always has a thick, bright silver line.

Chronomancers use these telltale signs to know where the action is.

Temporal Prime

Temporal Prime appears as an infinite expanse of black space with an infinite number of timestreams flowing through it. The timestreams a creature can perceive are separated by vast distances partially filled with a thick, bluish gray mist-smoke.

Viewed from afar, if the mist-smoke wasn't obscuring the observer's view, a timestream would appear as a pale silver cord, or perhaps a river, stretching from one horizon to another in a basically straight course. Each plane of all possible realities is represented on Temporal Prime by a separate timestream that, upon moving closer, is seen to be a collection of intertwined silverish lines—the lifelines of the that plane's residents. A timestream represents the course of history for that plane from hypothetical beginning to speculative end.

A chronomancer's perception is locked into whatever plane he was on before entering Temporal Prime, so the timestream of this plane, and the alternate versions of this plane, are all that can be seen. This accounts for the vast areas found between timestreams, space in which the timestreams of other planes are flowing but cannot be seen.

If, for example, a chronomancer entered Temporal Prime from the plane of Elemental Fire, every timestream he could perceive would be an alternate version of Elemental Fire. If he were to travel back to reality, somehow move over to the third plane of the Abyss, and re-enter Temporal Prime, each timestream he can now perceive is an alternate third plane of the Abyss. This phenomenon is due to several factors, such as the different rate at which time flows within different planes, but it is a natural limitation of the humanoid mind.

Conceivably, the chronomancer could find a way to open the timestreams of other planes directly, but the difference in temporal current would be dangerous. Also, if he somehow made all timestreams visible, the chronomancer would only see masses of lifelines and would not be able to tell where one reality/plane ended and another began.

End of the Line

If the chronomancer managed to travel back or ahead far enough, an end to the lifelines would be found. These ends correspond to a time before life appeared on the world and a time after all life disappears from the world. Neither is an end to the timestream.
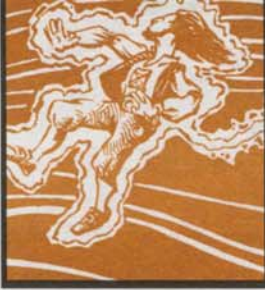
Linear substance does not leave a physical trace on Temporal Prime, but it still exists. Within the timestream, the mist-smoke still travels in thinner, more turbulent patterns, while in the true void, it condenses and flows together much more smoothly. Travel within the boundaries of the timestream past the lifelines is exactly the same. The characters can still slip into reality, though the conditions may be unsuitable for humanoid life.

Inside the Timestream

A chronomancer in Temporal Prime appears near the middle of the timestream, apparently floating in midair, surrounded by a vast wilderness of lifelines. Some lines run straight with no major twists, while some writhe as living things in reality interact with each other, but all lifelines run in roughly the same direction. They could be left to right, back to front, or up to down, depending on the viewer's orientation, but the lines are always running from the past to the future.

A birth can be detected by a second lifeline splitting from the original, and a death by the gradual fading of the line into a ghostline and then nothing. The lifelines of people involved in intense interactions (a husband and wife, or a band of adventurers being devoured by a black dragon) would intertwine so tightly that one could not pass a hand between them.

The lifeline belonging to any organism that slips to Temporal Prime stops at that instant, and a trail of silvery mist follows it in the same way as an astral tether. The tether is not permanent, but any given portion does not fade until the owner is at least two days of normal travel distant. When the lifeform slips back to reality, the tether completely fades, and the lifeline on Temporal Prime continues from the point entered. On a plot of time, it appears that the lifeline has a large gap in it. More of this is covered in detail in the following chapter.

Some areas in the timestream have few or no lines, and some areas are impassable due to the *event tangle* of thousands of lifelines. The location of the lifeform in reality often dictates which lifelines are close. Normally there is room enough between lines for a person to pass easily. Even in areas corresponding to crowded cities, the lifelines do not normally impede passage. Event tangles are usually small, only a few dozen lines, easily passed quickly by, but they can grow large enough to impede progress for several days or prevent a chronomancer from reaching the nexus.

An event tangle usually occurs by at least one bright silver line (and probably more) tying large numbers of others together, but it could also begin with something as simple as a natural disaster. Either way, the event equates to a focal point of time-space affecting anywhere from dozens to thousands of lifeforms. The deciding battle of a war, the assassination of a monarch, and councils between countries, large cities, or very powerful wizards might be possible event tangles.

A light, bluish gray mist-smoke exists among the lifelines—the same substance found in the voids between timestreams. This is a representation of the momentum of time, it being so great it has begun to intrude in a physical sense. Within the timestream, it alternates between thin sheets and wispy tendrils drifting in the direction of the future as if blown by an unfelt wind. Regardless of a character's speed of travel, the mist-smoke always drifts slightly faster. Within the mist-smoke are small threads of matter known as *strands*. These vary in length from one to six inches, and are usually invisible. Those that can be seen appear as small white threads, and their effect is discussed later.

Many features of Temporal Prime have not been discussed in detail or at all. Most of them can be classified as disruptions to the normal flow of time, and their explanations are best withheld until later.

Several small forays into this new world leave me with questions and new directions for study that overwhelm what little I learn. Hours spent within the same fragment of what I believe to be a dimensional plane are yielding few results.

My plan is for a prolonged stay in this pseudo-reality. I have assembled the equipment I may need to keep myself safe and aware of my route of travel. Perhaps I may learn more of the larger picture and might begin to understand its secrets, only the slightest of which I have penetrated.

—Opening lines of
The Second Journal of Kandalon

Anyone traveling Temporal Prime must understand that there is much unknown about it. Questions arise. How did Temporal Prime come about? Where did the creatures come from? How can linear beings exist out-side of their natural time-space? Good questions, but if the chronomancers know, they aren't telling.

Many general aspects, and even some specifics, are common knowledge among those who study the phenomena of Temporal Prime: how to get there and back, the effect of gravity, how to travel through time, the hazards of this pseudo-reality. These are details which are easily discovered through a bit of testing by anyone traveling Temporal Prime.

Slipping into the Scene

Travel to Temporal Prime has been referred to as expanding one's consciousness. Since the planes of existence are reflections of this pseudo-reality, Temporal Prime must always be present within any plane, but at a level too basic for linear creatures to comprehend. In

theory, instead of traveling to reach Temporal Prime, a character remains at rest and expands his Wisdom to overlay the reality about himself with Temporal Prime. In effect, he mentally forms Temporal Prime around himself.

Timeslip is the normal method of reaching Temporal Prime, but unless you are a chronomancer or know one, it is hard to come by. Chronomancers guard their secrets well, often to the point that it is amazing that they manage to ever trust an apprentice.

Timeslip is relatively weak, only a 2nd-level spell, which suggests that the barrier between reality and Temporal Prime is extremely thin. The spell manipulates the Wisdom of the recipient, making the caster more conscious of the flow of time. It is less like opening a doorway, and more a matter of shifting into a state of higher temporal activity or becoming less linear. If the highest state of temporal activity could be reached by a creature, it would exist much like a time dimensional (see page 94), its consciousness extending through time.

Create slipgate does establish a doorlike channel between reality and Temporal Prime, meaning that stepping across the threshold triggers a *timeslip* effect. *Limited wish* can duplicate these effects, and *wish* should open a channel to the pseudo-reality, but only if used by a chronomancer. Other spells make temporary contact with Temporal Prime, but only these that have been mentioned can actually get characters there and back.

If a magical item's effect is similar to any of the spells mentioned above, it should allow travel between reality and Temporal Prime. *Lisker's portal key* is the best known of such items. The *weir of Kandalon* and certain of the *weir*'s gems also allow such travel. There have been rumors that at least one *amulet of the planes* has a setting for Temporal Prime, but it is unlikely, since travel between planes differs from slipping into Temporal Prime.

The temporal dog (see page 90) can slip between Temporal Prime and reality, but only the time dimensional (see page 94) can transport another being with it, and getting it to cooperate can be difficult. If the characters were inside an extra-dimensional space, such as a *portable hole,* fastened to a temporal dog, they would find themselves transported to the timestreams attached to that pocket dimension—not too useful.

The final way of traveling to Temporal Prime is the timestorm (see pages 36–37). Where a timestorm springs up, the chance that it takes "riders," and where "riders" are deposited on Temporal Prime are up to the winds of fate (or the DM). These storms are impossible to predict, and they are a one-way ticket. They do not occur on Temporal Prime.

At the Starting Gate

When you slip to Temporal Prime the first time, you always seem to be near the middle of the timestream—never dead center, but close. Reasons for this vary, but the truest is that when a creature is able to reach that higher level of temporal activity, it overlays reality with Temporal Prime. In a creature's mind, the center of the world is never too far away from it. That and the basic will to survive, the belief that its life is the most precious, focuses everything around itself.

This doesn't work perfectly, though. Other creatures slip to Temporal Prime, also for their first time, forming the timestream around themselves. A median range occurs that places all slipped creatures close to the same range from middle. Interestingly enough, if an observer on Temporal Prime watches a new creature slip in, the timestream does not rearrange itself to place the creature toward the middle. The dimension has apparently already adjusted the timestream to account for the various slips. A few lifelines can be seen to move—the lines the creature would have affected if it had remained in reality.

More on Timestream Formation

Careful deliberation on the mechanics behind the timestream turns up some discrepancies. If the timestream exists outside of linear time, why don't the characters meet themselves in Temporal Prime? Also, if linear time exists at a single point, eventually a chronomancer would be *timeslipping* to or from every point in a world. How does the timestream arrange for the characters to appear near the middle of the timestream?

It comes back to temporal activity. While the timestream may exist outside of linear time, the character does not. If the character became nonlinear, he would effectively be a time dimensional, and it's unlikely that he could again interact with the known world. So, time still exists on Temporal Prime.

With that in mind, it is understandable that, at any given instant, only a certain number of slips occur—very few, when the total number of chronomancers is considered. The timestream interacts along this limited form of time and shifts very subtly, beyond human detection, to ensure the slips take place closer to center. Though lifelines appear to run a straight course, they actually angle just enough to travel from the middle of the timestream out to the edge and back again. If a character could stand outside of linear time completely (as a dimensional), the lifelines would be seething in the timestream to keep the slippage from reality toward the center.

Which Way Is Up?

Temporal Prime is adaptable to the individual, as much of it is governed by perception. Time, air, gravity, distance—all of these normally fixed physical conditions are dependent on the observer. Technically, none of these except time exist on Temporal Prime.

Time Differential. Time exists here in forms never before imagined. This can cause some uncertainty about spell durations, how a character ages, and so on. Remember that any visitors here are still a part of the reality to which they belong; they are merely at a higher state of temporal activity. A round still seems like a round. Spell durations are treated the same, unless noted otherwise in Chapter 6, as are potions and magical item effects. Sleep is still required at normal intervals, as are food and water, and these indicate how much time has passed subjectively.

The amount of game world ("real") time that passes, however, is quite different. Being less linear while on Temporal Prime, characters can accomplish more than those in reality. The differential is about four to one. *For every round that passes in reality, four pass on Temporal Prime.* This is one of the greatest benefits of being on Temporal Prime. A chronomancer could slip from reality in the middle of a battle, spend four rounds on Temporal Prime fixing himself up (three rounds of drinking *healing* potions, one round to slip back), and return to reality to find only one combat round has been missed.

So why can't the chronomancer study the lifelines and slip back to reality directly after leaving? Even though the traveler's lifeline ended at the instant he slipped from reality, it continues to grow while the chronomancer spends time on Temporal Prime. This is referred to as a *shadow line*, and it's created by the ties between the chronomancer's body and his home plane.

This raises a better question. Why can't the chronomancer slip back in time before he left and have two of himself at a time? The material on pages 36–37 focuses on just that, but for now, there is a simple answer. Existing at the same time as yourself, a procedure called *doubling a lifeline*, **is not possible** for all intents and purposes. DMs should expect some whining from players over this, but should pay it no mind.

Air. A creature can breathe on Temporal

Prime. Fires can be lit. Aren't these indications of air? Not exactly. It is thought that the medium needed for breathing is present through the creature's link to its reality. In this way, water breathers, oxygen breathers, and non-breathers could all live together on Temporal Prime. Likewise, the materials needed to build a fire, since they must be brought from reality, retain a link that allows the process to work. Other chemical reactions that require an atmospheric element work similarly.

This effect fades with exposure to Temporal Prime. It is the only condition that operates in this way, and this can cause hardship.

Flammable materials become harder to ignite the longer they're on Temporal Prime. If there for 10 subjective days per pound of material, they cannot be ignited. If taken back to a plane of reality, the materials burn, but if brought back to Temporal Prime before another 10 days (per pound) have passed, they are still nonflammable.

A creature that remains on Temporal Prime for longer than six months discovers that breathing is no longer necessary. If it returns to reality, a –1 is applied to its Constitution for one week. If a full month is spent in reality before slipping back to Temporal Prime, the condition does not repeat for another six months. Otherwise, the condition worsens. After another six months, breathing is lost as an autonomic function. The first round the creature spends in atmosphere, it is helpless while struggling for breath. For the next turn, it can do little but defend itself and work on breathing. A –4 penalty is applied to the creature's Constitution. One point is recovered every month spent in atmosphere. Unless the full four months are spent in atmosphere, the condition relapses immediately.

Gravity and Direction. There are no north, south, east, west on Temporal Prime, since it lacks the normal references. Instead, there are upstream, downstream, and cross-stream—directions referenced to the lifelines and the flow of the mist-smoke. Cross-stream is a bit vague, since it covers such a wide variety of directions, but a sensible group of adventurers can sort it out by staring downstream and establishing a high, low, left, and right.

A creature that slips to Temporal Prime feels as if normal gravity is acting upon it. Its hair (fur, feathers, and so on) lies flat. Weight seems to rest upon it. Everything seems normal, except for the mist-smoke sky filled with lifelines. About then, it notices that there is no ground beneath that interesting skyscape.

Gravity relies strongly on a creature's perception. Again, it falls back to the fact that the creature is still bound by the physical laws of its home plane. Whatever normal gravity would be for this creature (standard, weightlessness, or the neutral buoyancy of most water creatures), that is what this creature perceives.

There is no changing the strength of the gravitational field, but "down" may be any direction wished. Changing orientation does not mean falling. The creature simply spins slowly until its feet are pointing in the correct direction. The high, low, left, and right assignments could become meaningless if much of this reorientation is done, but it takes a small amount of concentration, so there should be no accidental changes in gravity. Besides, the trail of silver mist all linear creatures leave on Temporal Prime can be used to reestablish a proper orientation should an accident occur.

Gravity applies to each creature on an individual basis and extends to anything carried. An item picked up becomes a part of that creature's field, and weight is acquired accordingly. An item dropped and then picked up by a creature with a different gravitational strength becomes heavier or lighter as the case warrants. Two creatures that contact each other weigh according to their own physical laws concerning personal weight, and the other's laws when being acted upon.

An example: Creature A weighs 50 pounds on its normal plane. Creature B, which comes

from a reality where gravity is twice as strong, weighs 100 pounds. In a struggle, they lock embraces and try to lift each other. Creature A still weighs 50 pounds, and its opponent seems to weigh 50 pounds as well. Creature B weighs 100 pounds, and to it, Creature A also weighs 100 pounds because B's stronger gravity is affecting it. In the end, it all balances out, since being from a stronger gravity makes creature B twice as strong.

Distance. There are two ways to measure distance on Temporal Prime, and it is necessary that both be understood. One is subjective—the measure of feet, yards, and miles with respect to the creature. The other is objective—a preliminary topic that leads into time travel.

Subjective distances on Temporal Prime do not change. A yard is still a yard. If another creature appears to be 10 yards away, for all intents and purposes, it is. Subjective distance is used for combat range, area of spell effects, and dimensions of an item or creature.

Objective distance can be a difficult concept. It defines distance within the timestream with respect to the plane it corresponds to. If traveling among the lifelines, upstream or downstream, objective distance equates to how many days, months, or years are passing within reality. A character who travels alongside a single lifeline for a day might slip back to reality and find that he is six months into the future, but he is in the same building from which he left. This is because the lifeline belonged to the innkeeper who never left the place. Or, if the lifeline being followed belonged to a traveling merchant, it is still six months into the future, but the character might be halfway around the world.

If traveling cross-stream, objective distance is the measure of true miles passing in reality. The benefit here is not quite as clear. A character could leave reality at noon, travel cross-stream for four days on Temporal Prime, slip back to reality and find that only one day has

passed (remember the four-to-one differential) and he has traveled approximately 100 miles. This is not the instantaneous effect of a *teleport*, and is not nearly as accurate, since the character has no real idea where his path may lead to, but it's not a bad effect for the use of a couple 2nd-level spells.

Visibility. Visibility on Temporal Prime is limited by the mist-smoke to 60 feet inside a timestream, falling to 30 feet in the voids.

Getting About

As covered in the previous section, subjective distance seems to function normally. When a character paces off 10 yards from another character, they are 10 yards apart when considering combat, spell range, and so on. But there was also mention of a lack of solid ground and the problem with gravity being an independent sensation. How, then, does a character walk at all? And what happens to a dropped item?

Movement. How characters move is affected by their perception. The character knows that 10 paces should carry a person so far, and that running covers that distance so much faster. The character's mind is providing the force needed to move forward. Does it look like walking? Yes. Does it feel like walking? Yes. Do the muscles get tired? Yes.

So can characters mentally propel themselves forward and not pretend to walk at all, like on the astral plane? No. Their minds are still linked with reality and must behave under the proper laws. Consequently, swimming behaves the same way, since the force of buoyancy surrounds a waterborne creature, but flying does not. Flight depends on the force of aerodynamics in defiance of gravity, not propulsion against a solid. Winged creatures must walk.

Inertia. On Temporal Prime, inertia is a stored force, not an active one. This means is that, once a thrown or mechanically launched

object leaves contact with its hurler, it is frozen in place. Drop a stone from arm's length, and it hangs there, seemingly weightless, until another creature takes hold of it, and weight and inertia return. Shoot an arrow or throw a dagger, and it freezes as soon as it loses contact with the bow or hand.

Now remember, the force is stored, not lost. If another creature were to touch one of these fired arrows or thrown knives, the stored inertia kicks in once again, and the arrow pulls out of his grasp. As soon as the item loses contact, it freezes again. If the creature was stupid enough to touch the projectile while standing in front of it, it would penetrate, doing normal damage. This effect pretty much nullifies ranged combat on Temporal Prime, but a few of these inertia-charged weapons make passable booby traps. Also, any such frozen item that is brought back into reality immediately expends its inertia and continues on its way unhindered.

Note: It must be a creature, not plant life, that contacts the object. Also, creatures *native* to Temporal Prime do not trigger the latent inertia, since their own physical laws work differently.

Mapping the Realm

The driving interest behind the study of chronomancy is time travel, the ability to visit the past or future, the wielding of power over the natural course of events. What else holds as much potential for personal gain and expands the horizons of every world in existence?

Traveling an Objective Mile

Travel through Temporal Prime is accomplished through the power of the mind, and subjective distances are unchanged. Objective distance, however, is related directly to the Wisdom of the creature. When a creature moves downstream, it travels into the future. But do a dozen paces equal one minute or one day of time passed in reality? If the creature travels cross-stream, does each pace equal one yard or one mile?

The answer to both questions depends on the state of temporal activity the creature has reached—how less linear it has become. A creature with a high Wisdom reaches a higher state and can encompass more of Temporal Prime. In effect, it is increasing the objective distance covered per day of travel.

To figure out objective distance for one day's travel upstream or downstream, square the Wisdom of the creature. This is how many days pass in reality. For example, if the creature possesses a Wisdom of 10, one day of downstream travel places the creature 100 days into the future. This is all in addition to the normal four-to-one time differential, so it could be said that, for the downstream traveling creature in the example, 100 days plus six hours passed in reality.

By comparison, cross-stream travel is not quite so generous. Wisdom is still the deciding ability score, but the number of true miles covered is limited by the laws of Temporal Prime. The main limit is that the timestream has a set diameter, while the plane it represents is infinite. Also, as objective distance shrinks in the cross-stream direction, the physical obstacles of the lifelines begin to interfere with travel. Consult Table 10 for the cross-stream objective distance modifier. Take the modifier and multiply it by the creature's normal movement rate. A creature with a Wisdom of 10 and a movement rate of 12 would have a modified movement rate of 18.

This does not take the four-to-one time differential into account, so after a normal day's travel (in this case, around 36 miles), only six hours have passed in reality.

Table 10: Travel Modifiers

Wisdom	Distance Modifier
1–4	1.00
5–9	1.25
10–15	1.50
16–23	1.75
24+	2.00

Spells or magical items that increase movement only work if they affect the need for rest. (This rule does not nullify a spell like *Articus's melee manager*, since it affects the mind, not the body.) A typical day of travel calls for 10 hours of movement, allowing for rest stops and meals. This allows double the creature's movement rate in miles per day. A forced march can increase this to 2.5 times the movement rate, but then physical exhaustion can become a problem. A *potion of vitality* would cure this difficulty. After all modifiers have been applied, the creature with a movement rate of 12 and a Wisdom of 10 would be able to make 45 forced-march miles per day (again, not counting for the time differential).

Note that groups move at the rate of the slowest member of the group.

Temporal Shortcuts

Turbulence is the result of an unnatural disturbance in the timestream. The physical indications vary, but there is always a heavy disruption in the mist-smoke of Temporal Prime. Possible effects are alternating dense and thin pockets, whirlpooling, color changes, and, in the most severe cases, a temporary reversal of flow. All of these directly represent a disruption to the momentum of time. If

properly read, turbulence can indicate the location, severity, and type of disturbance. Roll 1d20 and consult Table 11 to determine the types of turbulence encountered.

Table 11: Turbulence Sources

Roll	Source
1–10	Vortex
11	Maelstrom
12–14	Timestorm
15–18	Spell effect
19–20	Change in history

Vortex. Follow any turbulence to its source, and the chances are good that its cause is a vortex. These phenomena look like whirlpools of energy and the mist-smoke of Temporal Prime. The energy flashes in a spiraling descent from top to tip, several bolts always present within the vortex, and bolts entering and leaving every few seconds. Mist-smoke trails down the funnel much slower, and most of it escapes before reaching the bottom. The mist-smoke usually keeps the whirlpool moving and veers off in the small spinning tendrils characteristic of vortices.

A vortex connects to one or more other points in the timestream, allowing days, weeks, or even years to be covered in just a few hours. All a traveler has to do to utilize this convenient bypass is follow the spiral along the wall (travel within a vortex is limited to the sides) from top to spout. This helps the creature synchronize with the change in time's momentum so it can pass through the spout. If the vortex connects to more than one point, the flashes of energy and trails of mist-smoke overlap in 1d4 confusing spirals. Each spiral corresponds to another point the vortex connects to. A Wisdom check must be made to be able to follow a particular path, and a –1 penalty is applied for each additional spiral in the vortex.

After passing through, the creature is in the bottom of another vortex, which could be located anywhere within the timestream. The creature may leave by traveling straight up the side (no spiraling is necessary). Moving downward sends the creature back to the vortex it just left, or in the case of a vortex with multiple spirals, throws the creature to a random point of contact.

To determine randomly how far the vortices span, roll 1d100. The result is the number of days between any two points. If the result is 95–98, roll again and consider the span to be in months. If the first result was 99–00, or the second result a 95–00, roll again and consider the span to be in years. Vortices can also be within a few days of each other and span large distances cross-stream.

Vortices range in size from 10–60 yards across and deep according to how long they've been around. This also affects the distance they span and how many connections they have. A four-point vortex, or a vortex which spans years, is extremely large and very old. Vortices are numerous and can be found nestled within the lifelines at irregular intervals. The minimum distance between them is about three days' travel; the maximum is about two weeks apart. Vortices are relatively stable, which means they can be mapped out, giving the chronomancer a rough map through time and reality, but they can also be created and closed, so the map is not always accurate.

Maelstrom. A maelstrom is a large network of vortices that connect on a specific timestream to each other as well as to those of different planes of existence and other worlds. A maelstrom looks like a giant storm brewed from the mist-smoke, with large vortices (the 60-yard type) fighting for dominance, and smaller vortices branching off from these. The turbulence can range for several days' worth of subjective distance, and lifelines bend sharply to avoid this obstacle.

Anywhere from four to seven (1d4+3) large

vortices are present in a maelstrom. Called *anchor vortices*, these all have four spiral patterns, and a few have smaller vortices spiraling out inside walls. Consult Table 12 to determine these vortices' connections. For all large vortices, apply the –3 penalty to Wisdom for multiple spiral patterns, regardless of the number of connections. The smaller vortices are standard types, the only difference being an extra –1 penalty to Wisdom checks due to their positioning inside another vortex.

Table 12: Anchor Vortices

Roll	The Vortex's Connections
1–5	Four-point vortex, all same time-stream.
6–10	One-point vortex with a span of 5d10 years.
11–12	Two-point vortex to another plane, same world.
13–14	One-point vortex to another plane, different world (nearby).
16–18	One-point vortex to another world, different crystal sphere.*
19–20	Two-point vortex to another world, different crystal sphere.*

While maelstroms have never been closed (whether by design or on their own), the vortices within them sometimes change destinations (25% likely with each visit). Often (75% likely with each visit), the number of vortices shrinks until a maelstrom has only the minimum of four. The changes are thought to come from direct manipulation of the maelstrom by time dimensionals or Guardians (see page 59).

Timestorms, Spell Effects, and Changes in History. These types of disruptions are dealt with in the appropriate sections (timestorms: pages 36–37; spell effects: Chapter 6). Historical changes are discussed as follows.

*See the SPELLJAMMER® boxed set.

Changing History

Some of the biggest DM headaches from time traveling are the problems a change in history brings. What happens to the memories? How quickly do the changes proceed forward? What is the effect on Temporal Prime? Most of these questions are left to the judgment of the Dungeon Master, since it is hard to place set rules on all possible tamperings with time. By following the basic guidelines of the momentum of time, however, much of this chore is covered.

Mechanics of a Paradox

Any change to the natural order of events produces turbulence on Temporal Prime. This turbulence usually begins at the point of the event and spreads downstream in a cone-shaped field of mist-smoke disruption as the change's area of effect spreads to include more creatures. Limited patches of upstream turbulence are common, since changing the natural order of events is one of the most severe disruptions to the momentum of time. The subjective dimensions of the affected area and the length of subjective time for which the turbulence exists depend on the magnitude of the change. A *sleeper change*, in which a piece of information or an action is inserted into the natural order with no effect until a later date, is slightly different. The turbulence pattern here is a long, thin ribbon that blossoms into a major disruption at the activation point.

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

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

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

For a minor change, the time it takes for turbulence to clear is roughly one fourth the objective distance affected. If two months of actual time (the downstream objective distance) were affected, two weeks would pass on Temporal Prime before the turbulence clears. If the event was much more prominent (say, preventing the assassination of a great ruler), it would set up a chain of events that would rearrange lifelines and create turbulence for years. This is more than an extended version of the above scenario, since such activity is not always advantageous for the chronomancer.

Dealing with the Paradox

A chronomancer can change history with ease, but the effect of the change is doubtful. The chronomancer cannot always predict the exact nature of the changes, since the wizard and the momentum of time are probably working toward two separate ends.

Buying up the land where Imperial City should someday stand could create turbulence, especially where the chronomancer's personal fortune is concerned. However, the momentum could easily rearrange lifelines so that the Empire chose the lands next to those belonging to the chronomancer or, worse, merely confiscated the lands instead of paying for them. The problem is solved, and the chronomancer is also out a fair bit of pocket money.

Here's a more difficult problem. A chronomancer appears at a battle 200 years in the past and assassinates a great general. The event causes such a large upheaval that turbulence upstream of the event rearranges the chronomancer's lifeline and causes the *arrow of slaying* to miss. Any determined character should be able to accomplish this task, though, so eventually the general dies. The turbulence is incredible, so much so that lifelines are affected far upstream of the incident. After rearrangement, it is discovered that the general wasn't so great after all. It was his lieutenant that made up most of the battle plans, and this lieutenant was able to take over the job easily. The history books are written differently, but the overall effects are the same (the battles were still won, and the country had its hero).

All chronomancers who have an interest in the event are likely present at the same time. The decisive battle of a war might be lousy with Historians, Guides, and Travelers. Chances are there are some who would oppose any changes. Sideline fights often develop, taking precious time away, so few if any changes are actually made. So why doesn't the chronomancer go back and do it again? Remember the rule about doubling your lifeline? It is not possible. The chronomancer could go back further and try to set up more favorable conditions, but it's a DM's judgment call as to whether the changes progress in the chronomancer's favor.

What if a chronomancer travels back to a time he didn't exist in and remains there long enough to overlap with a point where he did? In a timeline from A to Z, lets say the wizard is born at D and becomes a chronomancer at G. The wizard then skips ahead to P, hangs around until R, and then goes back to H. There is no problem yet, but let's say the wizard forgets where he came in before and tries to stay until Q. From time P to Q, the chronomancer has already existed on this plane. Attempting to double lifelines is the main ingredient for a timestorm, as detailed on pages 36–37.

A sleeper change requires some extra care. Sleepers are things like the chronomancer traveling to the past and leaving a message that will later be given to him. This message could warn of an event or give investment advice. The turbulence is slight, since there is no interaction until a certain point. The problem is that the sleeper directly confronts the momentum of time and is generally shifted severely before it reaches its goal. Perhaps the message is lost, or an enemy of the character gets it first. Perhaps it is received, but the momentum of time has already shifted so that the new knowledge is useless. How much the chronomancer can get away with is up to the DM, but a sleeper should never end up working smoothly.

A Lasting Impression

While the momentum of time is working to smooth the temporal flow, affected portions of the timestream are kept in a state of flux, making them more susceptible than normal to manipulation. As a result, any change made by outside influence has a greater chance of remaining as an important event in the time-space continuum, but it's most likely mutated from its original intent. This involves some thought on the Dungeon Master's part, but nothing too difficult.

Take the earlier example of the chronomancer slaying an important general. There is intense turbulence on Temporal Prime over a period of several years while the momentum of time works to smooth matters out. During this time, another chronomancer (or the same one—perhaps the initial act was to set up these chaotic circumstances) slips into reality two days after the general's death, posing as the replacement. The momentum of time latches onto this action as a solid core on which to rebuild a workable short-term history. The chronomancer is accepted as the replacement and might even go on to win a major battle or two (or he may wish to sabotage the war effort, in which case the battles are lost). Now the momentum of time reworks short-term history in a way the chronomancer did not foresee.

Assume that the chronomancer was a saboteur and a few major battles were lost. The momentum of time has built for this army to win the war, so pressure is put on a minor commander. He wins battles he would have lost, and he eventually wrenches the reins of control from the chronomancer and wins the war. Victory is still gained, and the commander fills the vacancy left by the general.

But, what if the chronomancer was trying to help? He wanted to gain the glory or to do the job with less bloodshed—whatever. The momentum of time still latches onto the wizard as a focal point for the short-term history, but as a sacrificial being. Once the chronomancer assumes command, reality is warped such that he is the target of multiple assassination attempts until one succeeds. A second martyr (the wizard) inspires three military commanders to their peak ability. They mop up the opposition and form a police state that lasts the duration of the turbulence. This police state keeps everything under tight control while the natural order is in flux, and the last event before the turbulence dies away is the shifting back to the way things were supposed to be after the war. Second-guessing temporal momentum is a risky thing. A chronomancer should remain on the sidelines or get in and out fast.

Hazardous Duty

Precious little has been said concerning the hazards of Temporal Prime, since an overall understanding of the pseudo-reality was necessary before most of them could be discussed. Temporal Prime has much more than different physical laws. It possesses natural hazards, many unique creatures, and gateways to others planes and worlds.

Creatures

Temporal Prime has a stable ecosystem that is fairly hostile to the adventuring chronomancer. A few of the creatures are neutral or even friendly, but for the most part, avoidance or combat is recommended.

Tempsynth. The bottom of the food chain on Temporal Prime is a communal organism known as tempsynth. It can be found coating the lifelines in patches, the larger ones appearing on bright silver lines, and it could be taken for a vegetable growth if not studied closely. It resembles a mold the color of beeswax. The entire patch moves along a lifeline, and if it meets another patch, they swirl about and reform in a patch half again the size of the smaller. It is impossible to tell whether this is due to their way of assembling or if there is a microscopic battle going on with the losing members reluctantly joining the ranks of the victors.

Tempsynth is not described as a monster, as it has no aggressive properties and apparently feeds only on arcane emanations from the lifeline. No evidence has been found to indicate that it harms the lifeline's owner.

Temporal Mite. Another relatively harmless, albeit annoying creature, this parasitic insect exists on Temporal Prime and can be carried into reality. If it becomes separated from its host while in reality, the mite dies.

Temporal mites exist among the lifelines, traveling in small swarms (1d10 + 10) and feeding off of the temporal forces that bleed into Temporal Prime from reality. When linear creatures are nearby, the mites fasten themselves to them where they cannot be seen. There is only a 20% chance that they are detected without a careful search.

When mites are encountered, roll 1d4–1 for the number that attach to each creature. Once attached, the mites feed on the linear creature's interaction with time. Afflicted creatures behave as if under a *Wesley's temporal disjunction* spell (see page 47) until all mites are found and removed.

Combat

Ability Scores. The normal bonuses to Armor Class for Dexterity do not apply here, since the mind controls all action. Instead, nimbleness is related to Wisdom, and the normal scale for AC bonuses is applied using that ability score (for example, a Wisdom of 18 grants –4 to AC). Strength bonuses are apparently unaffected, since Wisdom directs movement instead of powering it.

Initiative. Regular initiative is still used, with the following exceptions. The modifier for higher ground is nonexistent due to the ability to reorient gravity. There is a foreign environment penalty for those who are not native to Temporal Prime and have not spent 24 hours there. Other modifiers can be added or stricken at the DM's judgment.

Ranged Attacks. Any thrown or mechanically launched object ceases traveling the instant it loses contact with the creature's field. Magical items are excepted, as they have a special link to reality; they work nor-

mally. Due to the lack of gravity, however, they do not stop until they hit something.

A breath weapon or similar effect does not lose its momentum, since it remains a part of the creature's field. Ranged magical attacks, such as *magic missiles* or *spiritual hammers*, still succeed, since their movement is magical.

This limits ranged fighting severely and places the advantage with spellcasters. Since most travelers of Temporal Prime are spellcasters or have a spellcaster with them, this advantage often evens out. Attacking a creature from range grants no experience points unless this creature has a fair chance to somehow return the attack.

Combat Modifiers. The modifiers for higher ground and being off-balance do not exist due to the lack of gravity. If there is a way to see beyond 60 feet, the penalties for both medium- and long-range missiles are dropped, since a straight line path can be established by magical weapons, and there are no problems with drop or wind factor.

Natural Hazards

Temporal Prime has some natural hazards that do not need teeth or claw to injure the unwary chronomancer. Vortices and maelstroms fall into this category, as do the strands, and though timestorms exist only in reality, they deserve coverage here, too.

Vortices are favorite homes for the Temporal Prime's denizens, mostly because these phenomena tend to draw fresh supplies of imported nourishment, namely chronomancers. The base chance of a vortex harboring some type of creature is 50%. This makes any vortex, even the smallest one, potentially hazardous, and there is a +10% modifier for each spiral pattern the vortex possesses.

Also, the energy wall of a vortex cannot be passed through without incurring damage. Normally, you walk through one from circumference to spout in a spiral pattern along
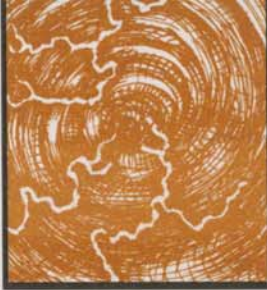
the wall, or if leaving the vortex, straight up the wall. Passing through the wall creates an effect similar to *chain lightning* but with double the range for the subsequent bolts.

Maelstroms contain several vortices and are correspondingly more dangerous. The base chance for an encounter in these is 75%. The anchor vortices always contain at least one creature, even if it's harmless. Maelstroms maintain large concentrations of temporal creatures and, in one case, Guardians.

Maelstroms also have an interesting effect on the stability of Temporal Prime. The severe disruption to the momentum of time results in several random effects. Once the border of a maelstrom is crossed, there is a 10% chance per turn of one of the following spell effects (decide randomly) affecting the chronomancer for the normal duration: *precognitive sense, time snare, minor paradox, slow, Wesley's temporal disjunction,* or *time stop.*

Strands. Hidden in the mist-smoke of Temporal Prime are some of the largest nuisances to a chronomancer and a source of possibly great danger: strands. Most strands are invisible, and the 10% that are visible appear as small white threads, 1–6 inches long. They drift along in the mist-smoke and are extremely adhesive, fastening to any organic substance they touch that is not native to Temporal Prime. Armor or clothing is penetrated as if it doesn't exist, and the strands do not feel sticky or restrict movement. Strands travel in *strand packs* (small patches of 1d6 strands) and *strand clouds* (6d6 strands) that sweep through timestreams and voids with catastrophic effect. When strands are encountered, a quick check on Table 13 can determine their formation.

Table 13: Strand Formations

Roll	Formation
1–5	Strand pack (1d6)
6	Strand cloud (6d6)

Strands appear on the random encounter tables on page 38. If a single strand or a strand pack is encountered, it is assumed to automatically fasten to one of the characters. If a strand cloud is encountered, up to 6 strands can fasten to each character. Determine randomly who the first character is to be affected, and roll 1d6 for the number of strands. Sweep the cloud along the marching order of the group until all characters are snatched up by the strands or all the strands are used.

Strands have two main effects. The first is a tendency to mess up travel between Temporal Prime and reality. A creature with strands that tries to *timeslip* or use a slipgate must make a Wisdom check with a –1 modifier for every strand fastened to it. This check is made with each attempt. If the modifiers are equal to or greater than the creature's Wisdom, travel to reality is impossible until the strands have been dealt with. If the creature finally forces through into reality, the strands dissipate, but the creature is thrown 5d4 rounds into the future for every strand fastened to it. If several creatures are in a group, only the ones with strands are thrown forward.

The second effect of strands can be even more of a problem. Though fastened to a creature, they still wish to continue to travel with the mist-smoke, and they steadily pull downstream. If the creature is traveling upstream or directly cross-stream, deduct –1 from its Wisdom for movement purposes. If traveling downstream, add +1 to its Wisdom for the same purposes. The rule concerning traveling at the speed of the creature with the slowest Wisdom still applies, so if traveling upstream, the whole group is affected, while the downstream bonus probably means nothing.

Once the creature has acquired a number of strands equal to its Wisdom, the effect is like a dam finally bursting and letting all the water pour forth. The creature is swept downstream at a speed equal to the square of the number of strands it has acquired. Ten strands would

cause 100 rounds to pass in reality for every round the creature travels. Other creatures are not able to keep up, even if they can cover more objective distance. The creature can no longer control any aspect of its movement. It cannot slow, alter direction, or even move faster. The strands pull it along regardless of sleep or effort, 24 hours per day. If the creature collects more strands, it moves that much faster.

This may not seem like a bad deal if the creature doesn't have to worry about traveling companions, but while strands do not suffer from bumping into lifelines or glancing off a resident of Temporal Prime at high speeds, a creature from reality does. For every turn of travel, roll 1d20. A 1 indicates no collision that turn. A 20 indicates a one-round encounter with a hazard of Temporal Prime. There is a 35% chance that the hazard is a creature (see the tables on page 58) and a 65% chance that it is a temporal hazard (see Table 16, page 48) For any other result, the creature collides with 1d10 lifelines, suffering 1d6 points of damage per collision. Roll each "attack" one at a time and allow the character one action between each roll.

To free itself, the creature's first concern would be to fasten itself to a lifeline with an anchor of some type or, if it is already being swept along, try to catch a lifeline with each collision. On a successful attack roll against AC 10, the creature grabs a lifeline, but it must make a Strength check each round to hang on. Even if the check is made, the strands have a 1% chance to break the grip for every strand. This includes breaking ropes or anything else holding the creature in place.

Getting rid of the strands is even more difficult. After clothing is removed, *universal solvent* dissolves one strand for every ounce used. A weak acid solution (lemon juice, vinegar, etc.) can be applied and heavily scrubbed over the creature, too. The acid dissolves one strand per round.

Timestorm. A timestorm is not really a hazard of Temporal Prime, but it can be created only after time travel, which is a major use of Temporal Prime, and so it is covered here. The momentum of time reacts severely with those who attempt to abuse the time-space continuum by trying to double their lifeline. A creature not being able to exist in the same plane in two different spots at the exact same time is a fundamental rule that the momentum enforces rigorously.

Timestorms begin to brew a month before the lifeline doubles. If there's not nearly that much time (before the attempt to double is going to occur) when the chronomancer slips into reality (the Prime Material Plane), the storm gathers quickly and within a few days (or hours or minutes if the chronomancer is really cutting it close), it's at its proper level. Early symptoms include such things as the person attempting the doubling experiencing déjà vu, *minor paradoxes*, and small amounts of *Wesley's temporal disjunction*.

At first, these effects occur at a rate of once per day. As the time for the attempted doubling draws near (less than a week away), the impending storm becomes apparent, as these minor symptoms spread to those around the chronomancer (the unfortunates caught near the eye of the storm). These effects happen more frequently. At least once per hour, a randomly chosen member of the group experiences one of them.

In the final day, things like random *time stops, time snares*, and *paradoxes* affect all of those within the storm's overall range, and each effect occurs once per hour. In the final hours down to the last second, things grow exceedingly more bizarre, as temporal spells now randomly affect bystanders even more frequently (once per turn, now including *accelerate lifeline, major paradox*, and *temporal push*). It's even possible that time dimensionals or Guardians appear (check each turn). At the instant before the lifeline doubles, the storm opens a portal to Temporal Prime and draws the attempted doubler through, and each creature within the eye of the storm has a 10% chance of being sucked in as well. There is also a 10% chance that the portal is permanently established.

The range of the storm is a DM's judgment call, and it relates to its momentum. The storm begins in a 30-foot range around the chronomancer and spreads as the attempted doubling nears. If the chronomancer has been there a few days, the storm is small (100-foot range at its peak), but if he's been there for some time, it could range up to one mile for every six months. The eye of the storm (for checking who or what gets pulled through) ranges from the starting 30 feet to a maximum of 100 yards (which is reached if the attempted doubler stayed longer than six months). The turbulence pattern on Temporal Prime corresponds to the one-month build-up and expands in a cone shape to cover the correct geographical area.

The base chance for a time dimensional to be attracted to reality near the storm's peak is 25%, and the base chance for a Guardian is 15%. Both are modified according to the size of the storm. For every week that the doubler has been in reality, add 1% to the base chance. For the largest storms, dimensionals and Guardians would both be automatically alerted and show up.

One last effect of a timestorm is the incredible temporal force that builds in the eye of the storm. This force is very powerful where chronomancy spells and spell effects are considered, and some reckless chronomancers have been known to purposely incite these storms to better their casting ability. If the storm is considered small, in the last hour of the storm before doubling, increase the power of chronomancy spells by approximately 0.5% per minute. If the storm is large (greater than one mile), increase the spells' power by 0.5% each minute over the last two hours.

This involves a little estimation on the part of the DM, but it's fairly simple. If the spell effect has a percentage chance of failure, subtract the bonus percentage from that chance. If there is a saving throw, for every 5% of bonus, add a –1 penalty to the saving throw of any victim of the spell. Adjust range, duration, and the like accordingly, always rounding any sort of fractions down. Remember, the chronomancer cannot be sure of the exact time to the doubling unless very accurate records were kept, and the random effects and possible appearance of Guardians or dimensionals can cause delays.

Note that, once the attempted doubler has been removed to Temporal Prime, the storm ends instantly, its power entirely sucked back into Temporal Prime where it rightfully belongs.

Off the Beaten Path

Most everything said deals with the timestreams and not the voids separating them. For the most part, this is because they are easily ignored, since there is no real use in traveling them. There are few creatures and no physical substances such as lifelines to use as reference points, just a huge area of dense mist-smoke that roils and flows along in the normal direction. However, if the characters come down hard enough with the exploring fever, a Dungeon Master could find them leaving the timestream and venturing into the voids. At least preparation is simple.

Treat the first 100 feet into the void as part of the timestream. The mist-smoke behaves normally. Visibility is limited to 60 feet, and there's the same chance for strands. Creatures from the timestream rarely stray beyond this limit unless otherwise noted in their descriptions. Some might think it's a good area to get snatched by strands and ride the temporal current without fear of obstacles, but the mist-smoke always drifts back into the timestream

at some point, putting the character in for a good battering. Also, if the characters are attempting to breach the timestream of another reality (this would be its fringes), they would accomplish it here and have no use for venturing out further.

After 100 feet, the mist-smoke grows denser until visibility is restricted to 30 feet. The chance for strands goes up, and any strand encounter is with a strand cloud. Creatures can be encountered only if their descriptions mention they travel the voids, or they have somehow been forced out there.

Technically, the timestreams for alternate realities are a measurable distance apart, but traveling the voids never gets a creature to one of them. The deeper one goes into the void, the more time plays strange tricks. *Time snares, Wesley's temporal disjunction, time stops*, the occasional *temporal stasis* that could last one round or one year—these effects quickly become more trouble than the traveling is worth.

Long before the characters can reach another timestream, they are covered with strands. The adventurers are outside the influence of the timestream, so there is no travel into the future except for the four-to-one differential that continues to tick by. They feel as if they are being swept along, occasionally encountering a creature which will decide the character must be nutritious, but with respect to the timestream, they have not moved. Also, once the characters travel back toward the timestream, they find that the strands are still holding them in place (remember, conscious movement has been lost). They must de-strand themselves before getting back to reality.

Unless careful preparation is made, the voids are no place to go adventuring. All characters, prior to much traveling on Temporal Prime, should receive proper warning about what to expect. This should be enough to keep them from straying.

Encounters

There are three cases for encounters: reality, Temporal Prime in a timestream, and Temporal Prime in a void. Reality is simple, since the chance of encountering a temporal creature is so close to nil it does not matter. An exception to this rule is when a spell effect lures a Guardian or time dimensional into reality, but this effect is handled per the spell description.

On Temporal Prime within a timestream, roll 1d6 for every two hours of general traveling (no vortices or maelstroms) and every four hours of resting. On a 1, use Table 14 to determine whether the encounter is turbulence- or creature-based. If turbulence-based, pick from the appropriate choices or refer back to Table 11 (page 28) and proceed from there. If creature-based, pick from the appropriate choices or proceed to the table corresponding with the creature's frequency.

Table 14: General Encounters

Roll	Encounter Type
1–8	Common creature
9–13	Turbulence
14–17	Uncommon creature
18–19	Rare creature
20	Very rare creature

Table 15: Common Encounters

Roll	Temporal Creature
1–3	Tempsynth
4	Strands

Table 16: Uncommon Encounters

Roll	Temporal Creature
1	Temporal dogs
2	Vortex spiders
3	Temporal mites
4	Unknown

Table 17: Rare Encounters

Roll	Temporal Creature
1–2	Tether beast
3–4	Temporal stalker
5–6	Temporal glider

Table 18: Very Rare Encounters

Roll	Temporal Creature
1–2	Time dimensional
3–4	Guardian

Traveling within a void on Temporal Prime is a different case, since several creatures and several effects of turbulence do not exist there. Roll 1d6 every four hours of travel or eight hours at rest. On a roll of a 1, roll 1D20 and consult Table 19. If the roll is a 20 and turbulence is discovered, it is automatically generated from a spell effect from a nearby source such as another chronomancer, a creature in *temporal stasis*, or one of the random effects of the void.

Table 19: Encounters in the Void

Roll	Encounter
1–5	Strands
6–10	Temporal glider
11–13	Unknown
14	Temporal dog
15	Vortex spider
16	Temporal mites
17	Temporal stalker
18	Guardian
19	Time dimensional
20	Turbulence

Dungeon Masters may pick and choose from these tables as they wish and are encouraged to set up their own tables as the situation warrants.

Perhaps there is a way, a special path a wizard could follow. Think of the applications that arise from the theory of temporal magic: to truly know your origin, back through your ancestors and to the primal beginning, to not only help shape the future but to travel among the utopias which could be created. It places the omniscience and possibly the omnipotence of the divine into the hands of mortals who may use the power daily in the cause of righteousness. How could the future go wrong?

—Excerpt from *The Oration of Kandalon*, given to the Mentirn Dynasty one year before its fall

Table 20: Chronomancer Nonweapon Proficiencies

Proficiency	Slots	Ability	Modifier
Appraising	1	Intelligence	0
Disguise	1	Charisma	−1
Future History*	1	Intelligence	−2
Languages, Future*	1	Intelligence	0
Local History	1	Charisma	0
Prophecy*	1	Wisdom	−1
Time Sense*	1	Wisdom	−2

* New proficiency.

A chronomancer is a student of an elite wizard school that falls somewhere between divination and alteration. Chronomancers are specialists by definition, and they are the only characters allowed to cast spells belonging solely to their chosen school. The opposition schools to this course of learning are necromancy, abjuration, and conjuration/summoning. Chronomancers may not cast spells from these schools and can possibly suffer other effects from them.

The school of chronomancy is never seen among the magical academies. Its only method of study is the ancient master-apprentice style. From a master, or from those to whom a master refers an apprentice, new skills may be learned that cross the normal boundaries of a character class or that are unavailable to all but the chronomancer.

Nonweapon Proficiencies

Chronomancers have four new nonweapon proficiencies: future history, future languages, time sense, and prophecy. Additionally, they can choose local history, disguise, and appraising at no extra slot cost. See Table 20 for a full listing of the chronomancer's nonweapon proficiencies (in addition to those from the General and Wizard categories).

Future History

This proficiency gives the character a general historical knowledge of the specific legends and lore applicable to a future time and place. The time and area must be specified and cover an appropriate span. The correct coverage of a period would be something like studying the rule of Emperor Cassitor and all lands touched by his military program, or studying the general history of the Tegran Empire up to the wars of domination by said Emperor Cassitor.

The character has a familiarity with the events, legends, important individuals, customs, locations, crafts, and other such information pertinent to the specified period. A proficiency check is required whenever the character wants to know something specific. If the character is actually in the time in question, a working knowledge of basic social customs and political issues is assumed.

Future history can be learned in any three ways. The first is through the teachings of someone else, like another chronomancer. Traveling to this future land and studying it first hand also grants the required proficiency. And finally, the character might be able to obtain a history book covering this era from further in the locale's future.

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, first-hand 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 nonchronomancers. *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 on 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

Delay Image
Detect Temporal Anomaly
Lasting Breath
Slow Metabolism
Precognitive Sense

Level Two

Accelerate Plant Growth
Alacrity
Alternate Reality
Haste
Life Sounding
Preserve
Slow
Timeslip

Level Three

Articus's Melee Manager
Extension I
Life Tether
Minor Paradox
Plant Growth
Time Snare

Level Four

Extension II
Prophecy
Temporal Push
Timeheal
Wesley's Temporal Disjunction

Level Five

Accelerate Animal Growth
Articus's Devolutionary Warrior
Create Slipgate
Extension III
Temporal Wall

Level Six

Conceal Temporal Anomaly
Magic Manager
Paradox

Level Seven

Permanency
Temporal Eye
Wesley's Delayed Damage

Level Eight

Accelerate Lifeline
Foresight
Item Supercharger
Temporal Stasis
Timereaver
Time Stop

Level Nine

Major Paradox
Sever Lifeline
Temporal Shell

Italicized spells are from the *Player's Handbook*. **Bold** spells are from the *Tome of Magic*.

First-Level Spells

Delay Image (Reversible)
Range: Touch
Components: V, S
Duration: 5 rounds + 1 round/level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Neg.

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 THAC0, 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
Range: 0
Components: V, S
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

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)
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

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
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

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 chronal 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)
Range: 10 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

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 type 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
Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None

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)
Range: 10 feet per level
Components: V, S, M
Duration: 3 months/level
Casting Time: 1 round
Area of Effect: 25 cu. ft./level
Saving Throw: None

By use of the *preserve* spell, the caster can halt the decay (including shelf ripening) of any nonliving 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
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 3 rounds
Area of Effect: Special
Saving Throw: Neg.

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
Range: 60 feet
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

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
Range: Special
Components: S, M
Duration: 5 rounds/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Neg.

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 × 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
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

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

Range: 60 yards
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Neg.

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

Range: Touch
Components: V, S
Duration: 1 turn
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

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 prophecize 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

Range: 10 yards + 5 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special

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, allow-

ing 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 on 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
Range: Touch
Components: V, M
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special

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 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 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
Range: 60 yards
Components: V, S
Duration: 1d10 + 5 days
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

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)
Range: 10 feet/level
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: 1 animal
Saving Throw: Neg.

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 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 99%) or die within 1d4 rounds. Any actions (combat, flight, and so on) the creature takes during the process occur at half its normal abil-

ity (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 bio-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
Range: 20 yards
Components: V, S, M
Duration: 5 rounds + 1 round/level
Casting Time: 5
Area of Effect: 1 human, demihuman, or humanoid
Saving Throw: Neg.

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
Range: 5 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: 20 sq. ft.
Saving Throw: None

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
Range: 30 yards
Components: V, S, M
Duration: 1 turn + 1 round/level
Casting Time: 5
Area of Effect: Up to 10 sq. ft./level
Saving Throw: Special

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
Range: 10 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 1d4 turns
Area of Effect: 1 anomaly
Saving Throw: None

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
Range: 0
Components: V, S, M
Duration: 1 round/2 levels
Casting Time: 6
Area of Effect: The caster
Saving Throw: Neg.

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
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

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
Range: 0
Components: V, S, M
Duration: 1 turn + 2 rounds/level
Casting Time: 3 turns
Area of Effect: The caster
Saving Throw: None

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 *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
Range: 0
Components: V, S
Duration: 1 turn + 1d10 rounds
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

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)
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

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 one subjective day.

Item Supercharger
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: 1 item
Save: None

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

Range: 1 yard
Components: V, S, M
Duration: Permanent
Casting Time: 3 turns
Area of Effect: 10-foot radius
Saving Throw: Neg.

This spell sends those within its area of effect backward or forward in time, up to five years per the caster's level. 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

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1d4 hours
Area of Effect: The caster
Saving Throw: None

This spell changes an important event in the caster's past. This is just like *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

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

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

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 5-foot radius
Saving Throw: None

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 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.

Items and Artifacts

Chronomancy opens up a new door on magical applications, making life easier for the chronomancer in reality and in Temporal Prime. The following items may be used by any character class unless the description states otherwise.

Amulet of Interpretation: This item functions as a *tongues* spell, granting the wearer knowledge of up to three additional languages. The amulet fastens onto the first three spoken languages or dialects unknown to the wearer, and it resets itself every hour, picking up the next three unknown languages. This item does not grant communication with animals, and it does not extend its powers to the wearer's companions. (3,000 XP)

Cloak of the Chronomancer: This dark gray, light silk cloak is woven from the mist-smoke of Temporal Prime. An *identify* spell mistakenly reveals this to be a *cloak of protection +1* unless it is *identified* by a chronomancer. Then its true nature is revealed.

Anyone subjected to a chronomancy spell effect (including those from items) while wearing this cloak gains a +1 to save. If no save is permitted, one is now granted vs. spells. A chronomancer wearing this cloak can also memorize one additional spell in every spell level he can cast. Also, targets of the wearer's chronomantic spells have a –1 applied to their saving throws. (3,500 XP)

Lisker's Temporal Keys: Lisker, one of the few known chronomancers, invented a set of magical keys to assist in his travels. These look like old-fashioned skeleton keys made of gold, but each has different gems decorating it. The items work when the gems are pressed and the operating word is spoken. An *identify* spell cannot produce the necessary command word, but they are rumored to be easy to figure out (let the players guess). Use Table 23 to decide which key is found.

Using a key has an initiative modifier of 5.

Table 23: Lisker's Keys

Roll	Key
1–6	Portal Key
7–11	Lifeline Key
12–15	Timestream Key
16–18	Vortex Key
19–20	Planar Key

Lisker's Portal Key: Lisker made dozens of these interesting keys, some for trading with fellow chronomancers. The gems decorating these keys are emeralds. With this item, the possessor may *timeslip* as per the spell. This key can be used once per turn. (5,000 XP)

Lisker's Lifeline Key: With one of these, the possessor can sort through the lifelines to find a specific one. For a general creature type, the possessor must have thoroughly studied the creature. For an individual, the possessor must have encountered it before. This key is decorated with topaz and can be used one turn before requiring two turns to recharge. At least ten of these keys exist. (3,000 XP)

Lisker's Timestream Key: These six keys reveal the date in reality with respect to the possessor's location in the timestream. Blue sapphires decorate them, and they can be operated up to one hour before needing to recharge for two hours. (3,000 XP)

Lisker's Vortex Key: Rubies decorate these three keys. They permit you to move through a vortex to the timestream you wish, with no chance of getting lost. This key may be operated in one vortex every six hours. (5,000 XP)

Lisker's Planar Key: This key is unique, and it is decorated with iridescent opals. It is rumored to unlock the desolate areas between timestreams, allowing the possessor to slip between the timestreams of different planes. The difference in temporal current, however, is not negated, and this is still a dangerous way to move between planes. This key can be operated once every 24 hours. (6,500 XP)

Sands of Time: Four to sixteen ounces of these magical grains are found in a bag. For every ounce trickled onto the ground, time is *slowed* as per the 3rd-level wizard spell for everyone else within a 20-foot radius. No saving throw is allowed, but magic resistance still applies. The effect lasts for one round and can be used in conjunction with other spells or items. If more than one ounce is poured out in a single round, a saving throw vs. spells is allowed for every additional ounce. A failed save results in another *slow* effect. If three saves are failed at any time, treat the effect as the 9th-level spell *time stop.* In any case, the user is unaffected. (1,000 XP/ounce)

Storm Warning Bell: This gold and silver bell rings when its owner is near a timestorm. The closer the storm, the more incessant the ringing. It begins as a single peal every turn (when the storm is a week to a month distant) and speeds up from there. With the storm a day to a week distant, the bell rings out once per round. Over the next 12 hours, it rings out twice per round, the next six hours, four times, and so on. (1,000 XP)

Temporal Pool: This pool's water is magical, and it is likely found in a bottle or a bowl of precious metal. When in a bowl of silver or better quality, this water can be used to see into the future or past as per the *temporal eye* spell. Impurities in the water cause slight inaccuracies that cannot be helped, but the better the bowl's metal, the less chance for this. See Table 24 for the chance for error.

Table 24: Temporal Pool Error

Metal	Error
Silver	35%
Electrum	25%
Gold	15%
Platinum	5%

If the water is spilled, it loses its dweomer. If used in a platinum bowl, the strain on the water's dweomer causes it to lose some potency (+5% penalty applied from then on). The water can be transferred to a glass or metal bottle for transportation. (3,000 XP)

Wesley's Hourglass: This looks like a normal hourglass in a wooden frame, but the mist-smoke of Temporal Prime fills it, not sand. When this hourglass is tipped, everyone (including the possessor) within 60 feet must successfully save vs. spells or be affected by a *time stop* for five rounds. The possessor gets a +2 bonus to the saving throw, and if he spends

two rounds preparing the device, no save is required. Activated, the hourglass may be moved without moving the area of effect. It can be used once every 24 hours. (5,000 XP)

The Weir of Kandalon: Kandalon is rumored to have been the first and greatest of all chronomancers, as well as several important figures in history and mythology. While this may be apocryphal, evidence of his travels are found as far back as any. Most believe he was an elf, but it is hinted that his ancestry contained a supernatural bloodline, too. Regardless, he did create his amazing *weir*.

The *weir* is a marble arch in which a heavy veil of Temporal Prime's mist-smoke falls from top to bottom, shrouding the image of the other side. There are 18 large gems, or sockets where gems should be, mounted along the rim of the arch. These gems control the *weir*, which operates a damlike magical field settled across the timestream. Some of the gems change timestreams, but always to a plane within the same reality. The damlike field causes light turbulence across a cross-section of the timestream, but nothing severe enough to warrant the attention of the denizens of Temporal Prime. Some gems control how far upstream or downstream the dam moves, and others control where in reality the window is focused. With everything adjusted correctly, the mist-smoke clears and the scene the characters could step into appears within the arch.

After the settings are adjusted, the last gem locks it into place, and now each gem has a secondary feature (spells like *clairaudience*, *detect invisibility*, and *true seeing*). Some gems (2d4) are missing. A gem taken from its socket gives its possessor the secondary power three times a day. Gems may be reinserted if found. (10,000 XP plus 3,000 XP per gem)

All chronomancers have heard rumors of the Guardians, though few know who they actually are. Tech-wizards from the future, out to rule the timestream? An enlightened organization that fights evil throughout history? A society devoted to the best possible future? Chronomancers from another reality out to enslave this one? The tales grow in the telling.

Who They Are

The Guardians are high-level chronomancers of every conceivable type. The majority are wizards, but Temporal Champions and Raiders are also present in large numbers. These mysterious beings have kept themselves completely hidden from the questioning minds of those in reality and are known only slightly by other chronomancers due to the unavoidable confrontations that occur.

A Typical Guardian

Guardians all started as chronomancers, and they generally follow all the prerequisites. They are elves, half-elves, and humans, with an occasional exception to this rule (for example, a hare or crane hengeyokai from Kara-Tur).

What They Do

The Guardians are pledged to the preservation of Temporal Prime and the timestreams, in that order. As many chronomancers eventually realize, the borders separating Temporal Prime and the planes are tenuous. In fact, the borders can decay. Some degradation is natural, brought on by vortices and maelstroms, but most comes from chronomancers themselves. Manipulation of the natural order of events and tapping the momentum of time to cast spells does harm to the borders, though few would notice. Guardians labor hard to prevent major disruptions.

If They Don't

In an area where borders have worn thin, it takes the slightest pressure from turbulence to finally break it down. Reality then begins to unravel on a dimensional level, and linear time ceases to exist. The timestream loses its continuity wherever reality is breached, and momentum is lost, sometimes to the point where the breach cannot be healed. Reality can become fragmented beyond repair, and the effect cascades from there.

With the momentum of time interrupted, possibly in several places, the ability to repair damage done by time travelers weakens until another border collapses. The momentum of time is latching onto whatever events it can to build on, and the timestream begins to deviate from the natural order in ways that cannot mesh. Sometimes these pieces can be strengthened and turned into alternate timestreams, but it is just as possible that they break down completely and slowly disintegrate. This is a worst case scenario, but it has happened before, and the Guardians can do only so much to stop it. In theory, if enough timestreams were torn down to their composite dimensions, Temporal Prime itself could be threatened. Theories do not presume to predict what would happen with the complete loss of a prime dimension like time.

How They Do It

Prevention of this type of destruction is accomplished personally. The Guardians must monitor the timestreams carefully and try to fix severe damage as they can. They detect turbulence patterns and try to intercept major upheavals in the natural order of events. Failing that, they plan complex infiltrations into reality to thwart the chronomancer's plans. Since most confrontations are of this nature, it is not surprising that a certain amount of friction exists between Guardians

and other chronomancers. Occasionally, a Guardian might rescue a chronomancer from destruction, but this is a special case-by-case determination made by the Guardians.

Limitations

Guardians set themselves high goals in their attempt to prevent degradation of the timestreams, but there are some things they simply cannot do. Guardians are kept quite busy with important work, and even were one of them to notice a low-level chronomancer making his first *timeslip*, the Guardian would report the activity but would not interfere. There are two reasons for this. The first is that the Guardians are too few to even attempt to stop all chronomancy. The second is that they always need new chronomancers to recruit into the Order. The Guardians fight a battle of numbers, hoping that those chronomancers who advance to a high level while learning to practice their magic with responsibility are enough to help police others as they appear.

All that is left is detection and intervention. The Guardians can only attempt to control the damage being done by those with just enough power to be dangerous. Guardians must ignore most of the tampering in hopes that their number increases to the point that they can solve all chronal problems.

Birth of Chronomancy

The idea of trying to locate the birth of chronomancy and prevent it is often considered, but too many reasons stack up against it.

First, there is no single origin to prevent. Chronomancy was discovered in different times and places with little to no contact between the researchers. Within the separate time frames that present themselves on Temporal Prime, several chronomancers slipped from reality and into the timestream at roughly the same instant. This does not even take the multiverse of worlds into account. The multiple origins mean that the Guardians cannot undertake their prevention with any hope for success.

Second, the momentum of time would work against Guardians. To prevent chronomancy as it originally came about would be to prevent themselves from becoming chronomancers. If the alteration was not done perfectly, the momentum would allow a change in the lifelines such that chronomancy would still develop in some fashion. How could the Guardians be sure that, in this new path, Guardians like themselves would exist?

This is paradoxical thinking, but also an argument they are not ready to put to the test. In fact, one major task of the Guardians, to which several dozen of them are assigned, is to patrol the origins of the Order. This is to ensure that the protectors of Temporal Prime cannot be attacked in this way, and by protecting their own origins, they must protect the origins of chronomancy.

Action and Organization

To attain their goals, the Guardians have set rules and procedures that they follow, some of which have been mentioned above. The following sections detail their organization, which they refer to as the Order, and the basic structure under which they work.

Secrecy

The degree of secrecy the Guardians maintain about themselves and their goals makes a regular chronomancer appear talkative. Guardians are all too aware of their small numbers, and regardless of their higher levels, they cannot afford direct interaction, even of a friendly nature. It would take up too much time that is best spent patrolling and defending Temporal Prime.

Fortunately, the secrecy most chronomancers learn helps establish their animosity toward others. Guardians are careful about those they approach to allow into the Order, and they are especially careful if outside chronomancers are contacted for a special mission. They realize that, with most of their contacts with other chronomancers involving thwarting their plans, they engender a certain amount of hostility, but by only doing so infrequently (and only for the more damaging actions), they hope to keep this to a low level.

The Order

Guardians have structured their organization into almost a religious program. Every Guardian swears binding oaths of allegiance and is placed under several special *geases*. The Guardian oaths are a closely guarded secret, and they are thought to be magical in nature and unbreakable. Guardians place the safety of Temporal Prime above all else, and the protection of the timestreams of their realities next. Last is the protection of the timestreams of other realities, but those realities often have Guardian organizations of their own.

Leading Members. The administrative rulers of the Order form a council consisting of chronomancers of the highest level and knowledge. There is no set number that may be on the council, but it usually hovers around 12. Being placed on the council is the highest honor available to members of the Order. New council members are chosen on the basis of their accomplishments and knowledge of Temporal Prime. The final requisite for acceptance is for the selected chronomancer to discover a new piece of major knowledge about any portion of Temporal Prime. The council discusses and votes on all actions of the Guardians, and for being a democratic bureaucracy where every chronomancer is allowed a say, they are remarkably efficient and can reach a course of action quickly.

Set above the Council is a pair of chronomancers with the ability to override any decision and demand instant loyalty from all members of the Order. Highest of the two is the Premier Temporus, said to be the original founder of the Guardians. Rarely does he put in an appearance, and when he does, he remains cloaked and in shadow. Whether this affectation is to keep a mysterious air about him or has some purpose, the council does not question. No one outside the council sees this figure and few even hear rumors of his existence.

The assistant to the Premier is the Director Marshal. The Director sits in at most council meetings but does not interfere unless necessary. He offers advice and sometimes organizes special missions, possibly without the council's knowledge. The Director is the arbitrator of any dispute or challenge to the Order. His knowledge of Temporal Prime and chronomancy is said to be the highest of all, perhaps in excess of the Premier's. He was directly recruited by the Premier and has never sat on the council, and he also maintains an air of mystery about him. He answers to the name Kourat, but no record has ever been found to suggest his origins. The prevailing thought among the council is that the Director was an extremely powerful chronomancer who kept himself hidden from the Order for decades or perhaps centuries, one more knowledgeable than any other about Temporal Prime. What is known as fact is that the Premier left the stronghold one day and returned with his assistant, who was set above the council. Immediately, there were several changes to the structure of the Order and in the way Guardians handled their affairs.

Stronghold Guard. After a Guardian has taken the oaths and has proven his ability with a few minor accomplishments, he is indoctrinated into the Stronghold Guard. The Guard follows council direction and forms the backbone of the Guardian intelligence net-

work. Its members keep track of all chronomancers under surveillance, filing new information as the monitors make their reports. They compile all research into organized form and help in the experimentation to formulate and prove new theories. Most of the work is routine and would cause severe dissatisfaction in the ranks, except the Guard is also responsible for the patrolling and safety of the stronghold, a demanding task.

The stronghold is located at the center of a giant maelstrom which attracts new temporal creatures on an almost daily basis. Chronomancers, some malicious, often find their way to the stronghold when traveling through vortices, and they must be watched and deterred from interfering. Finally, there are attacks led against the stronghold from forces unknown. Most of the attackers seem to be a form of chronomancer, but the Guardians have yet to discover the origin of this force. Current indication is that they are members of a hostile organization from another reality.

The stronghold itself is an interesting structure. It resembles a normal castle with towering spires and high walls, but it is made of *glassteel* and metal. It rests in the middle of the maelstrom, but the chaotic effects do not take place within 50 feet of the walls or along certain paths that are known to the Guardians. The Guardians realize that their position means a lot of attention, but the convenience of the maelstrom for traveling is undeniable. Besides, the stronghold was fashioned by the Premier, and he has forbidden any discussion on relocating it.

Field Personnel. This comprises the bulk of the Guardian forces. After first recruitment into the Order, chronomancers join this force for a few missions and are then reassigned to the Stronghold Guard. Now and then, a member of the Guard is again assigned to the field, but it is usually a few years before they are transferred to the field on a more-or-less permanent basis.

Guardians working in this area are responsible for patrolling the timestreams and checking on the damage being done. They repair what limited damage they can, and they watch for problems that can be prevented. Normally this involves the discovery of meddling by some chronomancer, tracking the wizard down, finding out what was done, and then fixing it. The Guardians normally ignore minor effects. If it's impossible to tell whether an instance warrants interference, the Guardian reports to the council or makes an on-the-spot judgment.

These Guardians are also assigned as monitors to chronomancers that, for one reason or another, the council has deemed necessary to watch. Reasons for a monitor vary, but a destructive or careless chronomancer is usually assigned one, as is any high-level chronomancer. At high levels, the potential for damage becomes great, and this is also when a chronomancer might be approached for recruitment. Normally, the chronomancer is not approached until reaching the 10th level, but this can be done much earlier in the case of powerful individuals.

A Word of Caution

To be fully aware of their potential, DMs should study the Guardians, but they must beware overusing the Order. This organization can quickly become a convenient method of curbing the actions of players who experiment in areas the DM would prefer be left alone. Not only does frequent intervention go against the guidelines of the Order, but overusing the Guardians in this manner often rankles players. Find other means to dissuade players from the taboo areas, or else take the time to develop the area for good adventuring. Guardians are a last-minute, save-the-day type of device and can be used as the perfect springboard for high-level adventures. Still, for now, less is more.

Sources of magic can be located in many places, and Temporal Prime is no exception. The unique structure of magic in this pseudo-reality does far more than bend existing schools. From its depths, a new school, the school of chronomancy, has been developed.

Where It Comes From

As time moves in linear fashion, it builds momentum. A result of this, almost a side-effect, is that it accrues a form of both potential and kinetic energy that manifests as mystical ability. This ability can be shaped into magical energies, but only with respect to controlling or altering the momentum of time.

The School of Chronomancy

In a form of judo on a dimensional scale, chronomancers turn time's momentum against itself. By doing this, they interrupt the flow of time and manipulate it to their desires. The flow can only be diverted so far, and then it attempts to correct itself. This is a part of chronomancy that many practitioners conveniently forget while they try to bring about radical changes in the natural order of things.

Spell Descriptions

Some spells in the school of chronomancy have consequences of which the players might not be aware. The following notes detail some of these concerns, as well as guidelines for how to solve any problems that might crop up. DMs are encouraged to withhold this knowledge until a chronomancer encounters a problem or actively seeks the information.

1st-Level Spells

Detect Temporal Anomaly: Large disturbances in the timestream could create enough turbulence to overlap with a closer yet smaller source, thereby masking the nearer source completely. Crafty wizards use this camouflage effect to help protect their secrets. Slipgates and creatures in stasis become that much harder to find.

Precognitive Sense: Events sensed with this spell should start with the most devastating and work backward. Danger should always be sensed before reward, failure before success, hate before love, and so on.

2nd-Level Spells

Accelerate Plant Growth: The reason seasonal crops don't produce again is that they are biologically designed as one-timers. Year-round vegetation has the necessary structure to produce each time. The lifeline of affected plants gains substance over the time affected.

Preserve: As far as this spell is concerned, the size of the container that it's placed on does not matter, only the amount of matter put in it.

Life Sounding: Traveling Temporal Prime causes interruptions in a person's lifeline. If a sounding is taken on someone who has been to Temporal Prime (or will be), the estimations are thrown drastically off, as it can only measure a single truncated segment of the traveler's life.

Timeslip: Since the characters have now preempted their own future (until and if they return), a small amount of turbulence is guaranteed, and it may be detected by area creatures (5% chance).

3rd-Level Spells

Articus's Melee Manager: The spell's subject is not moving faster but is making better use of time. The recipient's motion appears fluid and economical.

Minor Paradox: Replaying the events of the past rounds is not recommended, since

this would involve either accurate record taking throughout the game or several arguments about what everyone was doing during what round. Make the decision, and let it stand. Also, due to the strange turbulence pattern this spell produces, there is a 5% chance of attracting either a time dimensional or a Guardian.

Time Snare: This spell does not give back a memorized spell or charges of an item. The recipient attempts to cast the same spell again, but if it wasn't memorized enough times, the spell isn't cast. A charged item is drained each time it's used.

4th-Level Spell

Prophecy: This spell can see forward without limit. In fact, most *prophecies* cover a period of years or perhaps decades.

Temporal Push: If it is the chronomancer who is pushed forward, there is one benefit. The opponent is likely to think the wizard ran off. Another wizard with the spellcraft proficiency who makes a check and knows of this spell understands what has happened.

Wesley's Temporal Disjunction: When used against a time dimensional, it does not matter which version the chronomancer targets. The disjunction affects them all.

5th-Level Spell

Accelerate Animal Growth: Knowledge is not gained or lost with this spell. If cast on a tiger cub, the result might be a 200-pound kitten who wants to play and doesn't realize how heavy it is. The lifeline of this animal grows brighter, too.

Articus's Devolutionary Warrior: If the recipient fails the system shock roll, it takes a *wish* or a combination of *limited wish* and *dispel magic* to change the subject back. Either way, another system shock roll must be made, or the creature dies.

Create Slipgate: In reality, the slipgate can be seen only with a *detect magic* or a *detect temporal anomaly*. On Temporal Prime, the mist-smoke revolves around it in a wispy funnel resembling a vortex. This apparition draws the attention of creatures who like to make lairs in these anomalies, and there is a 20% chance that a creature has taken up residence since the last use of this slipgate.

6th-Level Spell

Conceal Temporal Anomaly: A popular use of this spell is to conceal a slipgate. If this is the case, the spell must be placed on the slipgate in reality and on Temporal Prime. The turbulence is harder to detect, but the vortexlike visual effect is still present.

Paradox: The give and take process should be strictly adhered to, and the DM should ensure the trade-off is fair. If the character tries to gain something without an appropriate sacrifice, figure a course of events where the character does get what is being asked for, yet loses something equally valuable.

The spell's turbulence has a 20% chance of attracting a time dimensional or Guardian.

7th-Level Spell

Wesley's Delayed Damage: Cast any chronomancy spell with duration longer than instantaneous on someone with *Wesley's delayed damage*, and this defensive spell is negated. All delayed damage is immediately applied. This is an extremely hazardous position to be in if fighting another chronomancer.

8th-Level Spell

Accelerate Lifeline: When attempting the reverse of this spell, *reverse lifeline*, there is a 5% chance that the recipient has an adverse reaction and the years are added instead of subtracted. The 5% is cumulative with each

use of this spell, and if one check fails, all years that have been taken off with this spell are reapplied as if *accelerate lifeline* had been cast. The chance of failure is not cumulative with other age-reducing effects.

9th-Level Spells

Sever Lifeline: Essentially, the chronomancer has "died," and serious turbulence results as the timestream readjusts to the loss. There is a 20% chance that a vortex is formed by this disturbance, and nothing short of divine intervention can reverse this action.

A character with a severed lifeline is now treated as a native of Temporal Prime. Strands do not affect the wizard, but all spell effects that can be used against temporal creatures do. (*Wesley's temporal disjunction* can be used as a weapon against the chronomancer while in reality now.) The character can now double his lifeline and could even meet himself. Spells such as *life sounding*, *life tether*, and *accelerate lifeline* no longer affect the wizard. The character does not age while on Temporal Prime, but when in reality, the wizard is still subject to temporal laws and will age accordingly. The character is by no means immortal and can still be killed.

There is a 10% chance that the character can accomplish this spell without the knowledge of the Guardians (a chronomancer this powerful should have a minder by now,) and even so, the Guardians should discover the fact within a few weeks of subjective time. At this point, they will approach the character with a request to join the Order.

Items and Artifacts

The following chronomantic items are explained in more detail than in Chapter 4. DMs are encouraged to keep these details from the players until they have properly researched the item.

Lisker's Keys: These keys have been duplicated by other chronomancers to lesser effect. Their appearance is exactly the same, but they suffer the following limitations.

The *portal key* is the most common to find a copy of (check at 50% if this key is chosen). Copies can only be used once every six hours.

The *lifeline key* copy can only be used one turn out of every 12 hours. There's a 40% chance of it being a duplicate.

The *timestream key* is 30% likely to be a duplicate, and it works for one hour out of 24.

Only one duplicate of the *vortex key* exists (check at 25%), and it will operate for one vortex in a 48-hour period.

No duplicate of the *planar key* exists.

Sands of Time: Unless the affected creature is under a *time stop* (failed three saves), it is only *slowed*. To *slowed* creatures, the *sands'* possessor merely appears to be moving fast.

Storm Warning Bell: This bell cannot be silenced by spell effect or placement in an extra-dimensional or nondimensional space such as a *bag of holding* or *portable hole*. The *storm warning bell* places a magical field around its owner to detect the timestorm, and it is from this field that the ringing sound emits. Lending the bell to someone will not work unless he truthfully intends to keep it and he moves away from the storm front. Separating oneself from the bell breaks the connection at a distance of 10 miles. At that range, it is unlikely that the owner could recover the bell before the timestorm arrives.

The Weir of Kandalon: This artifact has more possibilities for game balance disruption than any other artifact in the game. This is the reason DMs are encouraged to keep some of its gems scattered throughout the planes of existence. The best place to have the arch itself located is within the main keep of the Guardians. Who else could put it to better use? Characters might be needed at some point for a mission, and they will be allowed to see it, and perhaps eventually gain permis-

sion to use it. Gems that are found could be traded to the Guardians for other magic or for incredible privileges.

What every *Kandalon gem* does to control the arch is listed below. Secondary powers should be fairly strong. *True sight* would be appropriate. *Clairaudience* is a bit weak, so perhaps that gem can *detect lie*, too.

Table 25: Controlling the Weir

Gem	Control Effect
1	Select view between Temporal Prime and reality.
2	Moves the dam downstream at a fast rate.
3	Moves the dam downstream at a slow rate.
4	Moves the dam upstream at a slow rate.
5	Moves the dam upstream at a fast rate.
6	Move dam to the timestream of another plane.
7	Move window left at fast pace.
8	Move window left at slow pace.
9	Move window right at slow pace.
10	Move window right at fast pace.
11	Move window up at fast pace.
12	Move window up at slow pace.
13	Move window down at slow pace.
14	Move window down at fast pace.
15	Zoom in window display.
16	Zoom out window display.
17	Open slipgate to allow passage by creature.
18	Lock settings and allow secondary functions.

Every secondary power comes with a minor side-effect: a 5-hit-point drain for using the power, reduction of an ability score by 1 point for 24 hours, a random *taunt* spell—something more annoying than dangerous.

Normal Magic on Temporal Prime

On Temporal Prime, the tenuous contact with reality affects many spells. No conjuration/summoning spell works at all on Temporal Prime. The laws that govern this school of magic do not exist here. The other two schools work only if the caster can force a temporary connection to reality (make a Wisdom check at –4 for each spell). Spells in the schools of necromancy and abjuration are subject to the guidelines below. The penalties apply to priest spells as well.

Note that the minimum damage on a die is 1, regardless of any modifiers.

If there's a doubt as to whether or not a spell can be used on Temporal Prime, use the following guidelines to adjudicate the case. No guideline is absolute, but one should only be violated under special circumstances.

Unless otherwise stated, limitations apply to the reverse of spells as well.

Guideline #1: Temporal Prime is a pseudoreality, not a plane of existence.

When employing spells that cross planes of existence, the boundary that separates Temporal Prime from reality is a special consideration. Several wizard and priest spells deal with traveling between these planes and influencing creatures from them. The following spells (their spell levels in parentheses) are limited by the special notes.

Wizard Spells

Contact Other Plane (5): This spell cannot penetrate back to reality to make the contact necessary.

Dismissal (5): This spell does not work, since the wizard must be in reality to cast it.

Banishment (7): This spell cannot make the connection necessary to force a creature from Temporal Prime.

Teleport Without Error (7): Although the border between reality and Temporal Prime is weak, this spell cannot make the connection to travel from one to the other without serious error. Use *teleport* probabilities for "never seen."

Astral Spell (9): The altered Wisdom of a character on Temporal Prime interferes with this spell, making it worthless.

A wizard spell unaffected by this guideline:

Energy Drain (9): Temporal Prime has a connection to the planes of positive and negative energy, as seen by the existence of a type of undead: the temporal stalkers.

Priest Spells

Abjure (4): The altered Wisdom of the character defeats the casting of this spell.

Commune (5): The connection between priest and deity is tenuous. The priest can only ask one question for every two levels.

Plane Shift (5): As with *teleport without error*, this spell cannot shift the characters between Temporal Prime and reality.

Word of Recall (6): This spell cannot be used to transfer between reality and Temporal Prime. All other effects are the same.

Astral Spell (7): The altered Wisdom of a character on Temporal Prime interferes with this spell, making it worthless.

A priest spell not affected by this guideline:

Negative Plane Protection (3): By the same laws that allow temporal stalkers to exist, this spell can reach the Positive Material Plane.

Guideline #2: No substance can be permanently created on Temporal Prime.

The arcane laws that allow magic to bring matter into existence are extremely weak on Temporal Prime. Because of this, spells suffer various hindrances. The following spells (with their spell level in parentheses) are limited by the special notes.

Wizard Spells

Burning Hands (1): Damage is only 1d3 points plus 1 point per level of the caster, due to the difficulty in converting the mystical energy into actual flame.

Wall of Fog (1): The vapor is much thinner, obscuring vision only beyond 4 feet.

Flaming Sphere (2): For reasons similar to *burning hands*, apply –2 to damage received.

Fog Cloud (2): Vision is obscured past 4 feet in the fog bank and 8 feet in the *cloudkill*-like fog.

Glitterdust (2): The area of effect is cut down to a 10-foot cube to get the same effect.

Magic Mouth (2): When triggered, the mouth does not appear, but the message is still delivered.

Pyrotechnics (2): Since this draws from an existing source of fire, no penalty is incurred except that the source is destroyed.

Stinking Cloud (2): The area of effect is halved to a 10-foot cube.

Web (2): This spell only covers a volume equivalent to four 10-foot × 10-foot × 10-foot cubes and still must be at least 10 feet thick. Anyone in the area when the spell is cast must successfully save vs. spells. The –2 penalty does not apply. Since the *web* is weaker, a creature of appropriate Strength can break through twice as much webbing as normal.

Fireball (3): Similar to other flame-producing spells, the damage of a fireball is reduced to 1d6–1 points per level of the caster.

Flame Arrow (3): In the version that allows the caster to change regular arrows or crossbow bolts into flaming ones, the number is limited to five arrows or bolts for every five levels of the caster. If hurling flaming bolts at opponents, the damage is limited to 1d4 points of piercing damage plus 4d4 of fire damage.

Lightning Bolt (3): As with *fireball*, the damage of this spell is reduced to 1d6–1 points per level of the caster.

Melf's Minute Meteors (3): Reduced damage of 1d4–1 per meteor.

Fire Trap (4): When this spell is set off on Temporal Prime, regardless of where it was cast, damage is only 1d4 plus 1 point per every two levels of the caster.

Ice Storm (4): This spell fails completely because the hail or sleet it tries to form would be permanent.

Minor Creation (4): Volume created is limited to one cubic foot for every two levels of the caster.

Shadow Monsters (4): Monsters created have 10% of the Hit Dice of the real monster.

Solid Fog (4): Vision is obscured beyond 4 feet, and movement through it is at 4 feet per round per point of movement.

Wall of Fire (4): There is a –2 modifier to the damage inflicted by this wall, and since this wall is erected along one plane, it is easily gotten around.

Cloudkill (5): The area of effect is reduced by half to create the same damaging effect.

Demishadow Monsters (5): The Hit Dice are only 20% of the real monster's.

Major Creation (5): Item created is limited to one cubic foot per every two levels of the caster.

Wall of Iron (5): This spell attempts to form permanent substance and fails.

Wall of Stone (5): This spell attempts to form permanent substance and fails.

Chain Lightning (6): The damage restriction of *lightning*, 1d6–1 per level of caster, applies.

Death Fog (6): The area of effect is halved to produce the same damage by acid. Other restrictions of *fog* spells are applicable.

Shades (6): Created creatures have 30% of the Hit Dice of the real creatures.

Delayed Blast Fireball (7): The +1 bonus for damage is disregarded.

Incendiary Cloud (8): Since it comes from an actual fire source, there is no modifier to the damage, but the source is destroyed.

Meteor Swarm (9): A modifier of –1 is applied to each die of damage the spell causes.

Some special notes on wizard spells not affected by this guideline:

Enlarge (1): This spell builds on matter already present and doesn't create all-new matter. Spells like *fool's gold* (2), *plant growth* (4), and *raise water* (6) rely on this distinction.

Magic Missile (1): The missiles remain as magical energy. They never form physical substance. Like other spells that remain as magical energy or force, such as *spectral hand* (2), *fire shield* (4), *wall of force* (5), and *forcecage* (7), this spell is unaffected.

Whispering Wind (2): Though air technically does not exist on Temporal Prime, there is a type of atmosphere. This spell, and others such as *wind wall* (3), adapt to this condition and suffer no penalty.

Shadow Magic (5): This spell relies on illusion instead of physical substance for the damage, therefore a *shadow magic* fireball does not suffer the damage penalty. *Phantasmal force* (1) and *demishadow magic* (6) function similarly.

Mordenkainen's Magnificent Mansion (7): The creation on Temporal Prime is only a doorway to the extra-dimensional space. Inside that space, spells function normally, since the extra-dimensional space has stronger ties to reality and the arcane laws necessary.

Simulacrum (7): If the required material is brought to Temporal Prime, there is no reason for the spell not to work. *Clone* (8) is similar, since the clone is grown from a bit of flesh.

Wish (9): This spell, due to its powerful nature, is one of the few ways to bypass Guideline 2. DMs should realize that the resistance against the *wish* is greater here, and the spell functions at a weaker capacity than if cast in

reality. *Limited wish* (7) also has the potential to bypass this rule, but its weakened state should not allow much. The best to expect is that, with a *limited wish*, spells like *wall of iron* could be successfully cast.

Priest Spells

Create Water (1): The attempt to make a permanent substance causes this spell to fail completely. The reverse works fine, as long as there is water to destroy.

Fire Trap (2): See the explanation for the wizard spell of same name.

Flame Blade (2): A penalty of –2 points is applied to the damage of this spell.

Obscurement (2): The formation of thinner vapors causes a possible increase in visibility. Vision is limited to 2d8 feet instead of 2d4.

Produce Flame (2): Damage acquired from this spell suffers a –1 penalty.

Call Lightning (3): This spell cannot be cast due to the lack of an appropriate storm.

Create Food and Water (3): This spell fails, since it tries to create permanent matter.

Pyrotechnics (3): See the explanation for the wizard spell of the same name.

Produce Fire (4): Damage is reduced to 1d4 plus 1 point for every two levels of the priest. The reverse works normally.

Flame Strike (5): Similar to other flame-producing spells, damage is reduced. This spell causes $(1d8-1) \times 6$ points.

Rainbow (5): There are no rainbows to use as a component, but the alternate components allow this spell to function.

Wall of Fire (5): This spell is classified as a conjuration/summoning spell for the priest.

Blade Barrier (6): Creation of such a large quantity of matter limits this spell to half its area of effect (30 square feet) and half its normal duration. Damage is the normal 8d8.

Heroes' Feast (6): The feast is not quite substance, but partially the essence of other magics. This spell works, but it only serves one person for every two levels of the priest, and all effects are halved (immune to disease for 6 hours, and so on).

Chariot of Sustarre (7): The duration of this spell is only 3 hours. Also, damage due to the flames of this chariot is 1d4 per round.

Firestorm (7): Damage is reduced to 2d8 points plus 1 point for every two levels of the priest. The reverse functions normally.

Some special notes on priest spells not affected by this guideline:

Faerie Fire (1): The light is not a material substance and is therefore unaffected. This rule also applies to *spiritual hammer* (2).

Plant Growth (3): If vegetation can be found, this spell is altering a substance which already exists. *Spike growth* (3) and *spike stones* (5) operate on the same principle.

Control Winds (5): Similar to wind affecting magic of wizards, this spell adapts to Temporal Prime with no difficulty.

Guideline #3: Gravity is conceived by the individual, and there is no physical ground to act against.

The sensation of gravity and of standing on a surface depend on a creature's perception. These are physical laws of Temporal Prime that can affect certain spells. The following spells (with their spell levels in parentheses) are limited by the special notes.

Wizard Spells

Feather Fall (1): Items and creatures do not fall on Temporal Prime, so part of this spell's usefulness is voided. However, *feather fall* still renders items or creatures light as a piece of down, and this can still come in handy. An arrow that suddenly lost all its mass wouldn't have enough momentum to penetrate skin.

Jump (1): The lack of ground renders this spell practically useless. Given that a creature could find something large enough to shove off against, the affected creature would travel in a straight line (no arc) at a movement rate of 30 feet per round until hitting something or mentally halting.

Spider Climb (1): Since vertical movement is easily accomplished without magical aid, this spell would have few uses.

Levitate (2): As a means of travel, this spell is as useless as *spider climb*. However, it is still useful for heavy items.

Fly (3): Fly is a form of mental traveling and has a peculiar effect on Temporal Prime. Its ability to move upstream or downstream is extremely inadequate compared to normal movement (a full day of flight would equal about 36 days in reality), but attempting to move cross-stream is another matter. If under a *fly* spell, a creature moving toward an edge of the timestream travels rapidly, able to move from one edge to the other in a matter of hours. A character attempting this would leave any companions far behind, and it may be difficult to link back up.

Phantom Steed (3): Though it can be created, it is unable to move, due to the method of travel on Temporal Prime.

Fumble (4): Falling on Temporal Prime means a mental miscalculation causing your body to rotate to an awkward angle. Fumbling an item has a 25% chance of sending it tumbling off, requiring a full round to recover.

Ice Storm (4): If by some means a caster could get this spell to work, the hail or sleet would hang in the air where it was created.

Wall of Ice (4): There is no ground to anchor to, therefore the *ice plane* and *hemisphere* cannot be cast. An *ice sheet* can be created, but it cannot fall, due to the rules concerning gravity on Temporal Prime.

Cloudkill (5): The vapors do not sink, since air does not technically exist. They merely move at the normal rate away from the caster in a single direction.

Distance Distortion (5): Even if the appropriate conditions could be met for this spell to be effective, the prerequisite of summoning an earth elemental is impossible.

Teleport (5): Before it can function, this spell requires a substantial surface on which to arrive. With the strange laws governing Temporal Prime, simply erecting a wooden or stone platform somewhere does not work. If it is tried, the spell will not work, and there is a 50% chance that the caster attracts a time dimensional.

Reverse Gravity (7): The affected creatures or objects "fall" nowhere, but they all turn upside down as their perception of gravity shifts. No penalty is incurred.

Teleport Without Error (7): This spell is under the same restrictions as *teleport*, but due to the greater clash of forces, the chance of attracting a time dimensional raises to 75%.

Sink (8): This spell works provided the recipient is standing upon solid substance (wood, stone, and so on). If the substance is not thick enough to encase the recipient's entire body, then rooting the subject to one spot is the best effect to be hoped for.

Imprisonment (9): This spell seems to work, although there is no ground in which to store the imprisoned creature. Any creature affected by this spell is encased in a bubble of *temporal stasis* that then transfers to the exact center of the timestream.

Some special notes on wizard spells not affected by this guideline:

Dig (4): This spell would function normally if there were ground in which to dig. *Move earth* (6) functions just as well. *Lower water* (6) and *part water* (6) also function if the necessary element is encountered.

Dimension Door (4): This spell allows for movement to an area where physical ground does not exist, therefore it differs from the *teleport* spells. *Passwall* (5) works as well, since there is no need for solid ground.

Telekinesis (5): There is no change to the spell's function except to note that hurled objects continue moving until they hit something.

Wish (9): As before, *wish* and *limited wish* (7) can get around this guideline, though there is heavy resistance. The *teleport* spells are frequently modified, due to their convenience in travel, but it is recommended that it take a full *wish* and special preparation for each available platform.

Priest Spells

Trip (2): There is no ground for an item to rise against. This spell isn't effective on Temporal Prime.

Water Walk (4): Even if a body of water could be found on Temporal Prime, this spell would not be necessary, due to the way gravity works.

Air Walk (5): The ability to reorient is better than this spell, and so this is pretty useless.

Chariot of Sustarre (7): Upstream or downstream, the movement rate would equate to approximately 96 days passing in reality. Cross-stream, this spell works exactly as the 3rd-level wizard spell *fly*.

Earthquake (7): This spell fails from having no ground to act against. Even if a deposit of earth could be located, it would have to measure four times the priest's area of effect and at least the same in depth.

A special note on a priest spell not affected by this guideline:

Blade Barrier (6): The spell automatically takes into account the lack of ground and forms a sphere of these blades.

The Workings of Magical Items

Artifacts always work, due to their innate power, but at the DM's discretion certain spell effects could be limited while on Temporal Prime. To decide which effects to limit, consult the guidelines concerning the effect of Temporal Prime on spells.

Potions. Only a few potions are affected by the strange laws of Temporal Prime. *Climbing, levitation,* and *speed* are useless due to the laws governing movement. *Oil of etherealness* does not work. A *potion of longevity* does not have the 1% chance of reversing (but if others have been drunk, a check is required for these). *Oil of timelessness* coats twice as many items, and an *elixir of youth* reduces age by twice the stated amount.

Scrolls. All *protection* scrolls function normally, but *protection from all elementals* does not affect a time dimensional. All other scrolls are dependent on the spell being cast (see the above guidelines on spells).

Rings. *Djinni summoning* does not operate on Temporal Prime. *Feather falling, jumping, swimming,* and *water walking* are all mostly worthless. The *ring of shooting stars* does not work due to the absence of a night and day cycle. A *ring of free action* does not allow movement within tangles of lifelines but does still counter spells such as *slow* and *web.*

Rods. The functions of some rods are limited while on Temporal Prime. For the *rod of lordly might,* the climbing pole function and the indicator for magnetic north are useless. The *astral travel* and *teleport without error* functions of the *rod of passage* cannot be used for the same reason that the wizard spells of the same (or similar) names cannot be used.

Staves. Staves with stored spells are limited by the spell explanations listed above. The *staff of slinging* can be used by druids, since the missile is treated as if magical. For the *staff of thunder and lightning,* the lightning bolts have a reduced damage of –1 per die.

Wands. Almost all wands have powers that relate directly to a magical spell. Refer to the above spell explanations to determine possible changes or penalties. The *wand of conjuration* does not work on Temporal Prime due to the inaccessibility of conjuration or summoning magic. The *wand of wonder* is useless as well, since its main function is to warp reality, and travelers of Temporal Prime are slightly beyond reality.

Miscellaneous Magic. Most magical items have no changes in their properties while on Temporal Prime. A quick review of the three basic spell guidelines and how they apply to items is given below, as well as some exceptions and special notes.

Items that aid in travel should be defined by their spell-like abilities to discover changes and limitations. An *amulet of the plane*s is not going to work, and most magical boots are just as useless. *Flying carpets* or other magical items that are similar to the *fly* spell work as per that spell, but *wings of flying* do not work for lack of an atmosphere to push against.

Items that create matter do not function (or function for only a limited time) on Temporal Prime. The *alchemy jug* and *Bucknard's everfull purse* are examples of items which do not work until taken back to reality. *Nolzur's marvelous pigments* work, since they have a material base, but the created item only exists for 4d4 hours, after which the paints become nonmagical.

Items which are based on the severe alteration of reality should not work or should be limited in function. A *deck of many things* cannot be drawn from at all, and a *bag of beans* does not work on Temporal Prime. Manuals and librams that alter a character's experience points should only give half normal benefits.

Daern's Instant Fortress: Most characters throw the fortress cube away from them as they speak the command word, so that the expansion does not hit them. On Temporal

Prime, the cube freezes as soon as it leaves the character's touch (it is not a magical missile), and the expansion hits them hard. Characters should drop the cube and move well away before raising it.

Decanter of Endless Water: If the Dungeon Master rules that this item is actually opening a channel to the Plane of Elemental Water, then it functions at half its normal ability. If it is creating water from nothing, then it does not work at all.

Phylactery of Long Years: Wearing this slows aging by half instead of by a quarter.

Sphere of Annihilation: This hole within the multiverse cannot exist on Temporal Prime. Attempts to bring it through result in the character not slipping from reality and experiencing a 5% chance of loss of control.

Talisman of Pure Good/Ultimate Evil: Use of this item results in the equivalent of the 7th-level priest spell *destruction* (there is no ground to crack open). The saving throw is dictated by the rules for the *talisman*.

Magic Resistance of Temporal Creatures

Most natives of Temporal Prime possess an innate ability to resist temporal magic. This stems from their close association with temporal forces and sometimes from the fact they are slightly less linear than the origin of the magic. This resistance can be acquired, but only after decades spent on Temporal Prime.

Unless otherwise noted, their magic resistance applies only to chronomantic magic. Special effects, such as the breath weapons of some temporal creatures, are not considered actual chronomancy, and therefore the temporal magic resistance does not apply.

Description does not do justice to the world I beheld—a vision the likes of which cannot be conceived by those who struggle behind oxen nor those who spend their lives governing a paltry few thousand in the largest cities we know. Though impossible to tell my course and the distance traveled, spread before me was a city of such vast magnitude that one of the steel and glass towers raised before me would house dozens of villages. Steedless metal carts thundered through the air, and pegasi were being ridden high along the less-traveled sky paths. It was a glorious sight to behold.

— Excerpt from
The Travels of Kandalon, Volume II

Building a Future

Designing a future for any campaign can be done methodically, with great attention paid to a logical progression of events, or the DM can improvise, making a few broad assumptions and filling in the rest on the go. DMs are encouraged to completely detail at least one future before winging it.

Foundations of the World

There are five areas of concern when future building: politics, society, religion, economy, and magic and technology. Each of these must be dealt with to provide a firm setting.

Politics. This foundation covers the rise, expansion, and fall of governments, whether kingdoms or empires. In most settings, the current political state is one of military might. Those who control the most weapons control the most land. Warfare is covered in this section, since it is a means of expanding borders.

Society. This area deals with the different levels of society and how they prosper and relate to each other. Any major concern not covered by other foundations is found here. These are mostly the natural threats of floods, earthquakes, or large monsters which endanger huge areas (dragons and the like).

Religion. This area cannot be ignored for a world in which the divine can grant powers or even intervene. Religion can actually control the political state of an entire land and have an effect on the zeal of society. In times of prosperity, religion has a tendency to seem less important, but it is always present.

Economy. The base of a world's economy changes as society advances. The change from a barter society to a monetary one does not take place immediately, but in most cases it eventually happens.

Magic and Technology. These interdependent factors deeply influence the other foundations. Warfare depends heavily on magical and technological support. Advancement in these areas can improve the economy. At the beginning of most campaigns, technology is at a low, and magic rules supreme, but this might eventually change.

Shaking the Foundations

How each of the five areas change is dependent first on DM desire, and second on a logical progression of events. Game play is everything. If the players are enjoying themselves, some details that don't quite fit are often overlooked. If a completely incredible scenario is necessary for the timeline to mesh, pick the best point and send in some NPC chronomancers to tie a rough knot into the timestream and create the implausible bridge. Should players discover the chronomancer tampering and wish to straighten it out, it's a ready-made adventure.

To assist the DM in detailing alternate futures, guidelines are listed below to give a basic idea of how fast things should change.

Political Movement. Wars do not spring up overnight. The reasons behind them can usually be detected years, or even decades in advance: increasing friction between neighboring kingdoms, including several peace talks and failed attempts at congeniality; pop-

ulation pressure over a number of years that finally forces a country to expand its borders; even the romantic but unlikely scenario of two kingdoms going to war over a kidnaped princess does not mean instant armies and battlefield combat. More likely a year or two of war by assassins transpires, followed by skirmishes while armies are built up for large confrontations. Somewhere in here are several failed peace attempts, and then finally all-out war.

When war arrives, it rarely brings great political change. Borders don't often move much. The rulers stay safe at home, so they are not removed from power. Most times, the only change is the devastation to both sides. It might take two or three wars before one kingdom finally annexes another. As a side note, when moving borders around, it's best to use natural boundaries. When portions of another kingdom are taken, often the enemy was pushed back to a defensible position like a river, mountain range, or dense wood.

If warfare seems a slow means of change, politics is even slower. A monarch usually holds power until death, which could mean upwards of 100 years (with the age-restoring powers of many magical items). Sometimes a king might die young, and a child rules (likely through a regent), but often the king's heir is middle-aged before taking the throne.

The power of the people is a nice theory, but even if commoners make up over 50% of the population, they are still leery about facing the ruler's professional soldiers. It often takes years of oppression before they revolt, and change takes even longer if they try to work within the system. It might take a decade of pressure before the king agrees to a voting council of elected commoners (which he can veto).

Social Movement. Progress in the area of social reform moves slowly, which is helpful to the DM. There is rarely an event that can be pointed out as the one thing that led to improved relations between dwarves and elves, or the upper and lower classes. Old bigotries die hard, over decades if there are centuries of hatred to overcome, just to attain a neutral relationship. If nothing happens to set back progress, which usually does, the races or castes spend several more years or decades building trust and coming to understand each other better. In the case of an ancient rivalry in which wars have been fought and lifestyles are fairly alien to each other, elves and dwarves for instance, it would take centuries.

Much of how liberated the society is has to do with the economy and the development of technology that aids the lower class. Over a course of centuries, the lower class expands upward, creating a larger middle class with the rise of professional workers. Peasants, or the unskilled, become fewer.

Religious Movement. During prosperous times, interest in religion falls off as people find other things to do with their time. During times of hardship, people are likely to turn back to religion to seek comfort or aid.

Churches are not weak in prosperous times, though. They have their own course of development, and when resources permit, they work to advance those goals. There are churches that become large financial powers and those that create a theocracy, for instance.

Economic Movement. The first major step is the standardization of metals. This comes along with a spreading empire of loosely knit kingdoms. Changing from precious metals to a printed standard is next. This might be tried several times before success. It requires a stable government to enforce the regulations and support the money. If the government destabilizes, so does the currency.

Magical and Technological Advancement. Technology, in some form, eventually matures. A majority of these progressions are likely in the hands of wizards, but everyone can contribute to the overall rise. DMs should not worry about the speed of change, though.

The development of new technology and new magical techniques is most often a localized phenomenon. It could take years for a new spell or device to reach common use in a single kingdom—at least two decades before it is used throughout an empire. This is due to the lack of mass-production and the carrying of news by word of mouth. Improvements to a device or new applications for a spell are thought up every day by different individuals, but most of these are kept quiet. It takes almost as long for improvements to spread as the original did.

This system speeds up eventually, so be prepared. As production improves, more devices can be made even more cheaply. As communication improves, devices spread faster. Always know the status of these conditions for any era.

Future Fantasy

Of all the foundations, magic and technology are the hardest to control. Here are a few ideas as to how this can be done.

Magic

Here are four ways magic might develop.

The Common Touch. Magic is simplified, allowing low-level spells to be learned by anyone. It should be 50 years before cantrips see common use in households. Within 100 years, some low-level spells show up, and in another 25, these same spells might be taught in schools. Once public schools are established, basic magic courses are offered.

Specialists. Magic could become an area of special functions. Take the 5th-level spell *fabricate*. It would be broken down into *fabricate mineral* and *fabricate vegetable*, then perhaps into *fabricate wood, fabricate hemp, fabricate gold, fabricate steel,* and *fabricate silicon*. As a spell is broken down, lesser wizards can handle it. The possibilities of what may be done with

the material increase, and the quality of the product rises. The school of fabrication is born, eventually splitting into more specialized schools like the school of metal fabrication. Magical items become just as specialized until they're more like tools. These changes would be unlikely to even begin within 100 years of any campaign setting, since there are too many sources of magic being discovered.

Blurring the Edges. Magic could become more homogenized. Spells would blend together until there would be one per level. Imagine a 1st-level version of *wish* able to create effects that do not exceed the power of a 1st-level spell. There would be a *wish* for each spell level, with the only difference where the power is drawn from. Eventually, this barrier would be broken down, too. This is unlikely to take place within 200 years, but its beginning might be found earlier. If specializing is the future envisioned, blurring could still come to pass. In a far future setting, spells might be broken down so that the essence of magic is worked with—then no more spells.

Losing the Touch. Perhaps magic is a limited resource. Unless a new source can be found, it eventually vanishes. Or an individual or group could work to destroy it. Then magic would suddenly cease to function, instead of gradually tapering off. Or perhaps several mishaps lead to such a public outrage that magic is outlawed, but unless magic becomes impossible to use, someone somewhere is always practicing it. Or magic could become harmful to practice. Similar to carbon monoxide, magic reaches toxic proportions when there is too much of it. It would have to be cut back or phased out.

Technology

The rise of technology might not be stopped, but it may be heavily resisted. A few suggestions on how to implement new technology are listed below.

Growth Spurts. Advancement comes in spurts. There may be a full decade without a significant item being invented, then two or three hit the market at once. When characters go time traveling, it is not necessary to improve every piece of equipment or invent new ones every time they slip back to reality.

Holding Back. Wizards may oppose the rise of technology, and since they have some of the greatest minds in the world, they might succeed for a while. But, like it or not, new technology is eventually invented by the commoners, and it spreads. If nonmagical gunpowder is invented, magical *smoke powder* will fade from use.

Monopoly. Wizards may simply control many technological advancements, especially at first. It wouldn't take much to form an Inventor's Guild to control the production and sale of new technology. There may be others who come up with new inventions, but the guild could exert its influence and force them to join, enforcing their monopoly.

Fantasy Tech

Magic would make a fine shortcut in several technological gaps (frictionless surfaces, force fields), yet technology would work better than magic in some areas (a *wand of magic missiles* really has little on an Uzi). Some of the following items and services are examples of what could progress from a society of magic and technology.

Booster Pack
Weight: 5 lbs. Cost: 250 gp.

The booster pack can hold from two doses of injectable potions (the normal thief pack—at least one dose of *invisibility* is standard) to twelve (for a warrior—lots of *healing* and a few combat potions). Early bulk versions, possibly found in a normal fantasy setting, are worn on the back or hip and mount studs on the belt or wrist band for triggering the

desired potion. A +2 penalty is applied to initiative when triggering the potion, but otherwise, this does not count as an extra action. The potion takes effect at the end of the round.

Improvements: It would drop a half pound every two years until it weighed only two pounds loaded. Size would be reduced over another five years until the warrior module fits against the small of the back and the thief unit straps to an arm. Method and speed of injection, reducing the initiative penalty—all these would show up eventually. The price remains above 100 gp for as long as it's handmade. Once manufacturing is improved, prices fall. Far future versions, after the invention of cybernetics, would implant the pack subdermally and feature thought-activation.

Capacitors
Weight: 1 lbs. Cost: 20 gp.

These follow the production of lightning generators (see below) and take a charge off of one and bleed it slowly. This battery would need recharging periodically. It would not be invented until years after the generators.

Improvements: Capacitors get smaller and lighter, ranging down to one ounce and costing about 2 gp. There would always be a use for the larger capacitors, but battery power is needed at any size and strength. In the far future, the capacitor is exactly like a battery in that it is bought with a charge already present. Rechargeable ones are around, but one-shots are cheaper.

Cosmetic Surgery
Service. Cost: by spell.

Wizards using *polymorph* spells could change people's features. Though still high priced, magic would dominate this area over surgical procedures like cutting and stitching. Early versions of this service would be *polymorph other* spells. Drawbacks are the cost of a 5th-level spell and the system shock check. Also, the magic can be dispelled.

Improvements: It would take decades for this to become popular, but once it took hold, there would be rapid change. First would be the formation of *polymorph humanoid* (6th level, but no chance of death). General areas would be researched next, like *polymorph skin* (4th level). A school of polymorphing would eventually have spells like *polymorph nose* and *color alteration*. Prices drop accordingly. In the far future, the specialist would know nothing other than shaping magic and would be able to apply it like sculpting. The personal style of the wizard/artist counts a lot. Prices would be back up in this time, since fashion costs.

Fabricator
Weight: 1 oz. to 5 lbs. Cost: 10,000 gp.

For those of artistic (but no magical) ability, the fabricator tool line is just the thing: magical tools allowing a nonwizard to work a *fabricate* spell. They have different sizes and shapes to control the shaping of the material.

Improvements: As the spell improves, so do the tools. Eventually, there would be shapes for different applications, sizes ranging from a trowel to a penknife. The prices might drop to 4,000-10,000 each, depending on size and function.

Firearms
Weight: 5–500 lbs. Cost: 50–1,000 gp.

The invention of firearms depends greatly on inventing an explosive of some type. Cannons might be developed first and would be cheap, since casting a cannon is simple. Operating a cannon requires a nonweapon proficiency in artillery, and the rate of fire would begin at one shot per turn. Some worlds have physical or magical laws that prohibit gunpowder or explosives (e.g., GREYHAWK® and BIRTHRIGHT™ campaigns).

Improvements: Firearms would take off from cannon, growing smaller and more advanced every year. Rifles would be next, and pistols would come soon after. They would be rapidly improved, but they wouldn't affect play much unless they negate heavy armor. Firearms put a heavy emphasis on the 3rd-level wizard spell *protection from normal missiles*, as well as *shield*, most wind spells, and anything that causes wetness or rain. Magical bullets would help, but they would be as common as *arrows* or *crossbow bolts +1*, and they're expended faster. In the future, firearms would be standard weapons, but most people who are likely to be shot at are going to be protected by spells.

Lightning Generators
Weight: 50 lbs. Cost: 15,000 gp.

A lightning generator combines technology with applied magic. A special field would be established that a *lightning* or *chain lighting* spell could charge up. The device would keep the electricity rolling for a long time. If technology fails, a *perpetual lightning* spell (low charge but permanent duration) works. A device with a captive lightning quasi elemental is possible. Early devices are inefficient and dangerous.

Improvements: Improved power capacity would be important, as would safety, since damage could release a *lightning* spell. Making portable generators and city-wide ones, would be a high priority. The expensive part of this device is the magical spell that fuels it, but then it never has to be refueled. In the future, electrical theory is likely raised to the point that the magic element could be removed completely, but the lack of a need for fuel should keep the *lightning* spell in.

Medicine
Service. Cost: by spell or by job.

Cure-all priest spells hold this market forever, and they get easier and cheaper as time goes on. Instead of corrective surgeries, all that's needed are more specific spells. *Rejuvenate organ* would solve the need for several surgeries.

Still, a little basic training among the common people would make the priest's life much easier. Someone trained in first aid or herbalism could make a decent living treating people who can't afford the priest spells or who aren't deathly ill. The nursing profession would carve a nice living for itself as priest assistants and independent healers.

Improvements: An enterprising alchemist would notice the benefits of large-scale potion production. *Healing* potions would replace minor surgery, and *vitality* potions would cover the normal illnesses. In the future, the priests, alchemists, and nurses have this field sewn up tight, and there would really be nothing that they couldn't do.

PermaLyte
Weight: by product. Cost: by product.

The *continual light* spell is sure to slow the invention of light bulbs, maybe forever. Enterprising wizards have probably found several applications for the spell in any campaign.

Improvements: If the spell can be cast on a large amount of substance and then divided up, prices fall. A glowing gel would be extremely cheap, since one low-level wizard could enchant buckets of it with one spell. Other improvements include enchanting multiple items at once, brighter glows, colorful glows, and flashing and sparkling options.

Rejuvenation Centers
Service. Cost: by spell and by month.

By use of *clone*, clients could leave a small tissue sample with a service, to be cloned once certain conditions were met (death or long-term absence). First fees would be to deposit a tissue sample, pay for a *preserve* spell, and pay in advance for the *clone* spell. A monthly fee could then be charged for storage of the tissue sample and for every time the customer wants to update the sample.

Improvements: Death verification could be made through high-level divination spells.

Preserveware
Weight: 1–50 lbs. empty. Cost: 10 gp/lb.

These glass or metal containers range from 1 cubic foot to 50 cubic feet and keep food and drink from spoiling indefinitely. The initial invention of these incredibly useful devices depends entirely on someone creating a *preserve* spell that enchants containers before they are filled, and one that blankets several containers at once.

Improvements: The containers would be made cheaper, finally switching to plastic when technology made such a thing possible. Finding a way for the containers to be reusable would be next big step. Even with the advent of refrigeration and freeze drying, the containers would be popular for long-term storage.

Telepads
Weight: 250 lbs. Cost: 25,000 gp.

This transit system would be employed first on large scales where the high cost could be paid by the government and made back in revenues. These items would be platform and arch combinations created in pairs. The telepads are placed on a flat surface, and by walking through one, you are transported to the other as if by *teleport without error*. These would be set up with a toll booth. A kingdom or empire on a war footing would find these useful for rapid movement of troops, and a major trade route could save enough in shipping costs to afford a set of these.

Improvements: A mat of woven gold and silver would make a nice telepad, since it could be rolled up for storage and moved easily. On a more difficult level, having multiple telepads and being able to pick and choose from possible destinations would be nice.

With this kind of mass-transit, no other long-distance transportation would ever be needed, but short-distance transit systems would still be cost effective for inner-city movement.

Thantos's Money Handler
Weight: 10 lbs. Cost: 20,000 gp.

Designed by a wizard with a large amount of treasure, the money handler is a small, hand-held magical item with an attachment to fit any size bag. It has a tapered snout and a small control pad with a counter readout. The device uses *telekinesis* and a custom-designed spell for valuing coins and gems.

It has two functions: intake and deliver. On intake, the device sucks up all the coins and gems it's pointed at, at a maximum rate of 200 pounds per round, placing it in the attached bag. It records the value of all treasure taken in and displays it on the control pad counter. On deliver, the operator sets the counter for a gp value. The device extracts that amount from the treasure bag and deposits it through the device's nose at the same maximum rate.

Improvements: One of the first additions would be a *bag of holding* or *portable hole* instead of a normal bag. With a slight alteration to the valuing spell, the device could separate the treasure according to type (gold, silver, and so on) and into different compartments. The operator could now select the type of treasure (gold, gems, and so on) to be taken in or given out. A *detect magic* ability causes a light to blink rapidly when pointed at a magical item, and a separate function causes another light to blink if the device is pointed at an object of great value it can't intake. Finally, a *minor creation* spell could be incorporated so that, on deliver, the money would appear in small leather pouches of a maximum 100 gp value each. This would slow the rate of flow to about 150 pounds per round.

Weather Predictors
Service. Cost: by spell.

This service can be provided by a priest or druid and paid for by the spell. Both *weather summoning* and a new spell, *weather prediction*, are necessary. Since several priest spells deal with prediction, this should not be a problem.

Creature Evolution

The effects of time on creatures cannot be ignored as the wizard travels through time.

Most of the races have reached their highest form of existence, but there is still some room for improvement. The average Intelligence of a race might rise by 1 point every 1,000 years. Since the origin of the races is slightly closer, apply a –1 penalty for every 500 years into the past. This is a racial average, not a penalty to be applied to the characters. Also, some of the wilder races grow more civilized as time goes on. More racial mixes are going to occur, too.

Some creatures may lose mass and Strength to gain Dexterity and Intelligence. Size should decreases slightly. Strength might falter, lowering damage accordingly, but Dexterity and Intelligence should pick up a point or two over 500 years. A creature's THAC0 increases with these changes, +1 or +2 every few hundred years, and if taking damage is a daily possibility, then the AC should drop by one point at about the same time. If the creature has a special ability it constantly employs, increase its strength accordingly. If it is one rarely used, drop the special ability by a small percentage every few hundred years.

Creationism

Evolution, as a scientific concept, may not have any validity in a fantasy universe or world. According to the history of some backgrounds, they did not evolve; they were created from whole cloth. In such a world, creatures are created by deities at the same time as the rest of their universe. In these worlds, moving backward in time only takes a traveler a short distance until he encounters the beginning of that reality's timestream. In such worlds, *Articus's devolutionary warrior* does not work. There is nothing into which a creature can devolve.

Made to Order

Ri-Laganth is a ready-to-use region that could be plugged into many fantasy worlds. The sections below follow it through time. Guidelines on assigning tech and magic levels are presented to help you decide what items to use. Use this example to help you make decisions about your own campaign world.

When setting up a time travel campaign in an official AD&D® setting, be cautious. Of all of TSR's worlds, only the DRAGONLANCE® campaign has so far extensively used time travel, but others do make references to their respective pasts. Be prepared to do a great deal of research about the campaign world's history so that you don't inadvertently run afoul of something that's already been written. See pages 87–89 for details.

Distant Past

This is 500–1,000 years in the past. The events sound alien to characters who travel here, since the histories are very inaccurate.

Political. There is one large human settlement in the valley of Ri-Laganth. Other towns are known to the northwest, but there is little trust or trade between them. To the entire east and most of the north and south are the high peaks of the Kirksham Mountains, and to the southwest is dense forest from which the immediate danger comes: the orc hordes.

Skirmishes with the orcs have been going on since their discovery five years before. It is a matter of time before an all-out war. History buffs remember that the hordes were stopped by a fanatical general able to hold them off long enough for aid to arrive.

Ri-Laganth is ruled by a theocracy established by the church of Set. The high priest is Vareth, and the army is made up of religious fanatics. Vareth has been provoking this war and is planning to lead his people into a giant sacrifice to his god.

Social. The caste system here is simple. Peasants compose 90% of the population. They do the farming and labor, and form the bulk of the army expected to be lost buying the professional soldiers time to fight. These people have no rights under the church. The religious army comprises the other 10%. They are fanatical warriors (average 4th level), making them a small yet formidable force.

Relations with other settlements are limited, since Vareth doesn't want outside influences, especially now that the war is about to commence. Other races are known of, but none live in the valley. Dwarves and gnomes have come out of the mountains, but the dwarves were treated poorly, and the gnomes were driven away. Elves have been heard of in legends and tales, but they are believed to be a fairy folk. An elf that shows up here could be treated as an omen.

Religion. The church of Set is an evil religion, and Vareth is a chaotic disciple of it. No other religion is tolerated in this valley. Sacrifices take place every few months, whenever Vareth thinks his control might be slipping. He has the people embracing his religion out of fear of the orcs, but if the orcs slaughter them, Set possesses their souls.

Economic. People are expected to live off whatever the church does not appropriate. Vareth makes sure the the people are always wanting. A few skilled peasants exist and barely survive trading their work for food. Trade is done by bartering, and very little precious metal is found here.

Magic and Technology. The few wizards that exist here are part of the religious army. It is said that Vareth knows some of this art (a wizard-priest?). No spells are known above 8th level. All "name" spells (like *Otto's irresistible dance*) are unknown.

Technology is crude. Even the ropes are prone to breaking. Torches are roughly made (one half the burning power), and lanterns do not exist. Doors are tied shut from the inside.

Only the temple has locks, and they are very basic (+20% to a pick locks roll). Only Vareth might possess anything made of glass or any sort of precious metal.

Adventure Ideas. The general of the army held off the orc attack and defied Vareth's orders of noncontact with other humans. He sent for assistance which he eventually received. Toward the end of the battle, he uncovered Vareth's evil plans and defeated the priest. He became ruler long enough to establish a just military government.

Have the heroes meet the general right away. He can draft them, or he can attack them as outsiders working for the orcs. He is fanatical, and the heroes are unlikely to have a decent excuse ready. If the characters fight and kill the general, they have taken away the only chance Ri-Laganth has for victory. They should find out quickly that Vareth has no plans to help defend the city. It's up to them.

Present

This present time has ties to a 1,000-year-old problem.

Political. Ri-Laganth is still ruled by a military government, one fairly decent to its people. The kingdoms to the north have agreed to aid Ri-Laganth if the orcs come back, but it is an old treaty, and several of the kingdoms may not honor it. The leader is City Commander Joranthal, a descendent from the hero general of long ago.

The orcs are a problem again, having defeated several small kingdoms to the south. The orcs are tribal by nature now, so they have some organization. They have been sullen and unapproachable since their defeat, and they are back for vengeance. They are driven with religious fervor, since Vareth is instigating this attack, wanting revenge for his failure to kill off Ri-Laganth so long ago.

Social. A normal caste system has been established. The military is considered upper-

middle class, since they are a highly professional bunch and have the ability to raise their status into the ruling/upper class.

Elves and dwarves are welcomed here, but neither are in great numbers. Gnomes are tolerated, but a few confrontations have made them unwelcome guests.

Religion. Religion was nonexistent for some time after Vareth's downfall. New religions have been slow to attract dedicated followers, and any religion that gains too much popularity is always suspected. The people aren't even sure why they're suspicious anymore, but they are nonetheless.

Vareth has become a lich named Raveth. He is guiding the orcs, again through the church of Set. Raveth caters to the orcish belief that they are the supreme race, and he builds them to a fanatical pitch that makes them hard to stop.

Economic. The normal exchange rates of precious metals apply, but their buying power has fallen slightly. This is due to Ri-Laganth's large military force and the fact that they pay their military well. Services and goods cost 50% more than normal. The plus side is that they are always hiring, and they pay special rates for high-level heroes.

Magic and Technology. Approximately 10–20% of the items on the normal equipment list have been improved in some small way. The booster pack (page 78) is here, too.

Other advances include improved armor crafting (a nonmagical +1 to AC). Ri-Laganth has a "special forces" in their army. Gunpowder is not here yet, but it's not far off. A few hippogriffs or pegasi are used for aerial scouting. For magic, the emphasis is on offensive spells, like a 2nd-level spell called *improved magic missiles* (1d6+1 per missile).

Adventure Ideas. This is set up for lots of combat or a fair amount of scouting and intrigue. The characters can be used as a raiding party sent to harass the orcs and keep them off balance until a full-scale attack can be arranged. They could be sent in to find out what is stirring up the orcs this time and remove it (Raveth). The characters do not even have to get near this fighting. They could be sent to other kingdoms to convince them to help. All sorts of intrigue are available there, the least of which is that another kingdom plans to attack Ri-Laganth while they are weak from battling the orcs.

Future

This future is 1,000 years away. It is heavy in both magic and technology.

Political. Ri-Laganth looks similar to the ancient settlement. The small mountain range it was once tucked into is now covered by large complexes of apartments, homes, and businesses. The Kirkshams rise up behind the city, and in their vast ranges, large areas of wilderness still remain. Ri-Laganth is now a city-state that covers what used to be several smaller kingdoms. It is ruled by a council in which the military still plays a large part.

The Empire (of which Ri-Laganth is a part) covers most of the human lands. It has a loose alliance with the elven nation that resides on the far side of the Kirkshams, but it refuses to even recognize the orc nation in the southern jungles. The Empire leaves each city-state to itself as long as they pay proper respect and meet yearly tax quotas. The Emperor is said to have built the Empire through great magical power and the loyalty of the Wizards' Guild. Other continents are traded with freely, but it is thought that the Empire might be expanding in those directions soon.

Social. Ri-Laganth is "enlightened," with the classes relating fairly well with each other. Sexism and racism are all but eliminated, and if old grudges are still harbored, they are kept quiet. Orcs traveling the human lands are made as welcome as dwarves and elves. The people possess a high amount of pride in their city-state, which is not unfounded, since

they tend to have a high standard of living. The common person lives at a level of comfort similar to that of the middle class of a thousand years ago, with plenty of leisure time and a steady income. Average Intelligence is up slightly, and everyone receives a fairly adequate education.

Religion. The religious paranoia these people once exhibited has faded, and several dozen churches have large followings, including some of questionable morals and alignment. No church has a huge footing, though, and the high priests occupy only three seats on the council, the smallest of any group.

Economic. A printed standard has been established by each city-state. Ten bills equal one gp, and coins of tin have taken over for precious metals. Tribute to the Empire is still paid in gold. Much of the trade between city-states is also accomplished this way, since some currencies are stronger than others.

Production of the essentials and many of life's comforts has reached a stage where they are all cheap enough for people to have. Unless the item would be considered specially crafted, prices would be approximately half what they used to be.

Magic and Technology. Most people can cast a few lower-level spells. Schools offer courses in spellcasting. Magic is a career choice, and wizards are all specialists of some type. A magical mass-transportation system runs along special routes in the city, similar to a trolley system but magically propelled. Steeds are still a means of travel, but horses are as common as hippogriffs and griffons, and a few pegasi fly over the city.

Telepads (see page 81) are the only public travel source for long distances, and they cost only a few bills to use. Using magic to explore the possibilities of space travel is under way here (with results depending on the DM's desire to deal with the ramifications). Firearms are normal weapons, but a large majority of the population has protective wards against nonmagical missiles. Much of the technology is divorcing itself from magical aid in efforts to become mass-producible, but the big stuff, such as lightning generators, rejuvenation centers, and telepads, remains the same, since the benefits far outweigh any problems with relying on magic.

Adventure Ideas. Unless the characters are intent on causing trouble, adventuring is at an all-time low. Wilderness areas are extant in the mountains or deep within certain forests, but the public frowns on the deliberate hunting of certain creatures. There are still the less-civilized areas where trouble with other humanoids is as likely as a run-in with an ill-tempered creature, but most of the adventure here is in exploring a strange world.

Far Future

Ri-Laganth is visited one final time, a few thousand years past the last detailing. This future is bleak and dark and full of more adventuring possibilities than the last one.

Political. The Empire has fallen with no magic to support it, and the city-states have been left to their own survival. Several have grown militant and often war over any piece of technology that is still usable. Ri-Laganth, thanks to its military heritage, has been a stable force in a world plunging into anarchy. This city-state, besides having several dangerous areas that characters could journey to for adventure, is an excellent base for excursions into the surrounding city-states.

Ri-Laganth was the first city-state to declare itself the new seat of power after Imperial City was ransacked, but others followed suit. Ri-Laganth made no war effort to back up its claim and has successfully repelled two minor invasions led by weaker city-states. The official position being taken by the council is to entrench and ride it out.

Social. It's back to the haves and have-nots, with over 50% of the population barely sur-

viving, about 40% staying in the comfortable but on-the-edge category, and less than 10% in a position of power. The military is not favored by the citizens, since there have been several problems with soldiers taking what they want, but there are large numbers wanting to join and being turned away. Those who aren't accepted act as mercenary adventurers or raid other city-states.

Religion. In a trying time such as this, one would think that the churches would be filled, but the priests have lost a great deal of their prestige with the loss of magic. Divine powers might give priests their spellcasting ability, but they still need magical energy to work with. If the divine powers can do something about the state the world is in, they aren't acting just yet. Most people believe the gods have abandoned them.

Economic. Before the Empire fell, people used virtual money. This is slipping due to the lack of a central control. Ri-Laganth is holding out well, since it has reverted back to its own exchange system. Trade with other city-states, when necessary, involves trading technology. Ri-Laganth is working hard at becoming self-sufficient once again.

The necessities of life are still easy to get, but the comforts have at least tripled in price. Technology costs small fortunes, as people are hoarding what they have. Magical items and especially artifacts are being taken in at a high price by the city-states.

Magic and Technology. A thousand years of high magic use, as depicted earlier, has drained the limited resource of magic to a minimum across the entire world. It may repair itself by a "leaking in" effect from surrounding space, but only after several centuries without use.

In this time frame, only spells of 4th-level and below work, and no magical items function properly. Artifacts still function, but the resource drain could produce dangerous effects. Casting spells or using magical items is a capital offense. All magical items are being sought and destroyed in an effort to bleed their magic back into the fabric of reality. Magical creatures like the unicorn are dying out, and some city-states are making efforts to keep them alive. Dragons suddenly disappeared over a century ago, and some believe that they might have an answer to this problem if they could be found.

Technology is what you might expect for a cyberpunk future. Lots of chrome and metal parts are used to supplement the humanoid body. Heavy weaponry is more devastating than ever, since magic can no longer thwart it. People are scavenging all the technology that can be saved, but lots of it is wasting away, since it required magical aid to operate. Wizards are becoming a class of "technomancers," ignoring magic and delving completely into technology. They are attempting to rebuild the technology base so that it can survive without magical aid.

Adventure Ideas. Ri-Laganth definitely has its problems, and several possibilities exist here for the characters to help or add to them. Law and order are nonexistent in several areas of this vast city-state, creating pockets that can be considered wilderness. Raids into other city-states are common, and the characters could participate in these or help to prevent raids into Ri-Laganth. A DM who wished to play with space travel could certainly do so, but since certain aspects of any ship would be magical (like the drive), they would be unable to function on this world and would be forced to stay clear.

Many chronomancers might decide that this is a problem best solved by traveling back and preventing the loss of magic. This should be a series of incredibly difficult adventures with several setbacks. No one in the past wants to believe the characters, and if they do, there wouldn't be the all-out effort necessary to create a real change. If this is the tactic they want to take, make them work for it.

Chronomancy and Official AD&D® Worlds

Time travel is known to a handful of wizards on a number of worlds, but chronomancers often face serious restrictions in particular campaigns, especially when powerful deities and secret organizations devote themselves to preserving their worlds' histories. Deities also wish to preserve their worshipers, and those gods will fight any historical changes that would harm their faithful.

Particulars for using chronomancy in each of TSR's official AD&D® campaign worlds follow. Dungeon Masters should very carefully examine their campaign timelines and historical notes, paying attention to possible discrepancies and "blank spots," if preparing a time-travel campaign therein.

BIRTHRIGHT™ campaign: Chronomancy has been understood in theory since the days of the Anuirean Empire, but no time traveler has ever been authenticated anywhere in Cerilia. An evil blooded wizard or awnshegh who learned of chronomancy would be an unmitigated disaster, so an interest in protecting Cerilia's history is obviously strong. The magical explosion at Mount Deismaar might have cast some unfortunate beings into other planes or through time itself, but this has never been proven despite stories that surface of time-lost soldiers appearing out of the wilderness.

DARK SUN® campaign: Chronomancy is completely unknown here as a magical school. Athas is currently cut off from all other worlds by either planar travel or spelljamming, but if a chronomancer did make his way here, he would find travel through Athas's history completely unrestricted.

However, a tiny number of experienced psionicists manage to gain a new psionic power called Time Travel (see *The Will and the Way*, pages 79-80), which effectively turns those psionicists into chronomancers. If a chronomancer is discovered by one of these psionic time travelers, the psionicist will pursue and destroy him out of xenophobic fear. Temporal Prime is here called the timestream, a water reference indicating the perceived value and rarity of time as an "element."

DRAGONLANCE® campaign: The history of the world of Krynn is perhaps the most carefully charted of all TSR's game worlds. The primary risk of time travel here is that at several points in Krynn's history, Krynn's existence in Temporal Prime (called "The River of Time" by Krynnish philosophers) branches off into alternate realities. Should a chronomancer enter Temporal Prime at one of these "nodes," he may be shunted into a reality other than his own (75% chance, or DM's choice). When this happens, the trip becomes one-way, and the chronomancer cannot return to his original timeline, instead being confined to this new reality even if he returns repeatedly to the node.

Nodes in the history of Krynn include any of the four Dragonwars; the decades when the Greystone soared across the land, reshaping magic and demihumans in its wake; the early days of the Solamnic knighthood; the Cataclysm and the period prior to it when the Kingpriest attempted to suppress magic and bring the gods under his sway; and any point during the life of Raistlin, who is feared to have explored chronomancy and protected himself against it.

Further, magic works differently in different eras of Krynn. Before human civilizations existed, Krynn experienced times of no magic and wild magic; more recently, magic was outlawed, then viewed as an arcane mystery by commoners and mages alike. In at least one of Krynn's alternate futures, magic may be cast only by draining power from old magical items.

A Krynnish artifact of interest to chronomancers is the *device of time journeying*. This item, which looks like a jeweled scepter, transports the wielder and all companions within 10 feet to any desired time (the location is the DM's choice) or any desired place (the time is the DM's choice). Details on this unique artifact are found in *DRAGONLANCE Adventures* or ENCYCLOPEDIA MAGICA™ volume 1. Further, Astinus, Krynn's greatest historian, is reported to have in his possession the *globe of pre-*

sent time passing, an artifact created by the mysterious Master of Past and Present. This item allows the wielder to project his spirit into Krynn's past and watch events as they unfold.

Forgotten Realms®/Kara-Tur/Al-Qadim®/Maztica campaigns: Toril has many powerful forces devoted to keeping its history intact. Elminster, Khelben Arunsun, the Seven Sisters, and many other powerful wizards have been granted certain undefined powers from Mystra, goddess of magic, to prevent chronomantic spells from working in their vicinities. Supernatural or priestly agents of Deneir and Oghma (Toril's gods of history, so to speak) are believed able to follow a chronomancer's trail and undo any damage he has done. Finally, a chronomancer who seriously disrupts history is likely to encounter an avatar of the most directly concerned deity, which will likely result in the abrupt termination of that chronomancer's life.

Other than this, chronomancers are known to make limited, low-key trips through time in Faerûn, Kara-Tur, Zakhara, and Maztica. Native chronomancers are usually devout followers of both a deity of magic (e.g., Mystra) and a deity of time or history (e.g., Deneir or Oghma), serving as historians and information collectors. Ancient empires such as Netheril, Raurin, Mulhorand, Narfell, Raumathar, and Cormanthyr might have known of chronomancy or time travel, though this did not prevent their fall. Most wizards here refer to Temporal Prime as the Plane or Demiplane of Time.

Greyhawk® campaign: Evidence suggests that a group of Guardians-like chronomancers exists on Oerth, but little is known of them. The *Codex of Infinite Planes* has a cryptic reference to the Monitors of Infinity, "drawn from all places in Time," but this is the sum of the evidence. Chronomancers risk pursuit by the Monitors or by an avatar of a time-related deity if a major disruption of history occurs.

Two quasi-deities, Heward and Murlynd, are suspected of being chronomancers or having time-travel powers from devices, psionics, or artifacts. The mad demigod Zagyg likely travels Temporal

Prime, which is here usually called the Plane or Demiplane of Time; the demigod Vecna certainly knows of chronomancy.

The ancient Suloise-Baklunish conflict may have involved time battles between rival chronomancers. Istus (goddess of fate and destiny) is Baklunish; Lendor (god of time) is Suel. The results of such fighting, and any involvement of the Monitors or godly avatars, are unknown. Chronomancy might also be known to elves worshiping Labelas Enoreth, the elven deity of longevity, history, and time, and wizards of Boccob, the Oerik god of magic.

Chronomancers may wish to explore Tovag Baragu, the Stone Circles, whose arches sometimes open into Oerth's past. (See the GREYHAWK adventure, *Vecna Lives!*).

Historical Reference campaign: The seven volumes in the HR series describe Europe, North Africa, and the Middle East of Earth across a variety of historical periods, from 2200 B.C. (*Age of Heroes*) to A.D. 1650 (*A Mighty Fortress*). Magic is assumed to be possible, though it is limited in nature and normal technological development occurs at the same time.

Certain historical figures of this "magic Earth" may have had limited knowledge of chronomancy, given their reputed predictive or magical abilities (e.g., Nostradamus, Roger Bacon, Michael Scot, Dr. John Dee). Mythical figures with extraordinary magical powers might have time-traveling abilities, too (e.g., Oracle at Delphi, Baba Yaga, Merlin, Morgan le Fay). Fabled Atlantis, said to have existed in the distant past, might be the home of a Guardians-like force of Temporal Champions.

The RAVENLOFT® campaign expansion, *Masque of the Red Death and Other Tales*, shows this same magical Earth in the late 19th century, though with a dark strain of horror. (The world is nicknamed "Gothic Earth.") H.G. Wells published *The Time Machine* in 1895; if this tale is assumed to be in part autobiographical, he would be the only known time traveler from this period. There is evidence that Murlynd (see GREYHAWK campaign) has been to this world, during this and other time periods.

Mystara®/Hollow World®/Red Steel®/ Blackmoor® campaign: Chronomancy was known to the wizards of Alphatia, but all Alphatian chronomancers were destroyed by an unknown Immortal after they attempted to make contact with the long-lost techno-magical empire of Blackmoor. One investigator of this disaster believes the Immortals Rafiel and possibly Rad (a.k.a. Étienne d'Amberville) are defending a prehistoric secret somehow connected with the Radiance of Glantri. Rumors sometimes pass through Glantri that a local wizard has rediscovered the lost secrets of chronomancy, but this has never been proven. No Guardians-like group of chronomancers is known here.

Unobtrusive chronomancers have considerable freedom; furthermore, they might gain the cautious notice of Immortals from Energy or Time (particularly Ixion), who might be bribed at tremendous expense to reveal other secrets of chronomancy or Mystaran history. Immortals of Time carefully shunt chronomancers "around" critical events in history, so that all attempts to reach those times are missed by days, months, or years. Time travelers perceived as dangerously hostile to Mystaran history are located and destroyed without ceremony or delay.

Planescape™ campaign: Anyone attempting time travel on an Outer or Elemental Plane is at extreme risk of attracting the unwelcome attention of one or more deities or supernatural monstrosities. Some deities whose spheres include time might have their avatars capture and question chronomancers, trading freedom for all the information and new spells the chronomancers have (and the promise never to return). Most deities are not so forgiving.

In Sigil, access to Temporal Prime has been completely blocked by the Lady of Pain, who controls all portals in that city and does not personally like chronomancy. Chronomancers who reveal their powers in Sigil find that they instantly become pariahs, and they invariably and quickly disappear, never to be seen again.

Ravenloft® campaign: Chronomancy is completely unknown on the Demiplane of Dread as a magical school. However, chronomancers from other worlds might be involuntarily drawn to this demiplane.

Time travel here is dangerous at best. Since domains come and go over time, chronomancers risk traveling to a time where a domain ceases to exist. Many Ravenloft domains have calendars that range back a millennia or more, but the oldest land has, in fact, barely been in existence for 390 years at the present time.

Using chronomancy in the relatively stable core domains is fairly risk free, so long as the character travels to a time where that land exists. Time traveling in any of the Islands of Terror, however, is very dangerous, since the Islands are in erratic states of flux across time and space. When attempting time travel in one of these realms, there is a 50% chance the character will end up at a time where the land does not exist, even if the time traveled was but a minute long. Should a chronomancer accidentally venture to a time before the domain in question exists, the character is stranded in the Mists that surround the demiplane, there to wander alone until the Dark Powers, who watch over all in the demiplane, permit a return to the Land.

Of interest to chronomancers in this setting is the tiny, desolate realm of Forlorn, which contains a castle whose halls and doorways are reported to serve as gates to other time periods. Investigating and harnessing this incredible resource is a quest worthy of any chronomancer, though the strange phantom who dwells in the crumbling edifice must be dealt with first. See the *Castles Forlorn* boxed set for further details.

Spelljammer® campaign: Most worlds in other crystal spheres have no knowledge of chronomancy, and time travel there is often unrestricted (e.g., the Rock of Bral). Other worlds might have nonhuman chronomancers, but this is unproven. If there is a dragon chronomancer, for example, it undoubtedly exists on the world of the Io's Blood Isles (see the Council of Wyrms™ campaign set).

Chronovoid

CLIMATE/TERRAIN:	Temporal Prime
FREQUENCY:	Common
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–9)
TREASURE:	G
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1d12
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	12+1 (total)
THAC0:	14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	Absorption
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	See below
MORALE:	Average (10)
XP VALUE:	9,000 (total)

Chronovoids cannot exist in reality, but they form one of the greatest creature hazards to adventurers on Temporal Prime. They are a common occurrence and are strongly attracted to linear creatures. A chronovoid appears as a blob of gelatinous matter that holds a roughly ovoid form. The surface of the chronovoid is an iridescent film, not unlike a drop of oil on the surface of water, and its internals are a dull gelatin. The size of this creature varies, since it is a communal organism and can separate into smaller forms. Its largest formation is a huge creature (10–11-foot diameter, 12+1 HD) which can divide into three large creatures (6–7-foot diameter, 4+1 HD). After this division, the separate entities can divide in half two more times, creating up to six medium creatures (5-foot diameter, 2+1 HD) or 12 small creatures (3–4-foot diameter, 1+1 HD). Any combination of these is possible, but it takes one round for each division or merging. A chronovoid usually travels as three large creatures, so it takes only two rounds for maximum division or one round to reform as a huge creature. It can usually accomplish this before entering melee.

Ecology: Chronovoids usually ignore the creatures of Temporal Prime as they drift around the timestream. They do not move around lifelines, except in the event of a tangle, but simply let the line pass through them. It is common to see a chronovoid with a silver lifeline running through its middle as it follows a lifeline up or downstream. Only if a temporal creature gets within 10 feet of a chronovoid does the chronovoid attack. There is a theory that chronovoids have some kind of relationship with tempsynth, as a chronovoid does not harm tempsynth as it passes along the lifelines. Linear creatures are not so lucky. A chronovoid can sense linear organisms from over 50 feet away and immediately attacks them.

Chronovoids have no lair, but they do possess treasure. Within their gelatinous mass, they store the nonorganic matter from creatures and beings they have ingested. This includes coins, gems, metal weapons, and anything magical (if the magical item has an organic base, such as a staff or leather boots, it must save vs. acid or become useless). Large items are still carried by the chronovoid, but pieces of them may stick out.

Combat: Chronovoids are a problem because they have a variety of abilities that they can use. The first and foremost of these is the ability to divide into smaller versions. Each separate entity is allowed one attack at the original THAC0 and AC, but the Hit Dice are according to size. Any chronovoid that divides or reforms gets no attack that round. Combinations can be assembled like one large, three mediums, and two smalls.
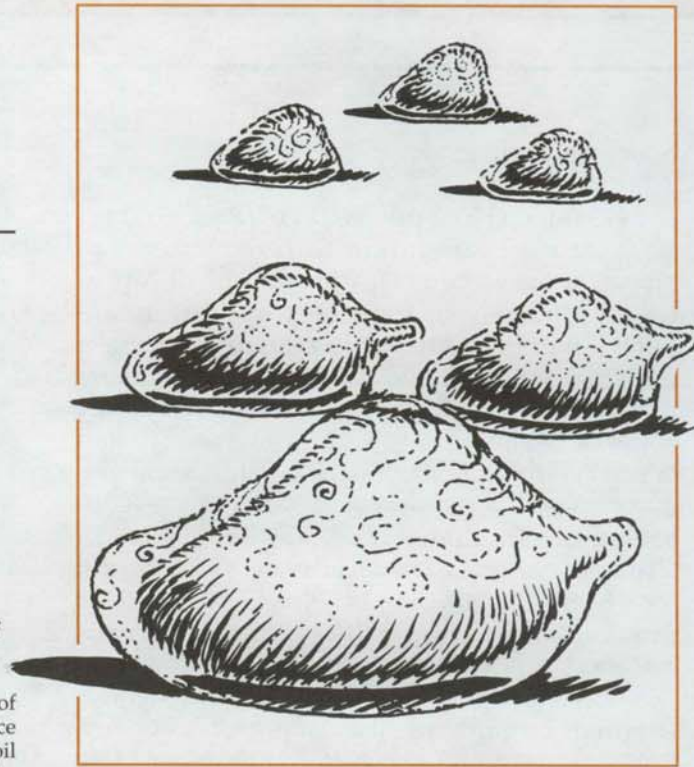
The main defense of a chronovoid lies in its gelatinous form. Most material can pass through it without hurting the bubble at all. Nonmagical weapons do no damage, and damage from magical weapons and spells depends on the bonus or spell level. For every +1 that a weapon has, or for every three spell levels, only 50% of normal damage is applied to the chronovoid. A *sword +1* or a 1st–3rd-level spell does half damage (including one half of the Strength or proficiency bonuses), and a *sword +2* or 4th–6th-level spell does full damage. A +3 weapon or 7th–9th spell does 150% full damage, and a +4 weapon does double damage (again including double strength and proficiency bonuses). A chronovoid attacked by magical weapons or spells identifies the greatest danger to it and concentrates all attacks on that foe until that creature is dead or incapacitated.

A chronovoid attacks by moving up to a victim and attempting to surround it. On any successful attack in which a 20 was not rolled, the victim manages to pull free whatever part of him entered the bubble. The damage caused by this contact is 2d6 hit points from advanced decaying of living flesh. On a 20, the bubble succeeds in surrounding the creature. Any absorbed creature can only do damage on a rolled 19 or 20, and the decay damage to it increases to 3d6 hit points per round. The only stipulation on absorbing is that the bubble must be of the same size class as the creature or bigger. This makes a difference in strategies by the chronovoid, since it always maintains at least one portion of itself large enough to absorb the intended creature.

Any portion that is damaged beyond its hit points bursts into thousands of drops that drift to the nearest lifeline where they remain. A chronovoid can exist and rebuild itself as long as at least one small-sized portion gets away, and such a portion is usually held off to one side in case things go badly. Characters gain 750 XP for every 1+1 Hit Dice of the creature that is slain, with a 1,000 XP bonus if the entire creature is destroyed.

Temporal Dog

CLIMATE/TERRAIN:	Temporal Prime
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or in packs
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil (alone)/W (in lair)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1/2d6
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	4+1
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	*Haste*
SPECIAL DEFENSES:	*Timeslip*
MAGIC RESISTANCE:	10%
SIZE:	Medium (3–4 feet long)
MORALE:	Average (10)
XP VALUE:	375

Temporal dogs are a highly evolved form of blink dogs that make their home on Temporal Prime. It is impossible to tell whether the temporal abilities of these dogs are a difference engineered or bred by some ancient chronomancer or if the progression from blink dogs to temporal dogs was a case of natural evolution, but these canines do have a pleasant attitude toward wizards for some unknown reason.

Temporal dogs distinctly resemble their distant ancestors. They have short, yellow-brown hair, and they are stocky and muscular. They are slightly smaller than blink dogs, and they have apparently lost the power of teleportation, but they have developed other, more powerful abilities make up for that loss. They are another kind of temporal creature that possesses the ability to slip to reality.

Habitat/Society: Temporal dogs prefer solitude over the pack, mostly due to the fact that there is sparse hunting on Temporal Prime. Whenever they are encountered, however, there is a 15% chance that they are running in a small pack (2d6) in order to take down a large creature that none of them could handle on their own.

Temporal dogs communicate between themselves by complicated combinations of barks and growls, and they have a detailed knowledge of the layout of the surrounding timestream. Adventurers have taught these creatures to understand many languages, though they may feign ignorance so as to not have to deal too closely with strangers. A few of the friendlier ones can even bark out a close approximation of a dozen or so words.

Many characters have taken to feeding these creatures (and sometimes even offering them some sort of treasure) in order to gain their company for short periods. A friendly dog remains with the person or party for 1–4 days in the timestream. Fast as these creatures are, the group never has to worry about the temporal dogs slowing it down—quite the opposite, but the dogs do not seem to mind. The major benefit of having a temporal dog along on a trip is that the canine barks at any sort of unfriendly creature, warning companions of danger.

Temporal dogs make lairs within naturally occurring caves formed by event tangles in the lifelines, and it is here that they store their treasure and hide their precious pups. These dogs normally detect adventurers long before they reach a lair and draw them off in any way necessary. If a lair is discovered, there is a 10% chance for 2–8 pups and a 20% chance for other treasure to be there.

Pups can be raised to be loyal companions to a character, and their high intelligence makes them very useful or very troublesome, depending on how they are treated. The treasure could be anything of value, including magical weapons and armor, high quality merchandise, miscellaneous magic (including potions and scrolls), and of course gems and coins. Although the dogs have little need for this stuff, they know the value of trade. They acquire the material not by attacking passing travelers but by scouring the areas where battles between chronomancers and less friendly temporal creatures have been. Some predators care not for these items, so the dogs collect them for their own uses.

Temporal dogs normally thrive on tempsynth, but packs sometimes go for a temporal glider or vortex spider. Hunger might drive them to reality in search of food, but only for short periods of time. Their frequency in reality is very rare.

Combat: Only a very hungry pack, or one that feels threatened, will attack adventurers. This deference to humans is a curiosity, but whatever the reason, it is not cowardice, since these dogs are slightly more fierce than their ancestors. They have an ability to *haste* as per *Articus's melee manager*, not the *haste* spell. This gives them one extra attack per round, as well as the other bonuses, and the power can be used once per turn, the effect lasting for the turn's duration. They can also slip between Temporal Prime and reality, but in reality, they function as if 2 Hit Dice lower, and they lose their ability to *haste*, so they only do this to escape a threatening situation.

If a pack of temporal dogs loses one third of its number or fails to bring down one person within five rounds, the dogs slip away. A solitary dog never attacks people—unless it is defending something—preferring to slip away if it feels at all threatened. Experience points are awarded if this creature stands and fights, or if the character can enlist its aid for a period of greater than two weeks. Bribery or threats never hold a temporal dog to service this long. The character must prove worthy of the dog's loyalty within four days.

Temporal Glider

CLIMATE/TERRAIN:	Temporal Prime
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special (see below)
INTELLIGENCE:	Average (8)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	15
HIT DICE:	6 to 10
THAC0:	15 to 11 (15 minus 1 for every HD over 6)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5–20
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Half damage from non-magical weapons
MAGIC RESISTANCE:	20%
SIZE:	Large–Huge (12–18 feet)
MORALE:	Average (10)
XP VALUE:	4,000–10,000

Gliders are large, kitelike creatures that drift along in the empty spaces of Temporal Prime or close to the surface of a timestream. They never travel to reality, although there is much speculation that they could do so if they ever were to have the desire. Each looks like a large black manta ray without any sort of tail—basically one giant wingspan. The tips of these "wings" flex slightly, but motion appears to be thought generated.

Habitat/Society: Gliders travel alone, and they have no fixed place that they return to. They simply roam Temporal Prime constantly, like a shark in deep waters. While they are intelligent, temporal gliders have absolutely no interest in treasure and are never found with any.

Although they must feed on something somehow, they have never been seen eating, and they never interact with other creatures by choice. They are a mystery to most adventurers, and only the most curious or antagonistic bother with these indifferent creatures.

Some chronomancers have fit that bill nicely, though, and through their researches, they have found that what temporal gliders are actually doing as they drift among the mist-smoke is continuously feeding. They do this in the way that a great whale sifts plankton through its mouth.

Temporal gliders possess the ability to travel between the timestreams of different planes, and when a glider disappears within a large cloud of mist-smoke, it has slipped directly to an alternate plane within the same reality. They are feeding on the change in temporal forces that exist along the borders of different timestreams: the temporal tides. The conflicting forces do not bother them at all, but if a creature managed to catch a ride on the back of one of these gliders, the forces would still affect them. Such a trip would likely rip any hitchhiker to pieces in the process.

Combat: Gliders defend themselves if attacked, which is the only way they enter combat. They only have one means of attack. They ram their heads into those attacking them, and they can perform this maneuver only once per round. Their skin is extremely tough in nature, and nonmagical weapons only do half damage against them (this includes any Strength bonuses, which are also halved). They are also likely to use their timestream slipping ability to escape if the combat goes badly. Any creature within 20 feet of a glider that slips into

another timestream must save vs. rod/staff/wand or take 5–50 (5d10) hit points of concussion damage from the backlash of the raging temporal tides. A creature riding on the glider is subject to the creative control of the Dungeon Master. Rest assured that the trip is never a pleasant one, and if the glider's unwelcome traveling companion should somehow manage to survive the trip and yet lose hold of the glider, he may have a difficult time getting back home from whatever random plane's timestream the glider ends up depositing the hapless soul upon.

Gliders can be forced into submission if the character manages to convey its intentions to the creature and then only strikes for nonlethal damage. Normally, the character must manage to get onto the glider's back (a Dexterity check after being rammed, with a –5 modifier to the check) and then continue to cause submission (nonlethal) damage.

The glider probably slips through several different timestreams during this process, placing the character at considerable risk. The character should be forced to make another Dexterity check (without a penalty) for each of the planes the temporal glider slips into. The transfer is never a pleasant process. If the foolhardy soul manages to survive the harrowing experience, the temporal glider eventually submits and agrees to carry the time traveler wherever he wishes.

It is rumored that a limited number of harnesses have been invented for the purpose of subduing these creatures. After all, controlling a steed that can shift between the planes at will can be quite useful. However, none of these legendary harnesses have ever been found in reality, although it's improbable that a person would even recognize one when presented with it.

Temporal gliders do not bear their service willingly. Given the opportunity to escape, they do so at once. They are especially wont to do this when their rider returns to reality for a period of time. There is a good chance that when the chronomancer returns to look for the glider, the creature may well be long gone.

Temporal Stalker

CLIMATE/TERRAIN:	Temporal Prime
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small groups
ACTIVITY CYCLE:	Any
DIET:	Special (see below)
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1d4
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	4+2
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Level drain; special
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	20%
SIZE:	Medium (6 feet tall)
MORALE:	Average (10)
XP VALUE:	1,750

Temporal stalkers are the undead of this pseudo-reality, and a large number of them used to be chronomancers. Since the basis of their existence depends on temporal forces, traveling to reality means instant destruction for the stalkers. They appear to be composed entirely of the mist-smoke of Temporal Prime, condensed down into a near-solid form. Flashes of silver light seem to pulse from within their forms, and twin red glows replace their eyes. As they move, a glimpse of their physical body can sometimes be seen through a haze of mist, although this may only be an illusion of some sort.

Habitat/Society: Temporal stalkers exist outside of the normal Temporal Prime ecosystem. They are neither hunted by temporal creatures, nor do they hunt such creatures. Temporal stalkers roam the various timestreams of Temporal Prime in search of one thing: linear lifeforms intruding upon their realm. Once the mist trail left by a traveler is discovered, a temporal stalker tracks that individual down (unless, of course, the traveler leaves before the temporal stalker manages to catch up with him). Temporal stalkers can move just as fast as most chronomancers, and they never have to sleep, so it is rare when they can be outdistanced.

Stalkers have no lairs, and they are beyond the desire for material wealth. The only thing a temporal stalker actually possesses is a deep-seated hatred for linear creatures and a desire to see them destroyed. These evil undead are highly intelligent and know much concerning Temporal Prime, which is one more thing to drive them into anger, since they can no longer use this information. It's no good to them if they can never leave the pseudo-plane and have an effect upon reality.

Of all linear beings, temporal stalkers hate the Guardians the most, as these men and women have the most effect upon reality of any chronomancers. The jealousy the temporal stalkers feel burns brightly in them, and they sometimes organize small ambushes for a Guardian if they think there is any chance of catching the powerful chronomancer by surprise. This is hardly likely, as the Guardians are well aware of the temporal stalkers and the dangers that they represent to travelers of Temporal Prime.

Despite this hatred that is focused upon them (of which they are sometimes painfully aware), the Guardians usually choose to leave the temporal stalkers alone. Since the creatures can't slip into reality, they are no danger to the timestream. In fact, they act as a kind of weeding-out system. In the opinion of many Guardians, chronomancers that are too unwary to deal

with temporal stalkers are dumb (or at least incautious) enough to present a danger to the timestream themselves. If the temporal stalkers take care of these bumblers early on, then it may never be up to the Guardians to do so if the fools somehow manage to gain in power.

On the other hand, those that survive an encounter with a group of temporal stalkers have been taught a fine, concrete lesson about the dangers of dealing in time traveling. The impact that this can have is far more effective than any lecture a Guardian might give.

If there is any hope of dealing with a stalker, it is through exploiting this weakness to seek the destruction of a Guardian above all else. More than one cunning chronomancer has been spared by a group of temporal stalkers by promising to deliver a Guardian or two into a trap of their devising—the more Guardians, the better. Of course, several of these deals fell through when the stalkers' victim simply told the Guardians of the creatures' plans. As such, the stalkers are more than a little wary of cutting such deals, and getting them to agree to one takes some doing.

Combat: Temporal stalkers usually hunt alone unless they are after a large group or a Guardian. They track a single individual for months until they are able to catch him someplace by surprise. If there is a small group of travelers involved, the stalkers wait until one of them separates out from the others before attacking. A successful hit by a temporal stalker only causes light damage, but drains one level and all the abilities that go with it. Alternatively, with the same touch, the stalker can use *paradox* on a victim, fouling its past. Often it uses this to exchange a spell that a wizardly victim has memorized for one that is entirely useless in the given situation.

If drained to level 0, the character becomes a temporal stalker himself. Mist-smoke begins to swarm around the victim's body until, several days later, most of its physical body is hidden within the shroud. Companions of the victim can prevent this transformation by bringing the body back to reality before this new stalker awakens.

Tether Beast

CLIMATE/TERRAIN:	Temporal Prime
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very (11)
TREASURE:	I
ALIGNMENT:	Neutral evil

NO. APPEARING:	1–3
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	10+2
THAC0:	11
NO. OF ATTACKS:	5 (four claws, one bite)
DAMAGE/ATTACK:	2d6/2d6/2d6/2d6/2d4
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	Huge (20 feet long)
MORALE:	Average (10)
XP VALUE:	15,000

Tether beasts are often referred to as the dragons of Temporal Prime, but in fact, they more closely resemble behirs. They are long and snake-like with four pairs of legs unevenly spaced along their bodies. The legs are much longer than a behir's, but they are normally kept tucked up close to the body, giving the (sometimes fatal) illusion of the beast having a short reach. Its back and legs are covered with iridescent scales, and its underside features a softer, black skin. The head is reptilian with a short snout filled with dagger-like teeth. These creatures exist only on Temporal Prime and, in the opinion of most adventurers, thankfully so.

Habitat/Society: A tether beast has no lair. It is always on the move. These beasts frequently travel in pairs, and if a third beast is present, it is usually a young child of the two larger ones. (The child has 6+1 Hit Dice and is worth only 8,000 XP.) The beast (or the largest of the group) stores treasure within several hidden pouches that can be found within the softer area of its underside. Large items of obvious value, or any magical item it might have, are dragged along in one claw. Tether beasts have a 10% chance of being able to use a magical item. Otherwise that claw is considered nonuseful for attacks or movement.

Though it is assumed that the tether beast can travel like other creatures on Temporal Prime (by walking or floating along), it always crawls along the lifelines with at least four of its claws wrapped about one of the silver cables. Now and then, it seizes a lifeline in its mouth and gnaws at it with its vicious teeth, but no damage is known to be caused to the lifeline's possessor. Some adventurers that have been contacted by chronomancers about these incidents have reported that, at the time in question, they sensed a chilling effect, similar to the old saying of someone walking across their grave, but no apparent physical harm was done to them or their lifeline.

The tether beast is far and away the fiercest hunter on Temporal Prime. It attacks and eats anything it happens to come across, from tempsynth to temporal gliders, and apparently chronomancers rank high on the top of the list of their favorite foods. The beast is at the top of the food chain on Temporal Prime, since nothing is known to attack it except adventurers. A tether beast that finds the silver mist trail of a Temporal Prime traveler follows it until the trail disappears or the adventurer is found.

Combat: Tether beasts prefer to attack their intended victims from ambush if possible, but they attack even if they are the ones surprised—or if they're wounded or being offered an appeasement, or if they're if hungry or full. Basically, they are happy to attack anyone at any time for any reason—or even no reason at all.

In combat, the creature continues to hold on to nearby lifelines with at least four claws while attacking with all of its other four limbs, plus its savage bite. It can attack in any direction it wishes with its claws, and the long reach of its arms puts it into melee range even against opponents armed with polearms. For opponents who devise an attack method just out of reach, the tether beast grabs hold of the lifeline tightly with its back four claws and whips the entire upper half of its body out toward its intended victim, raking at it with all five attacks. A creature may try to force one of the beast's four lifeline claws away from the lifeline. Whether or not it is successful, the only result is that the tether beast turns on that creature with every attack, including an extra claw attack from the limb that the victim just freed.

Anytime after the first combat round, if the tether beast does not seem to be winning the engagement, it uses a breath weapon attack that has a range of 30 subjective feet and can be directed against one creature only. The breath weapon appears to be composed of the mist-smoke of Temporal Prime, but any creature it hits must save vs. death magic. A failure results in the character rapidly aging to the point that he crumbles into dust. A success means that the adventurer only ages 20 years (check the maximum lifespan of the race to determine the effects).

Tether beasts are smart enough to know that humans are excellent targets for this breath weapon, and they do not mind using it against them when possible, since the tether beasts seemingly can gain almost as much nourishment from the leftover pile of dust. This breath weapon may be used once every 10 rounds.

Time Dimensional

	Common	Noble	Royal
CLIMATE/TERRAIN:	Temporal Prime	Temporal Prime	Temporal Prime
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary (see below)	Solitary (see below)	Solitary (see below)
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special (see below)	Special (see below)	Special (see below)
INTELLIGENCE:	Highly (13–14)	Genius (18)	Supra (19)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 (see below)	1 (see below)	1 (see below)
ARMOR CLASS:	2	2	–5
MOVEMENT:	See below	See below	See below
HIT DICE:	12 or 16	20	24 or 28
THAC0:	9 or 5	1	1
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d4 or 4d4	5d4	6d4 or 7d4
SPECIAL ATTACKS:		See below	
SPECIAL DEFENSES:		+3 or better magical weapon to hit	
MAGIC RESISTANCE:		25% (90% in reality)	
SIZE:	Small (3-foot diameter)	Small (4-foot diameter)	Large (7-foot diameter)
MORALE:		Average (10)	
XP VALUE:	4,000 or 8,000	12,000	16,000 or 20,000

There are three different varieties of time dimensionals: the common, the noble, and the royal. Often misnamed as time elementals, time dimensionals are intelligences composed entirely from the essence of time. They are one of the few temporal creatures which can travel to reality. There, each appears as a cloud of fire, dust, or vapor. On Temporal Prime, each manifests as a translucent sphere of light silver energy. They pose one of the greatest hazards to travelers of Temporal Prime due to their incredible abilities.

Time dimensionals seldom appear in reality, as the forward motion of time makes them uncomfortable. They much prefer to roam about the neutral territory of Temporal Prime.

Habitat/Society: Dimensionals exist at a level that can only be theorized. Any one exists at all times simultaneously, yet all versions of it function throughout time independently. A hero only meets up with one version initially, though.

The dimensionals roam Temporal Prime, feeding off of the momentum of time, and they stay away from most creatures, as well as other dimensionals. Turbulence attracts time dimensionals, since the disturbance to the timestream causes easier feeding. For this reason, a dimensional is sometimes attracted to a chronomancer and may even slip to reality to find him if the wizard's spells are creating enticing turbulence.

Trying to communicate with a time dimensional is tricky. Even gaining their attention can be impossible. They recognize spoken words, but tend to ignore them. If a time dimensional speaks, it does so by manipulating time and drawing words from the listener's past. The hero hears fragmented sentences spoken in his own tongue. Some beings, usually chronomancers, have been known to cut deals with these difficult creatures, but usually at great cost and risk.

Combat: Time dimensionals never attack unless attacked. In reality, they spray a fine, powdery substance at their attacker. On Temporal Prime, they simply lash out with pure temporal forces, doing no visible harm, but causing severe damage from the shock. Even other temporal creatures are affected by this, though their magic resistance can negate the effect.

In reality, dimensionals often slip in and out of time at will. Since they are nonlinear creatures, they are able to double their lifelines (if they can be said to have such things) as often as they like (in theory, at least—they seem loathe to do so except in the most dire circumstances). In this way, they can bring versions of themselves from other times to help out, effectively adding 1–4 copies of themselves to the combat. A hit on any one creature damages them all, though, so a dimensional typically brings in its other selves, makes multiple attacks in a single round, and then vanishes.

With its power to move through time, the dimensional can usually break off contact in reality at will. Chronomancers should realize what has happened, though, and they can track the creature to Temporal Prime if its wake in the mist-smoke can be followed. A time dimensional can move at a rate of 10 yards per round per hit die in reality or Temporal Prime, so it can likely get away.

Due to their nonlinear nature, time dimensionals can even double themselves on Temporal Prime. If pressed, they can attempt to get away by slipping back into reality, but anyone that they would meet in Temporal Prime would likely be able to follow them back. Dimensionals realize this, but they also realize that the number of times a humanoid can slip back and forth is usually limited, unlike the dimensional's innate ability. They have been known to slip back and forth so often that no chronomancer could possibly keep up.

Chronomantic spells are useless within 30 yards of a dimensional, as it absorbs them like food. These spells cannot affect the dimensional at any range or reveal anything about it or its actions, unless otherwise noted in the spell's description.

In reality, a dimensional's magic resistance is 90%, as it is difficult for an attacker to figure out exactly where in time a dimensional is long enough to attack it. On Temporal Prime, this drops to 25%, as time doesn't flow regularly there.

Noble time dimensionals can additionally cast a *time stop* (which can even affect common dimensionals), age a creature by 1d20 years, cause a creature to grow younger by 1d20 years, age nonliving vegetable matter by 10d20 years, age mineral material by 10d100 years, and move up to four creatures from reality into Temporal Prime and back at a time (subjects can save vs. spells if unwilling). Each power is usable once per round, at will, once per day.

Royal dimensionals are even more powerful than their brethren. They are said to rule the others, but no evidence has been brought forth to corroborate this, other than the fact that they can summon 1–4 common (70%) or 1–2 noble dimensionals (30%) once per day. They have all of the same powers of the noble dimensional, but they can use them each once per hour. Additionally, they can use an ability similar to *Articus's melee manager* every round to get in more attacks if they like. Plus, royal dimensionals can use *temporal shell* up to once per hour.

Vortex Spider

CLIMATE/TERRAIN:	Temporal Prime
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8)
TREASURE:	E
ALIGNMENT:	Neutral

NO. APPEARING:	1–4
ARMOR CLASS:	4
MOVEMENT:	9 (15 in web)
HIT DICE:	7+4
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Poison, web
SPECIAL DEFENSES:	Chameleon ability in web
MAGIC RESISTANCE:	15%
SIZE:	Large (12 feet long)
MORALE:	Average (10)
XP VALUE:	2,700

Vortex spiders evolved from the phase spider, and they can exist only on Temporal Prime. Some wizards have theorized that the origin of this rather unique species is rooted in a temporal accident in the far past. A colony of phase spiders must have been caught up in the eye of an impending timestorm while phasing, trapping them in Temporal Prime. Once they found themselves on this pseudo-plane, they carved out a niche for themselves in the local food chain and managed not only to adapt, but to survive and thrive.

Vortex spiders have kept their ancestors' basic shape, but the similarities between the two species end there. Vortex spiders are covered with a thin chitin which is blue-gray in color but with several patches of a dull waxy color and texture. They are only seen in this fashion, though, when forced out of their natural habitat for some reason. Their color can change to blend in with their web when they are skittering about its edges or even resting within the central tangle of its magical strands.

Habitat/Society: The vortex spider can create a home for itself anywhere on Temporal Prime, but it prefers to spin its web in a vortex. It traps other creatures such as temporal dogs, small temporal gliders, and unwary time travelers for food. While it may be slow intellectually, the spider is not stupid, and it ignores large gliders or other creatures that are simply too big to net. If a tether beast manages to wander into a vortex spider's webbing, the spider immediately takes off for parts unknown and seeks out a new home. Finding an empty web is uncommon, though, since the enchanted strands quickly disintegrate without the vortex spider's constant upkeep.

One corner of the vortex spider's webbing contains the remains of victims as well as their possessions. The spider likes to hide this section away from prying eyes, as humans who see the pile of bones and treasure should immediately realize just how much danger they might be in. Still, the spider knows the value of these trinkets, although it has little use for them personally. It is cunning enough to sometimes place an interesting-looking item or two in part of the web easily visible from the vortex's wall. More than one unwary adventurer has grabbed at such obvious bait, only to find himself outmatched by the web's devious owner.

Combat: The webbing of a vortex spider is completely invisible among the mist-smoke of Temporal Prime, and it is made resilient with pure temporal energy, spun from the mist-smoke that permeates the entire pseudo-plane. As such, it is detectable by a *detect temporal anomaly* spell, and to the caster of such a spell, it stands out sharply, even against the considerable background turbulence of a vortex.

The web is usually up to 50 feet in diameter, making it too small to fit entirely across any but the smallest vortices. Most often it can be found spread across a section of the vortex's wall. Once the web has been spun, the spider hides in one corner of it, its chameleonlike ability to alter its coloration to that of the mist-smoke surrounding it making it invisible to anyone who fails a save vs. rod/staff/wand.

While a vortex is the most common place to find a vortex spider (thus the obvious source of the name), they can sometimes be found stringing their web among the lifelines as well. They are less commonly encountered here, though, due to the vastness of the timestream. One reason the spiders tend to stick to the vortices is that these are so heavily traveled. Another is that the swirling mist-smoke makes it even harder for a traveler to spot the spider's web. If the web is spun within a vortex, the save needed to spot it is made at –4. Another reason for the spider to make its home in a vortex is its ability to travel straight up and down the vortex sides, an option most creatures do not have.

The webbing is not adhesive in the way normal spider webs are, but any creature which touches it suffers from an effect similar to a *slow* spell, since time has been warped around them to move slower. Since this is different from a normal *slow* spell, the chronomantic immunity to chronomantic spells does not apply here. A bite from the spider causes only a small amount of damage, but the poison must be saved against at a –2. The poison causes instant death, and those that save against this still take 20 points of damage.

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