



TEMPORAL MECHANICS MANUAL



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BASE CLASSES

CHRONOMANCER

"Time? Time in an illusion! Lunchtime: doubly so."

—Ford Prefect attempting to persuade a friend to have a drink

Chronomancers are a breed of wizard who are recognized early on as being more intelligent and open to bizarre concepts than their peers. They are at first led, then go themselves down a road that gives them the ability to travel to any plane and any time within the plane. Some even wander the worlds that are beyond a normal *Gate* spell's ability to transport. Their field is naturally restrictive, meaning that there are large sections of the arcane that the Chronomancer doesn't have time to understand, but most never regret their decision to focus on understanding time above all else.

Characteristics: Chronomancers are simply wizards with a very strict field of study, necessary because the field is so difficult to understand. They have more spells per day than the average wizard due to their higher intelligence. They are narrow minded, however, when it comes to other kinds of magic, and have three opposed spell schools they choose when they begin.

Alignment: Understanding the intricacies of temporal manipulation requires strict discipline. However, time itself is quite chaotic. Any alignment will do for a Chronomancer, and that alignment often dictates their faction later on.

Religion: Gods of time exist, but being of the wizardly persuasion, most Chronomancers stay out of the divine.

Races: Due to the strict intelligence requirement, races with subhuman intellect are almost never found in Chronomancy. Otherwise, there is no racial tendency.

Other Classes: Chronomancers often branch out later on, especially those who find it too restrictive. There are plenty who study normal wizardry, gaining the spells they'd otherwise not be able to have. On Faerun, Chronomancers who wish to specialize even further have been known to join with the Red Wizards, and there are rumors of a secret Academy for Temporal Magi.

Role: Chronomancers are usually party leaders, knowing more about a given locale and milieu than anyone else.



BECOMING A CHRONOMANCER

Before they can even become competent in their first cantrip at the academy, they are approached by an established practitioner of Temporal Magic. If the young wizard accepts, she becomes the elder's apprentice, focusing on one kind of magic above all others. The magic that allows for temporal manipulation. She is given access to spells other wizards would never find, and even most temporal magi have difficulty getting their hands on outside of Timehaven. Most Chronomancers, in fact, eventually leave their master in order to study in the Library at Timehaven once they have enough understanding to find it and join the Guild. A few are recruited by the Guardians prior to this, and one or two temporally incur their former mentors and end up in the Order of Disharmony. Lone Chronomancers, secret and reclusive, were once the norm. Now that the three major factions have risen, unity is considered the only means of safety. A Chronomancer who travels alone and without any affiliation rarely survives to gain the power necessary to back the decision.



Entry Requirements

Chronomancers are one of the few base classes with a prerequisite. Great intelligence and wisdom are necessary even to begin to understand the subtleties of chronomancy.

Ability scores: Int 18, Wis 16

GAME RULE INFORMATION

Chronomancers have the following game statistics.

Abilities: Intelligence determines how many spells the Chronomancer can cast per day and spells known. Wisdom determines how well the Chronomancer can navigate the timestream.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The chronomancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually, including temporal science and future history but excluding psionics) (Int), Profession (Wis), Spellcraft (Int)

Class Features

CLASS FEATURES

All of the following are class features of the chronomancer. Chronomancy offers powers normal wizards, even those who later become temporal magi, will never have, but at a great cost. As well, the

advanced knowledge gained from intensive study makes the temporal nature of her spells all the more potent.

Weapon and Armor Proficiency: Chronomancers are proficient with the dagger, light crossbow, handgun, blaster and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a chronomancer's movements, which can cause her spells with somatic components to fail.

Spells: A chronomancer casts arcane spells which are drawn from the sorcerer/wizard spell list, as well as the temporal mage spell list. A chronomancer must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the chronomancer must have an Intelligence score equal to at least 16 + the spell level. The Difficulty Class for a saving throw against a chronomancer's spell is 16 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a chronomancer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Chronomancer. In addition, she receives bonus spells per day if she has a high Intelligence score, and an extra spell slot in each level that can only be filled by a chronomancy spell.

Unlike a bard or sorcerer, a chronomancer may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the chronomancer decides which spells to prepare.

Prohibited spell schools: The chronomancer's intense study tends to block out the study of other magic, and so when the chronomancer begins, she must decide on three schools that she cannot learn spells in outside of those given to her by her temporal study. In addition, she has a -10 penalty to all throws opposing a spell from those three schools. However, she also gains a +5 against all temporal spells.

Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of her race, and may make a Knowledge check to become fluent in past and future dialects of a language known.

Familiar: A chronomancer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The chronomancer chooses the kind of familiar she gets. As the chronomancer wizard advances in level, her familiar also increases in power.

If the familiar dies or is dismissed by the chronomancer, the chronomancer must attempt a DC 15 Fortitude saving throw. Failure means she loses 200 experience points per wizard level; success reduces the loss to one-half that amount. However, a chronomancer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Scribe Scroll: At 1st level, a chronomancer gains Scribe Scroll as a bonus feat.

Spellbooks: A chronomancer must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all chronomancer can prepare from memory.

A chronomancer begins play with a spellbook containing all 0-level wizard and temporal mage spells (except those from her prohibited schools) plus three 1st-level spells of your choice. For each point of Intelligence bonus the chronomancer has, the spellbook holds one additional 1st-level spell of your choice. At each new chronomancer level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook and one extra for temporal magic alone. At any time, a chronomancer can also add spells found in other spellbooks to her own.

Paradox resistance: At first level, a chronomancer gains the ability to choose whether or not to be subsumed into a paradox not specifically aimed at him/her. This grants the chronomancer the ability to disappear from all memory or retain his ties to the world without losing any memory of how the timeline was before the change. This does not confer immunity from a paradox aimed directly at the chronomancer, but it does give immunity to a paradox caused by the chronomancer.

Vortex escape route(ex): At third level, a chronomancer can open a hole into the Vortex. This

does not confer damage resistance from the Vortex energies nor any ability to navigate. In short, it provides the mage with a very risky means of exit few would try to follow.

Vortex resistance: At fifth level, a chronomancer gains resistance 10 against Vortex energies. This increases to 20 at level ten, 30 at level 15 and 40 at level 20.

Vortex navigation: At sixth level, a chronomancer gains the ability to choose an approximate time and place of exit from the Vortex. At level twelve, this ability becomes precise to whatever degree the chronomancer desires.

Timecraft: At eighth level, a chronomancer gains greater understanding of how one event is connected to all events in the past and future. This gives the mage paradoxsense up to 50 miles/500 years, +10 to knowledge(temporal science) and gives the mage another +10 to rolls when attempting to create a stable paradox. This increases to 100/1000 and +15 at level 16 and 200/10,000 and +20 at level 20.



FAMILIARS

Like many other spellcasting classes, chronomancer's are allowed familiars. Unlike other spellcasters,

chronomancer's are allowed a familiar that may not exist in the chronomancer's home milieu. Otherwise, all other familiar abilities may be taken as if they were a wizard's familiar.

PLAYING A CHRONOMANCER

Since you have studied temporal manipulation for most of your life, you lack many of the weaknesses of others who come into it later on, and enhance many of their strengths. You are not mad like the warlocks and have far greater control than the temporal magi. In short, the flow of time is what you know and you know it better than anyone. Others may doubt your reasons, but whatever you do later in life, it was a thirst for knowledge that made you a chronomancer at first.



Combat

When a chronomancer chooses to fight, she doesn't bother with flashy displays, but instead relies on her knowledge of temporal manipulation to create complex strategies intended to rob her opponent of the ability to fight back while augmenting herself with extra opportunities. Depending on her preference, she may even decide to stop the fight from ever happening by killing her opponent in their sleep the day before. Those that eschew paradoxes tend to give themselves extra time, often siphoned from the opponent. Thus they lose the ability to fight while the chronomancer can now use the extra time to pound her opponent all the harder. If the opponent is strong enough and the chronomancer has the

opportunity, she might decide to simply erase the offender from causality, while either doing the most or least amount of damage to the timestream while she's at it.

Resources

Chronomancers by their nature have vast resources to draw on once they are established. Beginners have masters who are likely to be able to answer any question they have and to protect them. Once out on their own, they usually join a faction and draw on their knowledge and their bases throughout the multiverse.

CHRONOMANCERS IN THE WORLD

"Time is something that must be studied. Even the seemingly endless causal network can eventually be mapped and understood. With time, diligence and ability, there is nothing stopping a resourceful disciple from being able to pick up a rock at the beginning of a planet's history and toppling an empire in the far future. All things are connected and with vision, all things can be changed."

— *Time's misdirection* The manual of the first Time Lords



Most chronomancers whom the PCs encounter will be well hidden and unlikely to volunteer the fact that they are indeed capable of temporal manipulation. They only identify themselves to others like them

and are capable of hopping back in time momentarily to stop the PCs from ever finding them. Only in the rarest circumstances does a chronomancer allow themselves to be found by those who are not like them, and only when they need something that only the party can give them. In the cases of time traveling PCs, it is important to realize that if meeting a chronomancer from an opposing faction to take all due caution against being ambushed.

Organization

Since chronomancers are nearly universally distrusted outside of the havens, these characters keep to themselves. The isolation that would be unbearable for most is a blessing to a chronomancer, who would prefer to continue her study unimpeded. In fact, for historian and guardian chronomancers, being ignored is the best way of minimizing their effect on the timestream. Chronomancers are bookish, but tend to believe their judgment to be superior to all those around them.

PRESTIGE CLASSES

TEMPORAL WARLOCK

“This thing all things devour. Birds, beasts, trees, flowers. Gnaws iron, bites steel. Grinds hard stones to meal. Slays kings, ruins town, and beats high mountain down.”

—Gollum, a possible Temporal Warlock

The temporal warlocks are a secretive group of specialist warlocks who have mastered time as a weapon and a tool. By tapping into this power, these characters learn to infuse their eldritch blasts and magic items that they wield with temporal energy, protecting them from its bite while forcing others to suffer the effects of aging at an accelerated rate. By replacing their previously evil energies with that of the Vortex, they hope to separate themselves somewhat from the infernal and abyssal lords they'd previously been beholden to. It is unfortunate for them that the Vortex is almost as cruel as the demons and devils.

BECOMING A TEMPORAL WARLOCK

Prospective temporal warlocks must fulfill strict requirements to gain entry to the class, making this prestige class exclusive to warlocks. While most characters who pursue the temporal warlock class are otherwise single-class warlocks, multiclass warlocks with wizard levels are also common.

Multiclass warlock/rogues, warlock/clerics, or even warlock/fighters are also possible, but entry into the prestige class is restricted until higher levels.

Entry Requirements

Skills: Knowledge (temporal science) 10 ranks, Spellcraft 6 ranks.

Feats: Time-touched

Warlock Invocation: Must know two of the following: *utterdark blast*, *flee the scene*, *voidsense* or *Path of Shdow*.

CLASS FEATURES

The temporal warlock class offers great power at the expense of versatility. This prestige class presents a focused approach to tap the power of the Vortex, though often at a grave price. As they advance, these warlocks can access greater uses of the Vortex, including the ability to infuse magic items with the

power of the Vortex and lash out with a temporal surge against any foe that strikes them.

Temporal Blast (Sp): Whenever you use your eldritch blast ability, you can change your *eldritch blast* into a *temporal blast*. A *temporal blast* deals your normal *eldritch blast* damage plus an extra 2d6 points of damage per class level. If your blast hits multiple targets (for example, the *eldritch chain* or *eldritch cone* blast shape invocations), each target takes the extra damage. This damage bypasses most damage reduction because it uses energy from the Vortex, which few creatures can resist.

Each time you use this ability, you take 1 point of Wisdom damage. Because the forces behind the power of temporal energy are controlled by your will, if you do not have a Wisdom score or are somehow immune to Wisdom damage, you cannot use this ability.

Invoking: At each level, you gain new invocations known, increased damage with *eldritch blast*, and an increase in invoker level as if you had also gained a level in the warlock class. You do not, however, gain any other benefit a character of that class would have gained. A temporal warlock also gains access to a specific set of invocations otherwise unusable by normal warlocks.

Resistance to the Vortex 10 (Ex): At 2nd level, you gain resistance to the energies of the Vortex 10. This resistance stacks with any resistance to the Vortex you have gained from warlock class levels.

Temporal Infusion (Su): Starting at 2nd level, you can infuse magic items that you wield with time magic.

Whenever you use a charged magic item (such as a wand or a staff), you can apply one of the following metamagic effects to your next use of the item: empower, enlarge, widen, or energy substitution.

These effects work just like the metamagic feats of the same name (the Energy Substitution feat is described on page 79 of *Complete Arcane*). Using temporal infusion is a swift action. You can use this ability a number of times per day equal to your Charisma modifier (minimum one). When you infuse an item with Vortex energy, it glows briefly with Gallifreyan symbols that are disturbing to look upon.

Temporal Shield (Sp): Starting at 3rd level, you can call up Vortex energy to surround yourself with a protective barrier.

Whenever someone directs a melee attack against you, you can, as an immediate action, aim a blast of time magic at that creature. This blast deals damage equal to your *eldritch blast* (including bonus damage from the *temporal blast* ability). This blast automatically strikes the target, which can attempt a Reflex saving throw for half damage (DC 10 + 1/2 your character level + your Cha modifier).

Each time you use this ability, you take 1 point of Wisdom damage. Because the forces behind the power of temporal energy are controlled by your will, if you do not have a Wisdom score or are somehow immune to Wisdom damage, you cannot use this ability. Also, at a cost of 1 wisdom point per day, the Temporal Shield keeps the warlock from aging.

PLAYING A TEMPORAL WARLOCK

You walk a dangerous path. Each use of the Vortex brings you ever closer to death. You must be vigilant in your resolve and resist using this terrible magic recklessly. Since you wield the power of time itself, others are suspicious at best and downright hostile at worst. They fail to understand why you would use such power willingly and how you can resist its allure.

Combat

Using the abilities granted by this prestige class carries dangerous consequences. The Wisdom damage that results from the use of your powers can be healed, and many temporal warlocks carry *wands of lesser restoration* to compensate for the draining nature of their power. However, while you are so weakened, your mind is open to outside interference, so be wary of mind control when using your powers.

Advancement

Temporal warlocks enter this class after being exposed to some intertemporal agency. Witnessing the power inherent in the Vortex creates a strong attraction many find too strong to resist. It's possible you were one of these types, or maybe you stumbled across the Vortex while experimenting with a time machine. Once you take your first level in this class, it's best to invest in the Use Magic Device skill so you can easily use items that heal the Wisdom damage that you take.

Resources

Temporal warlocks lack any formal community, since they are often loners by nature, sequestering themselves away to further study and refine their techniques. Renegade Time Lords and other meddlers may target you and your colleagues with promises of assistance, magic, and even combat support. Their motives are clear, but they offer great power and often compelling reasons to join them.

TEMPORAL WARLOCKS IN THE WORLD

"When the Vortex was first detected, many spoke, saying that the Vortex itself should fuel time travel. In their wisdom, the founders knew this should not be. There was more to the Vortex than the people knew and to travel through it required the traveler to be

independent, lest that traveler experience all of time and space simultaneously. Thus was the use of Vortex energy proscribed and shields placed around all capsules. Praise the will of Rassilon."

— *Time's misdirection* The manual of the first Time Lords

Most temporal warlocks whom the PCs encounter have likely already succumbed to the temptations of evil. Usually they use their powers to further their own ends through the use of their ability to nail themselves to causality and change the timeline to fit their ideal of how the cosmos ought to be. Only in the rarest circumstances does a temporal warlock resist these temptations and use her power to advance the cause of keeping the timeline from being altered.

Organization

Since temporal warlocks are nearly universally feared, these characters keep to themselves. Their isolation pushes them to test the limits of their morality, and in time, most succumb to the darkness blooming within them. Temporal warlocks are jealous and petty, and prone to fits of judgment of those who are not capable of seeing time unfold as they can. They see others who practice their dark art as threats to their prominence and power, so these characters are swift to destroy their rivals.

Some temporal warlocks create infernal cults, believing that through the use of timelocked servants, they can increase their knowledge and skill. Temporal warlocks act as guardians and enforcers as well as commanders in such organizations, valued for their combat capabilities and their ability to change the outcomes of battles without locking themselves into a paradox.

Table 3–3: The Temporal Warlock
Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invoking
1st	+0	+2	+0	+0	<i>Temporal blast</i> +2d6, <i>Temporal Invocation</i>	+1
2 nd	+1	+3	+0	+0	<i>Temporal blast</i> +4d6 <i>Vortex infusion</i>	+1
3rd	+2	+3	+1	+1	<i>Temporal blast</i> +6d6 <i>Vortex Shield</i> , <i>Resistance to time</i> 10	+1

Class Skills (2 + Int modifier per level): Concentration, Disguise, Intimidate, Knowledge (arcana, temporal science, the planes, future history, history), Spellcraft, Use Magic Device.

NPC Reactions

Even those temporal warlocks who shy away from evil in the face of such wickedness meet scorn and derision in the world. Warlocks are generally not trusted, and those who willingly use the tools of chaos for any reason are tantamount to the fiends themselves in the minds of most folk. Hence, most temporal warlocks conceal their natures, using their Vortex powers only when forced. So long as a temporal warlock maintains her anonymity, she finds others are indifferent. Those who become aware of her capabilities immediately become unfriendly, seeing her as a menace. This animosity extends even to evil creatures, which are often unsure what to make of such a curious character—or see her as a rival to be destroyed.

TEMPORAL WARLOCK LORE

Characters with ranks in Knowledge (the planes) or Knowledge(temporal science) can research temporal warlocks to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs. DC 10: Temporal warlocks use the energies of the Vortex to power their abilities.

DC 15: The Vortex is a cruel mistress, weakening those who court her.

DC 20: Though use of time travel to change history is itself anathema to good, not all who wield it are evil. Some manage to temper the corrupting effects with a strong will and steadfast resolve. The mightiest among them even bend the Vortex to serve the forces of good.

Temporal warlocks are reclusive. They refrain from revealing themselves to the public, lurking at the fringes of society or behind a screen of deception and misdirection and only emerging when circumstances demand it. Player characters trying to locate a temporal warlock need to succeed on a DC 25 Gather Information check. If a PC looks for a temporal warlock in a community whose alignment is predominantly chaotic, he gains a +2 circumstance bonus on the check.

TEMPORAL WARLOCKS IN THE GAME

A temporal warlock is not a natural extension of the warlock class. It requires an independent personality and a willingness to risk great harm in order to gain that independence.

Temporal warlocks are particularly attractive to players who enjoy playing antiheroes.

This prestige class grants access to otherwise forbidden abilities. This class is also specifically intended for the warlock class, enabling you to expand this potent class in new directions.



Temporal Warlocks



TEMPORAL MAGE

"I had nothing to do with that..."

—The Doctor

Many of those arcanists who study magic to its greatest depths recognize that time is often the most important limit to their abilities. Some few spells they research may hold tantalizing hints at a more fluid approach to time in which it can be frozen, forced to flow backwards or accelerated.

There are precious few mentions of this in any tome, whether from the most ancient empires or the modern era. The reason for this is not because temporal manipulation is especially difficult compared to traveling the planes or reversing gravity, but because of what a mage learns when he finally tracks down that one volume that wasn't destroyed.

A temporal mage is perhaps the most dangerous of the spellcasting specializations. The ability to not only manipulate time but to also become immune to changes in the timeline gives the temporal mage the ability to sidestep what would otherwise be a plethora of paradoxical possibilities. That doesn't mean the temporal mage still might not cause a universe-shattering contradiction. It's just that his predecessors made sure it was as unlikely as possible.

Requirements

To qualify to become a temporal mage, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks,

Knowledge(Temporal science) 5 ranks.

Spells: Able to cast 7th-level arcane spells, including at least one time-based spell of 5th level or higher.

Feats: Timetouched

Special: Must have participated in and survived at least one attempt to alter the flow of time

Class Skills

The temporal mage's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge(temporal science), Spellcraft (Int), and Use magic device(cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the temporal mage prestige class.

Weapon and Armor Proficiency: Temporal magi gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level a temporal mage gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a temporal mage, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

In addition, a temporal mage gains access to the temporal mage spell list, but those that prepare their spells—like wizards—*cannot* choose to gain spells from that list at level gain. This grants the temporal mage the ability to understand a chronomancer's spellbook if found, but only then. Spontaneous spellcasters like sorcerers may gain spells from the list, but only one per mage level and only if they have an intelligence of 16+the spell's level.

Paradox resistance: At first level, a temporal mage gains the ability to choose whether or not to be subsumed into a paradox not specifically aimed at him/her. This grants the temporal mage the ability to disappear from all memory or retain his ties to the world without losing any memory of how the timeline was before the change. This does not confer immunity from a paradox aimed directly at the temporal mage, but it does give immunity to a paradox caused by the temporal mage.

Vortex escape route(ex): At second level, a temporal mage can open a hole into the Vortex. This does not confer damage resistance from the Vortex energies

Table 3–4: The Temporal Mage

Hit Die: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting Class
1st	+0	+0	+0	+2	Paradox Resistance, Access to Temporal Spells	+1
2 nd	+0	+0	+0	+2	Vortex Escape Route	+1
3rd	+1	+0	+1	+3	Vortex Resistance/10	+1
4 th	+1	+1	+1	+3	Vortex Navigation	+1
5th	+2	+1	+1	+4	Vortex Resistance/20, Timecraft	+1

Class Skills (2 + Int modifier per level): Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int)..

nor any ability to navigate. In short, it provides the mage with a very risky means of exit few would try to follow.

Vortex resistance: At third level, a temporal mage gains resistance 10 against Vortex energies. This increases to 20 at fifth.

Vortex navigation: At fourth level, a temporal mage gains the ability to choose an approximate time and place of exit from the Vortex.

Timecraft: At fifth level, a temporal mage gains greater understanding of how one event is connected to all events in the past and future. This gives the mage paradoxsense up to 50 miles/500 years, +10 to knowledge(temporal science) and gives the mage another +10 to rolls when attempting to create a stable paradox.

TEMPORAL MAGI IN THE WORLD

“And so it came to pass that the multitudes said unto Rassilon, ‘Let us go forth and make the universe better by righting all wrongs before they can be made. But Rassilon said unto them, “Evil is a universal constant and light may not exist without darkness. We may right all the wrongs we see before us, but for every change we make, another thing will require changing.” And so the Capsules that once traveled the universe of time were recalled back to the Citadel of Time Lords, and few were ever launched again.”
— *Time’s misdirection* The manual of the first Time Lords

Most temporal magi whom the PCs encounter are devout interventionists. Usually they use their powers to further their own ends or their ideals of justice by the use of a mixture of time magic and the powers and items they have found in their travels through time. Only in the rarest circumstances does a temporal mage resist these temptations and use her power to advance the cause of keeping the timeline from being altered. Even when attempting to keep the alterations from occurring, a temporal mage may find that they are forced to make minor changes to keep a larger change from occurring. Then they find that the first change begets further changes until they must either accept interventionist methods or retire entirely from the discipline.

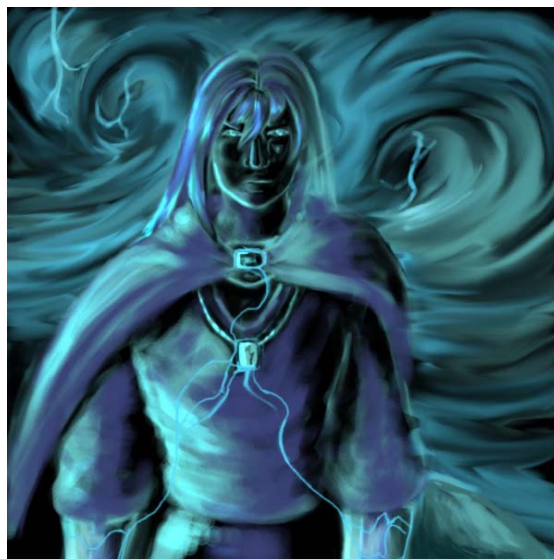
Organization

Temporal magi are rarely found together outside of the faction havens. Their rarity is born by their fear that they’d train someone who would cause untold damage to the timeline. Because of this rarity, and the vastness of time, it is unlikely for a temporal

mage to meet another of his kind outside of the timehavens. The breadth of their differing beliefs usually leads to conflict in how a problem is to be solved, and most choose to avoid these confrontations by timeshifting as soon as they see another of their kind. It also cuts down on the chance that the person they’re about to meet is one or more temporal steps ahead. There’s nothing more embarrassing to a temporal mage than to take a shot at a competitor only to find that they’ve blown themselves to kingdom come and have to unravel time to fix it.

NPC Reactions

A temporal mage rarely finds himself in a position where he wants an NPC to know what he is. If discovered, most temporal magi prefer to leave rather than face the inevitable requests for a better life from the greedy or desperate and the hate and scorn of the clerics of orderly deities. Though usually well known to one another, temporal magi are cautioned not to allow their abilities to become well known lest those around them get the wrong – or perhaps right – idea.



TIMEBENDER

"Linearity is overrated. After all, if an effect occurs so quickly after a cause that they seem simultaneous, who's to say that they are not?"

—Kon Tee, Timebender of the Guild

Experienced travelers of time invariably realize that linear existence is not nearly the ironclad law it seems to be. Most, however, decide to uphold the laws of causality in their daily life. Even paradoxers tend to shy away from the constant abuse of non-linear time that the Timebenders enjoy. Timebenders can be found in any faction and with all kinds of philosophy. One does not necessarily need to be chaotic to reject causality in the fundamental way a Timebender does, you simply have to decide that it isn't even a law, just a habit. One that can be broken.

Characteristics: When a Timebender opens her mind for the first time to the possibility that time is just another variable, and one that can be altered, she begins to gain her abilities. Timebenders might be considered the psionicists of the temporal cosmos. Their powers are derived from that awareness, making them a very easy class to gain. It is important to note that many timebenders' first encounters with the insignificance of time is the result of a mind-altering drug, however after the first awakening, this is not required.

Alignment: As previously noted, Timebenders have no alignment restrictions. Some see their removal from linearity a rejection of order, while others see it simply as realizing that such an order never existed.

Religion: Timebenders need not be religious, but many of them are monks, and so respect the gods of time. They tend to avoid those that govern causality, instead opting to worship the gods who are outside of time.

Races: Due to the strict Wisdom requirement, races with subhuman Wisdom are almost never found as Timebenders. Races with lesser lifespans tend to be Timebenders more often because they spend less time linear before being awakened.

Role: Timebenders are often loners, finding that companions are disturbed by the eddies of time that build up around them. The Timebenders have to conscious control over many of the strange effects around them, and so choose seclusion rather than trying to explain to their friends what's going on.

BECOMING A TIMEBENDER

Timebenders can be drawn from any time-aware class. The majority are actually Deja-Fu monks who decided to take their training to a new level.

Timebenders sometimes seek more experienced members of their class to train with at first, but more often than not they find it necessary to discover their own path to temporal awareness. There is no way to study Timebending; you can either do it or you cannot.

Entry Requirements

Skills: Knowledge (temporal science) 15 ranks, Wisdom 22.

Feats: Time-touched, Alacrity, Celerity

GAME RULE INFORMATION

Timebenders have the following game statistics.

Abilities: Wisdom is important to become a Timebender, and in strengthening the Timebender's powers.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The Timebender's class skills (and the key ability for each skill) are Concentration (Con), Heal(Wis), Jump(Dex), Knowledge (all skills, taken individually, including temporal science and future history) (Int), Sleight of Hand(Dex), Swim(Dex)

CLASS FEATURES

All of the following are class features of the Timebender.

Weapon and Armor Proficiency: Timebenders are proficient with martial weapons.

Suppress Paradox: A timebender's relationship with time is such that only the most far-reaching of paradoxes can personally affect them unless they choose to be affected. As such, any paradox that would otherwise affect the timebender may still do so, but only with the timebender's permission.

Mind Clock: Once a timebender is firmly situated in a specific milieu, they always know perfectly well what time it is.

Insightful attack: At 2nd level, the timebender may ignore any miss chance against a concealed target as long as they know the target is in the vicinity.

Bent time: At 2nd level, the timebender begins to project an aura of stressed time which causes 1d4 electrical damage to all nearby(5 ft. shell) creatures once per round. This effect cannot be dispelled but it can be negated with a Reflex save(DC 10). At 7th level, this stress begins to wear away at the space around the timebender, causing her to be further away from everything and all things to be further from her. This imposes a -4 to attack for any attack on the timebender and a -2 for the timebender herself.

Toughened: At 4th level, time within the timebender becomes malleable and the timebender may isolate sections of her body and slow them down. This grants the timebender a +2 to Fortitude against poison and +3 hit points. This increases to a +4 and +6 respectively at 7th level.

Slow motion: At 5th level, the timebender is able to slow time around herself at a critical moment, granting her a +2 bonus to attack rolls, Reflex saves and all dexterity-based skills for 1d4 rounds. Others are aware of the slowed time but cannot take advantage of it. This ability may be used a number of times per day equal to the timebender's wisdom modifier.

Stillness: At 5th level, the timebender gains the ability to sit perfectly still in one place and allow time to pass without being affected by it. To a bystander, she appears as a statue, showing no sign of life.

However, the timebender must be careful not to allow her mind to wander, as she is vulnerable to an attack while in this state, and will die if enough damage is done. She will, however, survive as long as she remains still.

Greater Celerity: At 6th level, a timebender gains *haste*, greater as a permanent trait.

Heart of Paradox: At 6th level, a timebender's immunity to paradox grows, allowing them to extend this ability to their allies and friends. Also, they gain +5 permanent hit points every time someone attempts to use a paradox against them. Paradoxers think they can become stronger by paradox, timebenders *know*.

Corrupting Touch: At 8th level, the timebender becomes a focus for temporal eddies. Once every 1d4 days, something touched by the timebender will either age into dust or revert to a previous state.

Timeless body: At 9th level, the timebender ceases to age, cannot be aged magically, and does not die of old age.

Suppress time: At 10th level, the timebender can anchor themselves to a specific moment, effectively casting *Time Stop* as 17th level sorcerer. This ability lasts 1d4+1 rounds and may be used a number of times per day equal to her half her wisdom modifier rounded down.

TIMEBENDERS IN THE WORLD

"Though Time is inviolable, there will be some who will say that it is something that can be shaped, like water in a river. There is truth to this, just as there is an ultimate falsity. None may stave off the ravages of time forever, and any who believe that they are the ultimate masters of time do not fully understand the scope and the majesty of that which they claim dominion over. Even almighty Rassilon must pay his own price for immortality, just as those who seek it from him must pay, and those who seek elsewhere. True understanding of time imparts the ability to affect it even without our tools and technology, but an even deeper level of mastery imparts the wisdom of why this power should not be sought."

— *Time's misdirection* The manual of the first Time Lords

Most timebenders encountered in the multiverse are monks or other spirituals who have tried to achieve a union of their soul with time, and found that there was nothing to join with. They are often religious, but also keenly skeptical, since one of the basic tenets of existence has been disproved in their eyes. Most will not use their powers lightly, and are quite apologetic when an ability that is out of their control causes trouble. It is a burden they accept along with knowledge that a mind opened cannot be shut and that though they can turn from the path of the timebender, they cannot forget what they have already learned, and so can never be rid of what it has given them.

Organization

Timebenders are almost never found in groups. There are few entire orders of Deja-Fu monks, and even fewer timebenders. Some may be found as abbots and administrators in a Deja-Fu temple, but they are the exception. Most are travelers, seeking greater understanding through travel through the medium they cannot quite be rid of.

NPC Reactions

Table 3–5: The Timebender

Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Suppress Paradox, Mind Clock
2 nd	+1	+3	+0	+3	Insightful Attack, Bent Time
3 rd	+1	+4	+1	+3	
4 th	+2	+4	+1	+4	Toughened
5 th	+2	+4	+1	+4	Slow Motion, Stillness
6 th	+3	+5	+2	+5	Greater Celerity, Heart of Paradox
7 th	+3	+5	+2	+5	Bent time, Toughened
8 th	+4	+6	+2	+6	Corrupting touch
9 th	+4	+6	+3	+6	Timeless Body
10 th	+5	+7	+3	+7	Suppress Time

Class Skills (2 + Int modifier per level): Concentration (Con), Heal(Wis), Jump(Dex), Knowledge (all skills, taken individually, including temporal science and future history) (Int), Sleight of Hand(Dex), Swim(Dex)

NPCs rarely know what to make of timebenders, even if they knew what a timebender was. Mainly



they tend to consider them a odder kind of monk and leave them alone. Paradoxers avoid them like the plague, as do any who value their temporal stability. This is how the monks like it, as it protects their quiet lifestyle.

TEMPORAL BORROWER

"There is a reason why breaking a clock is considered bad luck by the brethren, the Guardians and even the paradoxers. All would be lucky never to find out first hand where this superstition began, as it has its roots in the evil times when someone discovered the symbolic link between the mechanical keepers of time, their own biological clocks and time itself. Many were turned in that time to attempting to devour time themselves, and all were lost when those unfortunates along with the infidels that first developed this power were purged from time. If any of the brethren ever meet a 'Borrower' as they call themselves, know that they are the Devourers of Time, and must be destroyed at all costs, for Time cannot stand a new beginning of their domination."

—Kon Tee, Timebender of the Guild

The Temporal Borrowers are perhaps the most feared group of manipulators in all of time. They are universally reviled, to the point where they have been barred from the Vortex and not even the Abyss will take them. Borrowers in their earliest training do not understand this, and consider it an unfairness that has been perpetuated by those who fear what they have learned. Those who have advanced in their art to the point of earning their colloquial name of Devourer of Time understand far better why they are unwelcome in temporal circles, though are no happier about it. The Borrowers are the mirror image of the Timebenders. They see time as being a physical, real thing that can fuel their power. They lack discipline and wisdom, preferring to throw the power they have gained around with no regard for the harm it may cause. They look down on the Temporal Warlocks for being squeamish, and consider themselves the true Warlocks of time. This is, however, not entirely the case. The Borrowers might wield power similar to the Warlocks, but since they have no patron, no deity of time and not even the Vortex to give them their powers, they must instead take it by force. They burn through their and others' time, destroying clocks and threatening the foundation of existence. While they might seem to be good paradoxers, they are nothing of the sort. The paradoxers would destroy the multiverse through twisting time into impossible shapes; the Borrowers would destroy it simply by turning all the time in the multiverse into power to make themselves stronger.

Characteristics: Borrowers are arrogant, careless people who would much rather be doing something more exciting. They are travelers with no means of motion, for they are unwelcome any place they could learn it. Some may be former Chronomancers or Temporal Warlocks, and though they retain some

powers, others are lost completely when they cross from using time as a tool to using it as food. Many are bitter, and all of them seek greater power over time.

Alignment: Borrowers are usually chaotic or evil, finding the laws of time a nuisance and the laws of morality unnecessary. All that matters is finding one more clock, one more source of temporal sustenance to bring them that much closer to perfect temporal control.

Religion: No god will take a Borrower and no Borrower will worship something as weak and ephemeral as a god.

Races: The longer the lifespan, the more powerful the Borrower, so they tend more towards Drow and Dragons than Humans and Gnomes.

Role: In the few instances of a Borrower finding willing companions, they tend to be the leaders due to their innate confidence. They also act as siege engines, using their colossal bursts of power to remove otherwise difficult obstacles, such as pesky hills or rivers.



BECOMING A TEMPORAL BORROWER

Borrowers can be drawn from any class that uses time as a tool, or those who use great power with no thought to its price. They are predominately Chronomancers who have learned how to use the power of a Borrower and continue to study it. Some are Warlocks who wish to take power rather than be given it. How they come to learn of Temporal

Borrowing splits them into two groups, the trained and the discoverers. The trained Borrowers are apprentices of others who have come before them and are attempting to bring back the era of the Devourers. The discoverers are those who found hints about where the Devourers got their powers from and pieced together the method by which destroying the clock can free the time it measured. Some Borrowers will go to great lengths to arouse the ire of powerful dark magi in an attempt to become Soul Eaters and Life drinkers in order to gain the ability to steal the time from another entity. Most are killed outright, but success is not unheard of.

Entry Requirements

Skills: Knowledge (temporal science) 15 ranks, Charisma 20

Feats: Time-touched

Special: Must be able to either cast 5th level temporal spells or one Greater invocation

GAME RULE INFORMATION

Borrowers have the following game statistics.

Abilities: Charisma is important both to become a Borrower and use their abilities. Wisdom is also important later on in order make the Will saves to use more advanced powers.

Alignment: Any.

Hit Die: d10

CLASS SKILLS

The Borrower's class skills (and the key ability for each skill) are Appraise(Int), Bluff(Cha), Concentration (Con), Disguise(Cha), Intimidate(Cha), Knowledge (all skills, taken individually, including temporal science and future history) (Int), Spellcraft(Int), Use Magic Device(Cha)

CLASS FEATURES

All of the following are class features of the Borrower.

Weapon and Armor Proficiency: Borrowers gain proficiency with light armor.

Taboo: Once a Borrower is firmly situated in a specific milieu, they always know perfectly well what time it is, and are compelled to arrive either precisely when they should, whether they like it or not.

Chronokinetic Blast: A chronokinetic blast is very similar in appearance and use to an eldritch blast. It is a ray 60 feet in length that increases in power as the Borrower does. However, the chronokinetic blast also attempts to siphon time away from the target, aging them a number of years equal to ½ of the damage dealt and generating a minor charge on each successful hit. This has effects on the target that depend on their race and current age. The effect is temporary, however, and fades after 1d10 hours, thus explaining why it can only generate minor charges.

Generate Charge: As previously noted, Borrowers are a kind of Warlock, but without a patron. Thus they must steal their power in order to cast spells. They generate this temporal energy by simultaneously destroying a clock (symbolizing the measurement of time) and a section of their life (symbolizing the effect of time). This 'frees' a portion of time, which they store in their bodies as a charge which is expended when spellcasting.

Generate Minor: To get a minor charge (without blasting someone), the Borrower must destroy a small timekeeping device(like a garden sundial). This throws them into a trance which lasts one hour.

Generate Moderate: A moderate charge is generated by the destruction of a complex timekeeper (like an ornamental or case clock). The Borrower then ages one year.

Generate Major: Major charges are difficult at first to come by. They are created when a time keeping device that has been running for at least a century is destroyed, simultaneously aging the Borrower five years.

Decompose charge: Each charge can be broken into ten smaller charges. Thus a moderate is worth 10 minor and a major is worth 100 minor. This may

Table 3-5:The Borrower

Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Formulae Known
1 st	+1	+1	+1	+2	Taboo, Chronokinetic Blast(1d6), Generate Charge, Minor Formula	1
2 nd	+1	+2	+1	+3		2
3 rd	+2	+2	+2	+3	Mark of the Devourer(minor), Chronokinetic Blast(2d6)	2
4 th	+2	+2	+2	+4	Moderate Formula	3
5 th	+3	+3	+2	+4	Reverse the flow, Chronokinetic Blast(3d6)	4
6 th	+3	+4	+3	+5	Mark of the Devourer(moderate)	5
7 th	+4	+4	+3	+5	Major Formula, Chronokinetic Blast(4d6)	5
8 th	+4	+5	+4	+6		6
9 th	+5	+6	+4	+6	Mark of the Devourer(major), Chronokinetic Blast(5d6)	7
10 th	+6	+6	+4	+7		7

Class Skills (2 + Int modifier per level): Appraise(Int), Bluff(Cha), Concentration (Con), Disguise(Cha), Intimidate(Cha), Knowledge (all skills, taken individually, including temporal science and future history) (Int), Spellcraft(Int), Use Magic Device(Cha)

only be used to break charges apart; smaller charges may not be used to make larger ones.

Formulae: Borrower formulae are once again very similar to Warlock invocations. In fact, in all but one way they are totally identical. The Borrower must give something of his own to cast a spell. This comes in the form of the charges. A minor charge for a minor formula, moderate for moderate and major for major. Borrower formulae are correspondingly more powerful than Warlock invocations because the Borrowers are giving themselves power rather than begging it off of a stronger being.

Minor Mark of the Devourer: At third level, the Borrower begins to better comprehend the might and majesty of the old Devourers. They have become so used to generating minor charges that they can no longer control the process. Small clocks fall to pieces in their presence, and even the largest pendulum pauses for a split second as it breaks time into more manageable pieces. A Borrower is now considered to have an infinite number of minor charges.

Reverse the flow: Anything attempting to connect to the Borrower's life force in order to drain it must now succeed at an opposed Will save or come up against the hunger of the budding Devourer the Borrower is becoming. If the creature attempting a life drain fails its Will save, the Borrower is then allowed to drain its time, incurring it and gaining a number of moderate charges equal to the creature's hit dice. If the Borrower has a draining power of his own, he may initiate an attempt for the purpose of using this power.

Moderate Mark of the Devourer: The Borrower has gained a deep comprehension of what the Devourers were and wants to be like them. Now larger clocks begin to self-destruct when the Borrower passes and clocks that have kept perfect time for centuries slow and lose seconds as the Borrower approaches. Moderate charges need no longer be generated.

Major Mark of the Devourer: The Borrower is now worthy of the title Devourer of Time. No clock, no mechanism at all, can survive even the presence of the Borrower. Even the Clockwork Nirvana trembles at the touch of the Borrower's boot. Not that the Borrower would ever be allowed anywhere near Mechanus now. Major charges are no longer a problem to create, for even if the Borrower is wandering the desert, the very sands slow in their shifting, draining their time into the Borrower.



BORROWERS IN THE WORLD

"It has never been conclusively proven that time is a limited commodity. I challenge our detractors to show evidence that we are doing anything wrong. We are merely asserting our mastery of time. Is that so wrong?"

— Larok Tinar, a Devourer of the Old Order

Borrowers are unwelcome as soon as time-active residents are aware of their presence. This does not mean that they are homeless. Most places in the multiverse are time-inactive, and as long as they restrict their practices to a small area, most travelers are content to avoid them. Borrowers are perhaps the only people who can unite the three major time factions, and even bring the Time Lords into a dispute. Any attempt at entry into Mechanus is rebuked. They cannot travel the Vortex, instead being forced to navigate Temporal Prime, where their powers are rendered inoperable.

Organization

Borrowers are singletons by nature, exchanging notes on how to produce certain effects, but mainly keeping to themselves. They only respect other Borrowers, however, so seeing more than one is more likely than seeing a Borrower with any other kind of companion. On occasion groups will congregate for a particular purpose, though these are rare events.

NPC Reactions

How Borrowers are viewed by NPCs can best be described by breaking them into the groups they might interact with.

Laity: Most people see Borrowers as mere nuisances who keep breaking clocks as they pass by. They are, however, considered valuable companions for clock makers, though only at a distance. The maker will use the Borrower to check if his clocks are accurate, and pay the Borrower in timepieces. Most wizards find them harmless because they figure the average Borrower will run out of lifespan before they get

enough power to be dangerous. Those wizards are not aware that a Borrower can, in fact, use charges to restore lifespan as well as spend it making them. Paradoxers: Tend to react violently to the presence of a Borrower. They are constantly afraid that the Borrower will learn how to consume a paradox, and then the fun's over. They also consider their job an amusing way of sewing chaos while just eating the continuum is considered bad sport. Guild Members: Somewhat embarrassed at having caused Borrowing in the first place, and so bar any from learning more through access to the Library. They continually try to excise all knowledge of it from the common stacks, but always fail. Guardians: Summary execution is their way of dealing with Borrowers. The possibility that one would get into Mechanus and take it apart for charge is something they don't like to think about. They also make sure that Borrowers do not get into the Plane of Time. Time Lords: Imprison them when found, but don't actively hunt them, as they don't actively do anything. The Vortex: The Vortex will not bear a Borrower anywhere in time or space. The gates close when a Borrower nears and will not open in a Borrower's presence. Any attempt at entry is rebuked. This is because the Vortex fears Borrowers. The one time an old Devourer got in, the Vortex was nearly destroyed. It likes *Genius Loci* that it can control, not ones that control it.

MASSIVE AND TRANSCENDENT CHARGES

"Why do we refuse to allow the Devourers into Prime? Why have so many given their very histories to prevent it? Because if any Devourer were to gain access to the very essence of Time, we would be undone! They don't need a clock to release temporal energy if it's just floating around them, do they? Think! What would you do if a Devourer got into the Plane and took it apart? They'd be a god, and you'd be powerless."
— Me'Trinie! on why they defend the gates of Time

There are two levels of charge above major, but no formula deals with their use. This because the mechanism of creating them is so difficult that few Borrowers ever see a single massive charge, must less a transcendent one. They are made when a Borrower is able to begin siphoning power from a source that is either charged with colossal amounts of temporal energy, or is pure temporal energy itself.

Massive charge:

Massive charges can be created either as a byproduct of a transcendent (see later) or by the destruction of a time-active item of great potential. The entire plane of Mechanus is worth about fifteen of these charges. A temporal Artifact is worth five and a TARDIS is worth one. Spending a massive charge can give the user a great many things, from 25,000 XP to a powerful magical item to a one-way trip through time. It is wise, however, to have more than one of these if you try to do anything too big, because at the DM's discretion, it may take more than one charge, and using one to try to do something that takes more will expend the charge and only maybe have a partial effect. A Massive charge takes a century of life to generate.

Transcendent charge:

There are only two ways to gain a transcendent charge. Both involve attempting to take vast amounts of power from a very hostile holder.

The first way is to simply go to the Plane of Time and try to absorb as much power from the Sands as you can. However, even if you manage to bypass the guards, the forces involved will first alert all watchers at to what you're doing, leaving you to defend yourself against a regiment of Guardians and a host of Time Lords. Second, the Sands will continue to affect you as they always have, with no chance of success against their effects. It takes one minute to set up the necessary ritual, and for every second you stay, you gain a minor charge. Every 10 seconds gives a moderate, 100 seconds gives a major, 1,000 seconds a massive and 10,000 seconds nets you a single transcendent charge. This may seem like a short time, but since you have to maintain concentration (DC 25) on this while being attacked by Time Lords, Guardians, the Sands, Temporal Elementals and everything else that notices what's going on, it is a thoroughly impractical method. Not that the alternative is much better: Trying to take it from the Vortex.

First, naturally, the Borrower must gain entry into the Vortex. This is difficult enough since even the most rampant open gate will collapse in seconds when a Borrower tries to use it. Only its physical manifestation in the Prime cannot be retracted quickly enough to avoid hijacking. However, assuming the Borrower has snuck in, things then get very interesting.

Once inside the Vortex, the Borrower is immediately attacked and takes double the normal Vortex damage. If he survives to initiate a siphon, he gets a minor charge for each of the first sixty seconds (needing to make a Will save of 15 each second), then a moderate

for the first sixty minutes (Will save 20 each and losing a year of his life each time). He gains major charges for the first twenty-four hours (Will 25, ten years) and then begins accruing massive charges for each of the next 367 days (Will 30, one century). If he has not died or been expelled (missing a Will save results in the immediate expulsion of the Borrower from the Vortex into a random spatiotemporal location. The Vortex tries to steer them towards deep space or the hearts of stars, but anywhere will do), then he gains a transcendent charge each year that he continues to concentrate. Generating a transcendent charge in this way burns 1,000 years of lifetime from the Borrower. If the Borrower survives to generate 100 transcendent charges (subjectively aging about 100,000 years), then the Vortex collapses, unable to sustain the level of energy to continue its existence. In 100d20 millennia, the Vortex re-establishes.

A transcendent charge can instantly gain a level, increase attribute points by fives, create a new corridor in the Labyrinth or bring an Artifact to the user. The 100 charges gained by destroying the Vortex may be expended simultaneously to raise the Borrower's level to 40, with 15 divine ranks. They become the patron of Borrowers, gaining the following of every single one as they become the charge wielder's clerics, and every clock within a hundred miles of the Borrowers explodes in a rain of gears, metal and stone. The Borrower who uses the charges may even choose to re-establish the Vortex if he chooses.



DRUID VARIANT: GUARDIAN OF THE TIMELINE

"You can't rewrite history. Not one line!"

—The Doctor

The guardian of the timeline channels her druidic power to allow her to sense and eliminate those who try to change the natural order of time. This comes at a price, however, since the guardian must give up some of her own sensitivity to biological nature in order to sense the nature of time.

Class Skills: Add Knowledge(temporal science) to the guardians's list of class skills. Eliminate Handle Animal from the guardian's list of class skills.

Class Features

The guardian of the timeline has all the standard druid class features, except as noted below.

Animal Companion: A guardian does not gain the service of an animal companion unless that companion is capable of traveling through the Vortex unharmed.

Timetouched: A guardian automatically gains the timetouched feat for free at 1st level.

Time sensitivity: A guardian gains a +10 bonus to knowledge(temporal science) when a paradox occurs and senses them at a range of 100 miles/1000 years. At tenth level this spans the entire history of the planet the guardian is on and at 20th it spans the universe the guardian is in.

Epic bonus: At level 30, the guardian can sense the universe of time.

Spontaneous Casting: A guardian cannot channel stored spell energy into summoning spells.

Vortex Walk: At 10th level and higher, a guardian no longer takes damage when traveling in the Vortex without protection.

Wild Empathy: A guardian of the timeline takes a -4 penalty on wild empathy checks.



MONK VARIANT: DEJA FU FIGHTING STYLE

"You may think otherwise, but it was me standing there."

—A Deja Fu Monk

The deja fu monk concentrates on the shifting and fluidic nature of time, becoming adept at shifting in and out of time and accelerating her reactions and attacks by slowing time around her. This comes at a price of being forced into a rigid pattern of skill gains.

Class Skills: Add Knowledge(temporal science) to the monk's list of class skills. Eliminate Knowledge(arcana) and Knowledge(religion) from the monk's list of class skills.

Class Features

The déjà fu monk of the timeline has all the standard druid class features, except as noted below.

Bonus feats: A deja fu monk must take timetouched as her 1st level feat, temporal strike at 2nd, Alacrity at 6th and Celerity at 8th.

Deja Fu: A deja fu monk learns how to dodge and strike using time as a weapon, gaining a chance to strike an opponent each turn as if flat footed. The monk makes a knowledge(temporal science) check against their opponent with a DC of 10 + the opponent's reflex save. In addition, the amount of attacks the monk's flurry of blows ability gives doubles.

When being attacked, the monk may make add her class level to her AC as a temporal dodge modifier.

At level 15, the monk gains phasing as a free action 2/day which increases by +1 every level after as long as the monk has at least her level in skill points invested in knowledge(temporal science).

Temporal Immunity: At 6th level, the Deja Fu monk becomes immune to all temporal effects and spells including other Monks' temporal attacks, paradoxes and Vortex energy.



New Feats

To combat time travelers, an adventurer must be prepared to walk down a dark road of lies and deception. She must be vigilant in her faith and armed with the proper weapons if she hopes to retain any semblance of who she was before she began to fight for the unbroken timeline.

By the same token, time travelers develop a variety of combat techniques to counter their enemies. This section features a variety of feats usable only by time travelers, their minions and those opponents willing to fight time magic with more time magic.

TIMETOUCHED FEATS

Most of the feats in this chapter belong to a new category of feats called timetouched feats. These feats reflect the insidious nature of the Vortex, as it forces its way into the cells of those that interact with it, offering characters a sample of temporal energy without necessarily making them evil.

After selecting a timetouched feat, you can no longer use or select feats that require a firm basis in your own time. Also, each timetouched feat selected imposes a -1 circumstance penalty on all Charisma-based skill checks made to interact with timelocked creatures and animals.

FEAT DESCRIPTIONS

The new feats mentioned on Table 3-1 are described below in alphabetical order.

TIMETOUCHED

The power of the Vortex has now entered you and you begin to gain new understanding of the nature of time. You also find the Vortex a less intimidating place and temporal science a less impossible field of study.

Prerequisites: Either extensive interaction with the Vortex(through spells or inhabitation) or Knowledge(temporal science) 15 ranks

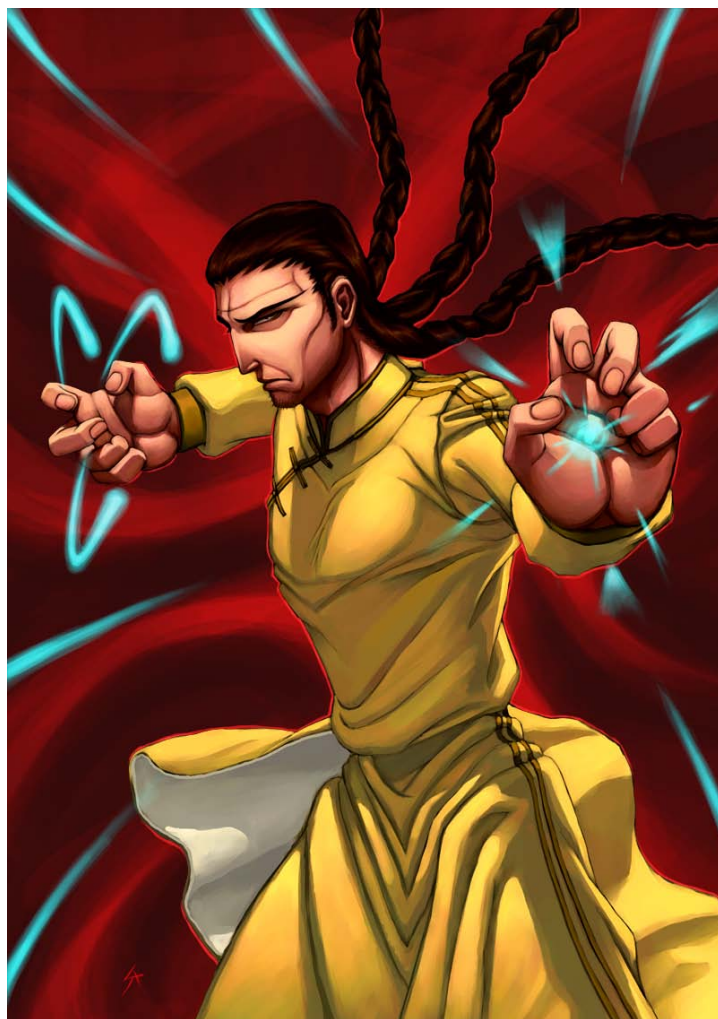
Benefit: You now have a +5 bonus to Knowledge(temporal science) and gain the ability to operate and use temporal devices and spells.

TEMPORAL STRIKE

Knowing how time works has helped you see and interact with others who are involved in the temporal universe. You also see where the weaknesses in their powers lie and how with a flick of your hand you can cripple their use of the Vortex.

Prerequisites: Timetouched and either Improved Unarmed Strike or Deja Fu Monk

Benefit: When using an unarmed strike in melee against an opponent using time effects, you can change your attack into a Temporal Strike, which does -2 damage but allows you to make an opposed Knowledge(temporal science) check against your opponent. If you succeed, your opponent either loses their highest level temporal effect for 1d10 rounds or is forced to return to their original time(DM's discretion).



ALACRITY

Temporal manipulators often find themselves affecting time around them without realizing it. A Chronomancer or Temporal Mage may cast *expeditious retreat* and not realize until later that the effect had continued far beyond the point when it should have failed. At this point, they are timebending, even if they were never trained to do so.

Prerequisites: Timetouched and either *Expeditious Retreat* or *Deja Fu Monk*

Benefit: You double all your movement rates, including those gained by magical means(ex. a *fly* spell). This effect can be disrupted by an attack and you must make a Concentration check(DC 5+damage/10) to decide whether you maintain it.

CELERITY

Once a manipulator begins timebending, they rarely stop at just moving faster. They soon realize that they can focus time in order to cram more subjective time into others' objective time.

Prerequisites: Alacrity and either *Haste* or *Deja Fu Monk*

Benefit: You gain the effects of *haste* at all times. This effect can be disrupted by an attack and you must make a Concentration check(DC 10+damage/5) to decide whether you maintain it.

ORACLE

Seeing into the future is something almost all manipulators do in one way or another. Most simply travel to whenever they need to be to do it, but some have extended their senses through the Vortex in order to sit in one place to do their searching. The past and future are theirs to see, though they often do not know what is actually occurring beyond what little they can make out.

Prerequisites: Timetouched, ability to cast 7th level divination spells

Benefit: The manipulator may once per day concentrate on a point in spacetime and attempt to see and hear it (DC 10 Temporal Science). If successful, they are able to experience a few moments of time as if they were standing there. They must make a Concentration check to continue viewing for any significant length of time(DC 5 for the first minute, +1 for each second beyond that).

TIMESIGHTED

Oracles often find themselves catching flashes of the future even when they aren't trying. These glimpses are almost always of the very near future, and are quite useful in avoiding unfortunate problems.

Prerequisites: Oracle

Benefit: You gain the effect of a *Foresight* spell permanently.

SKILL DESCRIPTIONS

This section describes skills new to the temporal classes and temporal creatures.

Refer to Chapter 4 of the *Player's Handbook* for details on the format of skill descriptions, as well as descriptions of all the skills not mentioned herein.

KNOWLEDGE (TEMPORAL SCIENCE) (INT; TRAINED ONLY)

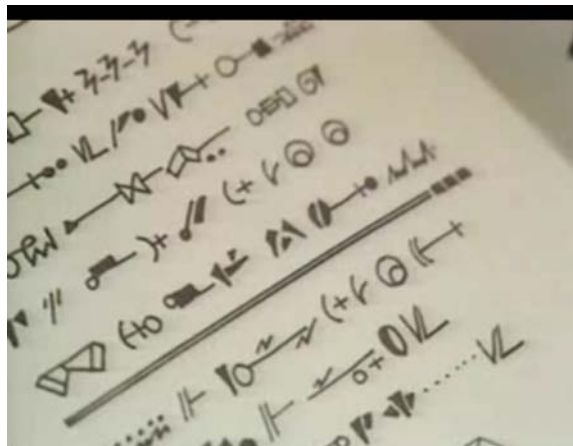
Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills, although this entry specifically relates to the body of lore dealing with time in all its many manifestations. Check: Answering a question about temporal science has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what you know, and thinking about a particular question regarding temporal science a second time doesn't let you know something you never learned in the first place.

Special: An untrained Knowledge (temporal science) check is simply an Intelligence check. Without actual training, a character only knows common knowledge about temporal science, which is often apocryphal.

If you have 5 or more ranks of Knowledge(arcane), you get a +2 synergy bonus on Knowledge (temporal science) checks.

If you have 15 more more ranks in Knowledge(temporal science), you gain a +5 synergy bonus to all temporal spell and effect rolls.



Excerpts from the Worshipful and Ancient Law of Gallifrey

KNOWLEDGE (FUTURE HISTORY) (INT; TRAINED ONLY)

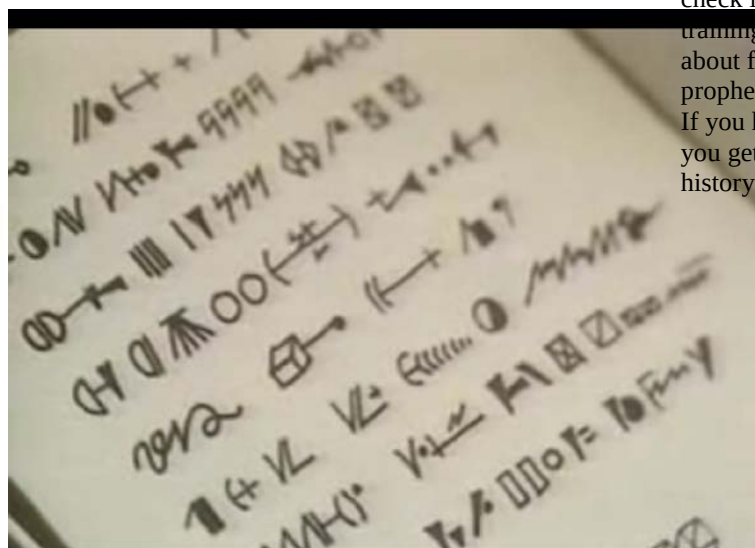
Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills, although this entry specifically relates to the body of lore dealing with what will be in a given timeline.

Check: Answering a question about future history has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what you know, and thinking about a particular question regarding future history a second time doesn't let you know something you never learned in the first place.

Special: An untrained Knowledge (future history) check is simply an Intelligence check. Without actual training, a character only knows common knowledge about future history, which is often in the form of prophesy or useless conjecture.

If you have 5 or more ranks of Knowledge(history), you get a +2 synergy bonus on Knowledge (future history) checks.



NEW SPELLS

TEMPORAL MAGE SPELLS

Due to the nature of temporal spells, use is inherently dangerous. The energy that powers most of them, the Vortex, is unpredictable and likely to damage the wielder of such magics. When casting a damaging spell, there is a 20% chance of the caster taking half damage from the spell, and otherwise a 10% chance of the caster taking 1d4/spell level of damage.

0-LEVEL TEMPORAL MAGE SPELLS (CANTRIPS)

Discern Vortex Energy: Senses active use of the Vortex within 20 feet/lvl

Slow/Speed Metabolism: Target requires either little food and water or weakens over time.

Life sounding: Caster learns the length of time a target will live.

Timeslip: Caster is transported to Temporal Prime.

1ST-LEVEL TEMPORAL MAGE SPELLS

Conj Orb of Vortex, Lesser: Ranged touch attack deals 1d8 Vortex damage + 1d8/two levels beyond 1st (max 5d8).

Necro Disruption: Weapon not from the current era attacks wielder.

Trans Fist of Time: Gain +6 Str and natural slam attack.

Temporal Vision: Gains +10 to track ability.

Detect Temporal Anomaly: Senses any timeshifted or temporal creature within 20 feet/lvl

Accelerate/Reverse Plant Growth: Plants either grow much faster or in reverse.

Steal Time: Caster and target switch initiatives.

2ND-LEVEL TEMPORAL MAGE SPELLS

Conj Blade of the Vortex: Your melee weapons deal +1d6 Vortex damage for 1 round.

Evoc Timebust: Adjacent subjects take 1d8/level Vortex damage..

Precognitive sense: Caster sees one important event linked to herself as far out as 6 hrs/lvl.

3RD-LEVEL TEMPORAL MAGE SPELLS

Abjur Sign of Telos: Magical sigil protects door or chest, deals 1d4/level electricity damage (max 10d4) if opened.

Chronoton Candle: Candle sheds light, affects timeshifted creatures.

Time Armor: Gives subject energy resistance 20 against Vortex energy.

Div Discern Time Traveler: Penetrates disguises and identifies creatures not from the current era.

Evoc Flux Bolt: Vortex energy deals 1d4 damage/level (max 10d4).

Illus Temporal Binding: Ribbonlike Vortex lines daze and entangle creatures in 10-ft.-radius burst.

Univ Stun Him: Your temporal familiar receives +2 bonus on saves, combat rolls, and AC for 1 hour/level.

Visage of the Vortex, Lesser: You gain +4 Wis and energy resistance 10 against Vortex energy.

Articus's Melee Manager: Target gains extra actions every round for 2 rounds/level

4TH-LEVEL TEMPORAL MAGE SPELLS

Abjur Anticipate Temporal Shift: Predict and delay the arrival of creatures time shifting into range by 1 round.

Conj Blast of Time: 60-ft. cone of Vortex energy (1d6/level damage).

Orb of Vortex: Ranged touch, 1d4/level Vortex damage and target might be shifted.

Div

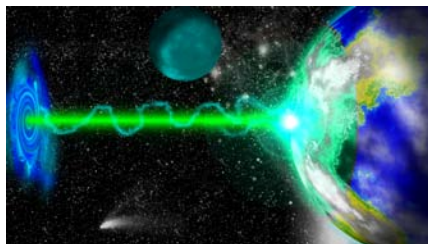
Redo: Target remakes all rolls, uses worse result for 1 round/level.

Evoc Rassilonian Radiance: Sphere of light blinds creatures, deals 2d6 Vortex damage in 50-ft.-radius spread.

Transdimensional Spherer: Cloudy gray sphere randomly teleports enemies up to 50 feet in any direction.

Univ Sonic whistle: Your temporal familiar gains 2d8 temporary hit points, +2 to armor, 25% chance to avoid extra sneak attack and critical hit damage.

Slipgate: Creates a small gate into Temporal Prime.



Stable Paradox: You allow two limited mutually exclusive things to occur without harming yourself.
Temporal Tether: Caster tethers herself to a target's timeline.

Time Snare: Target's mind loops, forcing it to take the same action each round.

Conceal temporal anomaly: Increases difficulty of detecting time travelers and their effects.

Recur: Target re-experiences the best or worst thing that ever happened to it.

5TH-LEVEL TEMPORAL MAGE SPELLS

Abjur Superior paradox assurance: +10 bonus on one paradox check.

Wall of phase variance: A two dimensional wall of displaced time shields 10ft/lvl of area.

Timeward: Spellcasters and creatures not from the current era are prevented from entering an area.

Conj Arc of the Vortex: Line of Vortex energy between two creatures (1d6/level damage).

Timewarp Sphere: A sphere of variable time deals 1d4/level damage (max 15d4) plus possible damage in following two rounds.

Evoc Vortex Shield, Mass*: Creatures attacking allies take damage; allies are protected from Vortex energy.

Timeburst, Greater: Subjects within 10 ft. take 1d8/level Vortex damage.

Acceleration: Time speeds up a factor of n where n = your level.

Fire through the Vortex: Aim a projectile ray at a Vortex aperture and have it hit a target anywhere in time and space.

Prophecy: Caster gains vague understanding of a far-off event.

Temporal Push: Target is thrown 1d6 rounds/lvl forward or backward in time but takes no damage.

Accelerate/Reverse Animal Growth: Animals age faster or in reverse.

Wesley's Opportune Concentrator: Caster is able to take 20 in an instant.

Déjà vu: Target is affected by the previous round's actions again.

6TH-LEVEL TEMPORAL MAGE SPELLS

Abjur Sign of Telos, Greater_M: Magical sigil protects door, chest, or open space, deals 1d6/level electricity damage (max 20d6) if opened.

Ench Temporal Stasis: Humanoids freeze in time until condition you specify is met.

Trans Transtemporal Blade: Weapon or projectiles shed light, ignore armor and time shields.

Image of the Fendahl: Assume form and abilities of fiendish creature, demon, or devil.

Univ Polax: You transfer spells and casting ability into your familiar.

Visage of the Vortex: As lesser, but you gain transtemporal traits.

Temporal Incursion: Ranged touch attack removes a target from causality.

Loop: Ranged touch attack puts target into a time loop.

Timeheal: Returns target to a previous state. Can go back as far as 10 min/lvl.

Wesley's Temporal Disjunction: Target loses all sense of time and co-ordination, and loses all temporal abilities.

Time Armor, Greater: Gives subject energy resistance 40 against Vortex energy.

7TH-LEVEL TEMPORAL MAGE SPELLS

Abjur Vortex Immunity: Subject and equipment gain immunity to the harms caused by Vortex use and travel.

Evoc Venusian Karate: Touch attack deals 3d6 + 1/level force damage (max +20); target can be stunned.

Deceleration: Time slows by a factor of n where n = your level.

Magic manager: Pushes spell recovery time into the future, allowing the caster to cast multiple spells per round.

Prescient Contingency: Caster is able to instantaneously cast one spell as if a *contingency* spell had triggered it.



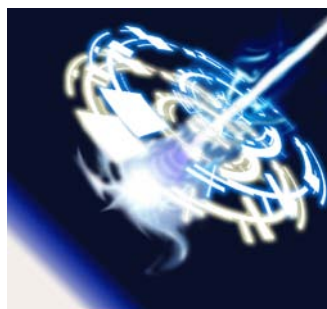
8TH-LEVEL TEMPORAL MAGE SPELLS

Abjur Anticipate Temporal Shift, Greater: Predict and delay the arrival of creatures timeshifting into range by 3 rounds.

Unravel causality: Learn precisely what change will cause the effect you desire.

Wesley's Delayed Damage: Caster shifts damage taken into the future.

Item supercharger: Attempts to extend the duration or decrease recharge time of an item.



9TH-LEVEL TEMPORAL MAGE SPELLS

Abjur Absorb the Vortex: You absorb Vortex energy to power spells of your own.

Conj Time breach: Featureless multicolored blob moves 30 ft./round, temporally incurs on ranged touch attack.

Summon Temporal Projection: Calls past or future version of yourself to fight alongside you.

Visage of the Vortex, Greater: As lesser, but you gain extratemporal traits.

Call of the Vortex: Forces a chosen creature anywhere in time and space to enter the Vortex and come to you. Does not assure survival of the subject.

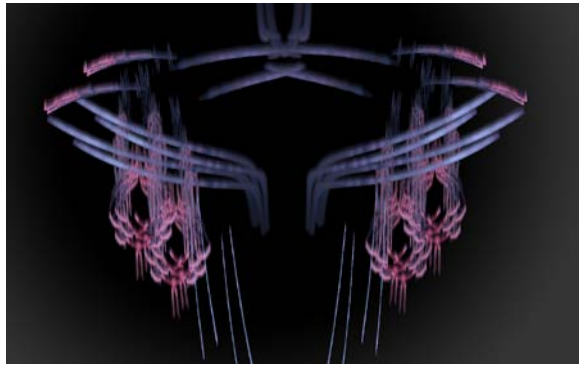
Evoc Temporal Prism: Target experiences all seven *prismatic* effects simultaneously. Calls for seven separate will saves and seven simultaneous counterspells to stop entirely. Can, however, be countered by a 7-round *time stop* in which the counters are performed, or a paradox check against the caster followed by the counters being performed later.

Temporal Eye: Caster can scry into the past and future with no chance of error.

Time reaver: Target is thrown 1d6 years/level into the future.

Temporal Shell: Caster is surrounded in a null-time bubble, able to take actions for 1 rd/lvl, but unable to interact or be interacted with by outside influences for the duration of the spell. No time passes outside of the bubble while it is up, and so Temporal Stalkers may enter it.

TEMPRORAL WARLOCK INVOCATIONS



LEAST INVOCATIONS

Sight of the Vortex: Learn the entire history past and future of a single target.

LESSER INVOCATIONS

Deny causality: You may choose to be affected by changes to the timeline or not as you see fit.

Path of the Vortex: Open a stable hole into the Vortex for 1 rnd/lvl

GREATER INVOCATIONS

Eldritch Lock: Blast can travel through the Vortex.

Forward Blast: Blast forces a target to metabolically age forwards, gaining or losing traits at a rate of 1 year /level. Target must also make a will save or die of hunger, thirst and lack of sleep. Immortals are immune to this effect.

Navigate the Path: Grants ability to navigate the Vortex for 24 hours.

Thief of Time: Target loses all actions and caster gains all actions removed for 1 rd/lvl.

DARK INVOCATIONS

Reverse blast: Blast forces target to age backwards, gaining or losing traits at a rate of 1 year /level. Eternals are immune to this effect.

Devour the Vortex: Gain temporary hit points and abilities, but must make a will save each round to avoid taking massive damage.

Unravel: Target must succeed at a will save or be removed from causality.

TEMPORAL BORROWER FORMULAE

MINOR FORMULAE

Tempus Fugit: Time speeds up relative to the target, giving him an automatic win on initiative rolls and an extra action in combat

Lethargy: Time slows down relative to the target, only allowing partial actions and halving the rate of damage taken from injuries already sustained.

Wrinkle in Time: An object is returned to a previous state, or accelerated to a later state. Can be used to return doors to unlocked states, repair objects, or reduce an object to a fine powder.

Divert Paradox: A paradox that would otherwise harmfully affect the Borrower is deflected and hits someone else.

Timeslip: Borrower is teleported to Temporal Prime or out of it.

Infallible: Caster is allowed to take 20 in an instant.

Sight of the Devourer: Caster becomes aware of how long everything around him has existed and will exist in its current form.

Temporal Disjunction: Target loses all sense of timing, becoming unable to accurately guess the time even in the presence of a clock and takes a -5 to initiative.

MODERATE FORMULAE

Fear of the Devourer: For 24 hours, the Borrower cannot be affected by temporal spells or effects, including taking Vortex damage.

Anachron: Borrower is able to remove the detrimental effects of aging, effectively regaining youth up to a maximum of 10 years per cast.

Enforced Stillness: Target goes into a state like a timebender's Stillness trance for as long as the Borrower concentrates.

Take Time: Target loses all actions for 1 rnd/lvl, Borrower gains all actions target lost.

Obliterate Time: Area around the caster is affected such that for 1rnd/lvl of subjective time, only the caster has enough temporal energy to keep moving. Acts like a *Time Stop* for the purposes of combat.

Give Time: Target gains all actions the caster would have for as long as the caster concentrates or 2rnds/lvl.

MAJOR FORMULAE

Bubble of Acceleration: Target is put into a bubble of accelerated time, experiencing 24 hours/rnd for 1rnd/lvl. Target cannot be harmed while in bubble, but may expire from lack of sustenance.

Temporal Prism: Target suffers all seven prismatic effects simultaneously.

Form of the Devourer: Caster gains temporary hit points, enhancements and abilities.

Punch Through: Caster becomes able to open holes in the Void, stepping through as if it were not there.

Shifting Sands: Casts one Temporal Mage spell of 5th level or below.

SPELL DESCRIPTIONS

(Not in alphabetical order. Feel free to arrange these yourself and send them to me.)

CHRONOMANCER/ TEMPORAL MAGE SPELLS

Discern Vortex Energy

Divination
Level: Chrono/TM 0
Components: S
Casting Time: 1 standard action
Range: Close (20 ft./level)
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Each round, you concentrate on the area within range. You know if Vortex energy, Vortex gates or spells powered by the Vortex (like a Temporal Warlock invocation or a Chronomancer evocation) is present within the area.

Slow/Speed Metabolism

Transmutation
Level: Chrono/TM 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: Ranged touch or self
Duration: Slow: 1 hour/level, Speed: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Slow: The target's metabolic processes slow down, allowing them to not require food, water or sleep for the duration of the spell. When the spell ends, they will require such things as if half an hour had passed. Speed: The target's metabolic processes accelerate, forcing them to eat, drink and sleep as if an hour is passing each second. If they fail to, they suffer the requisite penalties.

Life Sounding

Divination
Level: Chrono/TM 0
Components: V

Casting Time: 1 standard action
Range: Close (10 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You momentarily contact Temporal Prime to see how long the target will continue to live. This spell can give life spans down to the day if necessary, but if the target is a traveler, will only tell you how much longer they will be in the milieu before leaving, thus breaking their timeline and sending it somewhere else.

Timeslip

Conjuration (Teleportation)
Level: Chrono/TM 0
Components: V
Casting Time: 1 standard action
Range: Personal
Target: Self
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The caster is transported to Temporal Prime. If already in Temporal Prime, the caster is returned to their most recent location outside of Prime.

Orb of Vortex

Conjuration (Creation) [Vortex]
Level: Chrono/TM 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of Vortex energy
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: No

An orb shaped Vortex gate about 3 inches across shoots from your palm at its target, dealing 1d4 points of Vortex damage per caster level (maximum 15d4). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and as the orb hits them, may be sucked into it, being thrown to another spatiotemporal location nearby. A successful Will save negates the transportation effect but does not reduce the damage.

Orb of Vortex, Lesser

Conjuration (Creation) [Vortex]

Level: Chrono/TM 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of Vortex energy
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

An orb shaped Vortex gate about 2 inches across shoots from your palm at its target, dealing 1d8 points of Vortex damage plus 1d8 points of Vortex damage per two caster levels beyond 2 (maximum 5d8). You must succeed on a ranged touch attack to hit your target.

Disruption

Necromancy
Level: Chrono/TM 1
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 1 round/level or until discharged
Saving Throw: Will negates; see text
Spell Resistance: Yes(object)

You cast this spell on any weapon not from the current time(such as a sword from an old empire or a blade made of stainless steel).

The next time that weapon is used to make a melee attack, a Vortex gate opens in front of it and it strikes the wielder in the back.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and though he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own

Will save bonus or its wielder's bonus, whichever is higher.

Focus: A weapon from the current milieu

Fist of Vortex

Transmutation [Earth]
Level: Chrono/TM 1
Components: V, S, M
Casting Time: 1 standard action

Range: Personal
Target: Caster
Duration: 1 minute
Caster transforms one hand into a mighty fist of living Vortex energy, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; see page 304 of the *Monster Manual*) as part of a full attack action.

However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A fist-sized piece of Vortex energy.

Temporal Vision

Divination
Level: Chrono/TM 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: Caster
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

The caster gains the ability to see the recent past, gaining a +10 bonus to track when seeking for someone who has recently passed through the line of sight of the caster. The caster can only see a fleeting but recognizable shadow of other creatures and cannot hear anything that is said with this spell.

Detect Temporal Anomaly

Divination
Level: Chrono/TM 1
Components: S
Casting Time: 1 standard action
Range: Close (20 ft./level)
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Each round, you concentrate on the area within range. You know if any creature or item in the area is not native to the current milieu.

Accelerate/Reverse Plant Growth

Transmutation

Level: Chrono/TM 1

Components: V, S

Casting Time: 1 standard action

Area: Large (100 ft./level), special

Duration: Permanent

Saving Throw: None

Spell Resistance: No

When this spell is cast, it manipulates time to accelerate the aging of plants. The effect has a maximum area of 100 feet/level and can affect all plants or one specific kind of plant. The caster can accelerate the growth by up to one month per level. The actual amount must be decided before the spell is cast. Aging occurs at a rate of 1 month per round. If the normal cycle of the plant is exceeded, it dies. Reverse has the opposite effect, returning a plant to a previous state at a rate of one month per level.

Steal Time

Evocation

Level: Chrono/TM 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10ft./level)

Target: Caster and one creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell takes the time spent by the target creature to gain the upper hand in battle and gives it to the caster, the target gaining the caster's time. This switches the caster's initiative with the target's initiative.

Blade of the Vortex

Conjuration (Creation) [Vortex]

Level: Chrono/TM 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Vortex Energy sheathe your melee weapons, harming neither you nor the weapons but possibly affecting your opponents.

Your melee weapons each deal an extra 1d6 points of Vortex damage. This damage stacks with any energy damage your weapons already deal.

Timeburst

Evocation [Vortex]

Level: Chrono/TM 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Timeburst causes a powerful explosion of Vortex energy to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of Vortex damage per caster level (maximum 5d8). *Material Component:* A bit of something that's been in the Vortex.

Timeburst, Greater

Evocation [Vortex]

Level: Chrono/TM 5

This spell functions like *timeburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

Precognitive Sense

Divination

Level: Chrono/TM 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: Caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The caster's senses are projected into the future, allowing her to see and hear events connected to her. The caster decides beforehand how far out to look (up to 6 hrs/lvl).

Sign of Telos

Abjuration

Level: Chrono/TM 3

Components: V, S

Casting Time: 10 minutes
Range: Touch
Target or Area: Object touched or up to 5 sq. ft./level
Duration: Permanent until discharged
Saving Throw: Reflex half
Spell Resistance: Yes

You trace a powerful rune from another milieu onto something that can be opened (a door, box, book, etc), which expends itself when the object is opened, shocking the person opening it with 1d4/lvl electricity damage (max 10d4). It is obvious and recognizable to experienced travelers (Knowledge(Temporal Science) DC 5).

Chronoton Candle

Conjuration (Creation)
Level: Chrono/TM 3
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 1 min./level (D); see text
Saving Throw: None
Spell Resistance: No

A lit candle appears at the spot you choose, shedding a sparkling blue light in a 5-foot radius and moving as you desire—forward or back, up or down, straight or around corners at up to 50 feet per round (no concentration required). The candle is incorporeal and can pass through objects, making them a useful tool for keeping track of tricky targets. As well, a *chronoton candle* specifically illuminates timeshifted, instant-shifted and otherwise temporally affected beings and items. Instant-shifted creatures remain unreachable from the immediate interval (except with force effects), but can take one point of damage per attack when they are within 5 feet of the candle. Any timeshifted creature begins to return to their native milieu, making them turn slightly transparent. The effect is not strong enough alone to fully return a creature, but does give them a -5 to resist a Temporal Strike.

The candle is Diminutive, has 1 hit point per caster level, and has AC 14 + a deflection bonus equal to your Charisma modifier. It makes saves as you do but is immune to spells that don't cause damage. The spell effect ends if the candle is destroyed, and the candle winks out if the distance between you and it exceeds the spell's range.

Material Component: A piece of something timeshifted.

Time Armor

Abjuration
Level: Chrono/TM 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target :Self
Duration: 1 round/lvl
Saving Throw: None
Spell Resistance: No

This spell covers the caster in a protective coat of antiartrons that negate the damaging effects of Vortex energies, giving the caster damage reduction 20 against Vortex energy for the duration of the spell.

Time Armor, Greater

Abjuration
Level: Chrono/TM 6

This spell functions as *Time Armor*, but instead provides damage reduction of 40 against the Vortex.

Discern Time Traveler

Divination
Level: Chrono/TM 3
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 round/level

By taking a standard action to concentrate, you can see the true time of creatures within 60 feet. Each round, you can examine one creature you can see to determine whether it is timeshifted and what milieu it should be from. If you look at a traveler in its true form, you immediately sense its temporal ability, but you can't determine to what degree.

Material Component:

A balm of honey and lotus flower, smeared on your eyelids.

Flux Bolt

Evocation [Vortex]
Level: Chrono/TM 3
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You unleash a tremendous bolt of Vortex energy from your open hand, dealing 1d4 points of Vortex

damage per caster level (maximum 10d4) to each creature within its area. In addition, a *flux bolt* deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond it if its range permits; otherwise, it stops.

Temporal Binding

Illusion (Shadow)

Level: Chrono/TM 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause a multitude of ribbons made of a blue haze to instantaneously explode outward from the target point. Creatures in the area that fail a Will save are dazed for 1 round and are subsequently unable to timeshift. Breaking free of the *temporal binding* requires a DC 20 Strength check or Escape Artist check, taken as a full-round action.

Material Component: A few links of steel chain.

Stun Him

Universal

Level: Chrono/TM 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You infuse your temporal familiar with vigor, granting it a +2 competence bonus on saves, attack rolls, and melee damage rolls, as well as a +2 dodge bonus to Armor Class. The familiar also gains a 1d4 ranged touch ray attack for the duration of the spell.

Visage of the Vortex

Transmutation

Level: Chrono/TM 6

As *lesser visage of the Vortex*, but you take on all the qualities of a chronovore (see monster section for complete details):

- You project an aura of swirling red, yellow and blue.
- You gain the ability to initiate a Temporal Strike
- You gain darkvision to a range of 60 ft, and *discern time traveler* at will.
- You gain Vortex resistance 20.
- You gain damage reduction 10/magic.

- You gain spell resistance 20.

Your creature type does not change (you do not become an outsider).

Visage of the Deity, Greater

Transmutation

Level: Chrono/TM 9

As *lesser visage of the deity*, except that you take on the qualities of a Time Dimensional (see the monster section for complete details), including spell-like abilities.

Your creature type changes to outsider for the duration of the spell. Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

The caster undergoes the following transformations:

- You grow translucent wings made of a strobing haze of Vortex energy that allow you to navigate the Vortex perfectly.
- You gain +1 natural armor.
- You gain darkvision out to a range of 60 feet.
- You gain resistance 30 to Vortex energy.
- You gain immunity to disease.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +2 Str, +4 Dex, +2 Con, +4 Int, +4 Wis, +4 Cha.

Visage of the Vortex, Lesser

Transmutation [Evil, Good]

Level: Chrono/TM 3

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, your body changes into a form similar to a temporal creature (in a very limited fashion, of course).

You gain a +4 enhancement bonus to your Wisdom score.

You also gain resistance 10 to Vortex energy.

Articus's Melee Manager

Universal

Level: Chrono/TM 3

Components: V, S, M

Casting Time: 1 standard action

Range: 60 feet

Target: Creature

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The caster 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 per every five levels of the caster. Also a +1 bonus is applied to the initiative, AC and attack roll due to the extra attention that can be paid to these details.

Material Component: A drop of mercury.

Anticipate Temporal Shift

Abjuration

Level: Chrono/TM 4

Components: V, S, F

Casting Time: 1 round

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the materialization from another time of any creature into the spell's area. Any spell or effect (including All temporal spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the materializing creature. The spell also delays the arrival of the creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The shifting creature does not perceive this delay.

Since a timeshifting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to materialize into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to materialize into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to timeshift away from the spell's area, though if their destination is within the area, the spell will affect

their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Anticipate Temporal Shift, Greater

Abjuration

Level: Chrono/TM 8

Casting Time: 10 minutes

Duration: 24 hours

As *anticipate temporal shift*, except that *greater anticipate temporal shift* identifies

the type of the arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

Focus: A tiny hourglass of platinum and crystal filled with diamond dust, costing 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

Blast of Time

Conjuration (Creation) [Vortex]

Level: Chrono/TM 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Vortex energy fills the area, dealing 1d6 points of Vortex damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A fragment of a timeshifted metal.

Redo

Divination

Level: Chrono/TM 4

Components: V, S

Casting Time: 1 standard action

Range: Caster

Duration: 1 round/lvl

Saving Throw: None

Spell Resistance: No

The caster creates a one-shot time loop, replaying the events of the duration of the spell after it is cast. This allows the caster to make a second roll on all throws. The caster is able to graft parts of the first loop onto the second, effectively taking the higher of the two rolls each time.

Rassilonian Radiance

Evocation [Vortex, Light]

Level: Chrono/TM 4

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 50-ft.-radius spread

Duration: 1 round/level

Saving Throw: None and Fortitude partial; see text

Spell Resistance: Yes

A blazing ball of Vortex energy is hurled toward the point you designate, erupting into a brilliant hovering sphere. All sighted creatures in the area are dazzled (no save), and the radiation from the *rassilonian radiance* deals 2d6 points of Vortex damage to all creatures and objects in the area each round on your turn (Fortitude save for half). Like *fireball*, *rassilonian radiance* erupts if it strikes any material body or solid barrier before attaining the prescribed range, and you must make a successful ranged touch attack to send the sphere through a narrow opening or passage.

Rassilonian radiance counters or dispels any darkness spell of equal or lower level.

Material Component: A bit of timeshifted matter and a small lens.

Transdimensional Sphere

Conjuration [Teleportation]

Level: Chrono/TM 4

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 2-ft.-radius sphere

Duration: 1 round/level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

A cloudy gray sphere of stressed spacetime flies to attack your enemies and hurl them through space. As a move action, you can make the sphere travel up to 10 feet per round and strike the creature or object you indicate as a ranged touch attack.

Any creature struck by the sphere takes 3d6 points of damage from the force of being thrown through the wormhole generated. In addition, Medium or smaller creatures must succeed on a Reflex save or be sucked in.

Creatures that are sucked in are teleported 1d8-10 feet in a random direction and taking falling damage if applicable (for each d8 rolled, roll another d6 to decide whether that direction is up, down, forward, backward, left or right).

If some obstacle prevents the target creature from reaching its expelled distance, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground. This means that the *transdimensional sphere* cannot teleport a creature into a solid object.

The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: A gray pearl worth at least 100 gp.

Sonic Whistle

Universal

Level: Chrono/TM 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (Harmless)

This spell makes your temporal familiar tougher, granting it 2d8 temporary hit points and a +2 enhancement bonus to its natural armor. It also has a 25% chance to avoid extra damage from sneak attacks or critical hits (though such attacks still deal normal damage if successful). Temporary hit points gained in this fashion last for up to 1 hour.

Slipgate

Conjuration (Creation or Calling)

Level: Chrono/TM 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Duration: Permanent or until dismissed

Saving Throw: None

Spell Resistance: No

When cast, this spell connects a section of the normal cosmos with its corresponding location in Temporal Prime. The gate appears as a flat disc up to twenty feet wide and may be entered from any direction. It lasts as long as the caster wishes, becomes permanent if the caster dies and can be traversed in either direction by anything that touches it. Denizens of Temporal Prime are often attracted to these gates, and care must be exercised if leaving one open for long periods of time.

Material component: A clear diamond worth at least 5000 gp.

Stable Paradox

Transmutation (Chrono)

Level: Chrono/TM 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Duration: 1 rnd/lvl or until discharged

Saving Throw: None

Spell Resistance: No

When cast, this spell allows the caster to bypass a paradox check when attempting to craft a paradox with a DC equal to their level + wisdom bonus. This bypass may be used once within the duration of the spell.

Temporal Tether

Divination (Chrono)

Level: Chrono/TM 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Duration: Permanent or until dismissed

Saving Throw: None

Spell Resistance: No

This spell allows the caster to tether their timeline to another for as long as they wish, allowing them to locate the target with absolute precision on or off of Temporal Prime. If the target tries to timeshift within 100 feet of the caster, the caster may choose to use this connection to follow the target even if they cannot timeshift themselves. If the target is temporally incurred, there is a 20% chance that the incursion will travel up the tether and strike the caster as well.

Time snare

Transmutation (Chrono)

Level: Chrono/TM 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: See text

Saving Throw: Will negates(see text)

Spell Resistance: Yes

The caster must succeed at a ranged touch attack to hit with this spell.

The target of this spell is forced into an eight-second time loop while the rest of reality continues without it. It attempts to take its most recent action again each round, even if this is impossible(a

potion bottle being empty or a comrade being defended being dead). Every round it gains a cumulative +1 bonus to its save against this spell until it breaks free or is killed.

Conceal Temporal Anomaly

Transmutation (Chrono)

Level: Chrono/TM 4

Components: V, S

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, the caster chooses a single area or effect that she is either about to or has already taken that might be detected as a temporal effect and obscures it, giving it a +10 to a Knowledge(Temporal Science) DC and making it invisible to *detect temporal anomaly*. This may also be used to disguise the caster's own identity as a traveler.

Recur

Divination (Chrono)

Level: Chrono/TM 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

Recur allows a targeted creature to relive in memory either the best or worst thing that ever happened to it. The caster decides, or allows to creature to. If it is the best, then the creature gains a +2 morale bonus to all rolls, but is distracted. If it is the worst, the creature takes a -2 to all rolls and 1d6 points of subdual damage for every source of pain involved.

Material component: A rose with no petals that blooms and then falls to dust as the spell is cast.

Superior Paradox Assurance

Abjuration

Level: Chrono/TM 5

Components: V, S

Casting Time: 1 minute

Range: Personal

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster is given insight into the dynamics of a single event and gains a +10 to her next paradox check.

Wall of Phase Variance

Evocation [Chrono]

Level: Chrono/TM 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level

Saving Throw: None

Spell Resistance: No

A *wall of phase variance* spell creates a dull grey wall of non-spacetime. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *slipgate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *Mordenkainen's disjunction* spell.

Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings).

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If the *wall of phase variance* encounters an obstacle when forming, it bisects it, passing straight through without doing any seeming harm, though this immobilizes anything that would otherwise be capable of movement.

Wall of phase variance can be made permanent with a *permanency* spell.

Material Component: A pinch of powder made from a fragment of either the equipment or flesh of a Temporal Stalker.

Timeward

Abjuration

Level: Chrono/TM 5

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-radius emanation, centered on you

Duration: 1 minute

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to drive off creatures not from the current era. When you cast the spell, any traveler within the spell's area must leave the area unless it makes a successful Will save. If you try to force the barrier against a traveler that has failed its saving throw, the traveler is driven backward at a rate of 5 feet/round. Once in place, this barrier will not allow a traveler who fails their throw to pass.

Material Component: A small quantity of the ether of Temporal Prime.

Arc of the Vortex

Conjuration (Creation) [Vortex]

Level: Chrono/TM 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural temporal conduit between two creatures, and a bolt of Vortex energy arcs between them. This bolt deals 1d6 points of Vortex damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Focus: Two small silicon rods.

Timewarp Sphere

Evocation [Chrono]

Level: Chrono/TM 5

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: No

You summon a sphere of variable time which tears at the matter around it. Affected creatures take 1d4 points of damage per caster level (maximum 15d4) and must succeed on a Reflex save or risk taking damage in the following round, and in the previous round as well as the sphere's effects project into the past and future (6d4 points of damage in the future round and 3d4 points of damage in the past round).

Both rounds of continuing damage are subject to Reflex saves for half damage. If the creature dies in the past as a result of being struck by the past projections of the sphere, the caster must make a Paradox check(DC 15) or risk having the damage that would otherwise be done in the present and future rebound upon her.

Mass Vortex Shield

Evocation [Vortex]

Level: Chrono/TM 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more allied creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Save: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wreathes you and your allies in a bubble of Vortex energy and causes damage to each creature that attacks you or your allies in melee. The flames also protect you and your allies from Vortex-based attacks.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of Vortex damage +1 point per caster level (maximum +15). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

This bubble does not harm you or your friends as long as they remain inside and gives off a bright yellow light.

Acceleration

Transmutation(Chrono)

Level: Chrono/TM 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Self or creature

Duration: 1 hour/lvl or until dismissed

Saving Throw: Reflex Negates

Spell Resistance: No

The caster manipulates time, allowing her or a target to move through linear time at a vastly accelerated rate. Time speeds by a factor of her level, thus a 10th level chronomancer who uses *accelerate* for the full 10 hours is left 100 hours ahead by the end, thus skipping 90 hours of

subjective time. To the outside world, it seems like the target of this spell is moving very slowly.

Fire Through the Vortex

Transmutation(Chrono, Teleportation)

Level: Chrono/TM 5

Components: V, S

Casting Time: 1 standard action

Range: Self

Duration: 1 rnd/lvl or until discharged

Saving Throw: None

Spell Resistance: No

The caster imbues a single ray or missile, magical or otherwise, with the ability to unerringly navigate the Vortex, and immunity to damage from it. The caster may then fire the missile or cast the spell and it will enter a Vortex hole opened just long enough for it to pass through. It will then speed through the Vortex and exit through another aperture like the one it went in and strike the target at a point in time determined by the caster. The target cannot dodge or in any other way negate being struck except by the use of an *anticipate temporal shift* spell.

Prophecy

Divination

Level: Chrono/TM 5

Components: V, M, XP

Casting Time: 1 hour

Range: Self

Duration: 10 minutes/lvl

Saving Throw: None

Spell Resistance: No

The caster's mind is thrown into the far future, to an important event (ie. one where many timelines are affected). The caster gains understanding of the event itself, but not when it will happen or why. Unless the caster chooses otherwise, *prophecy* will go 100 years into the future and then go forward until it reaches an event that is within 100 miles of the caster. *Prophecy* can be used to go further and farther if instructed to do so, but can only be used to predict a specific event that the caster has in mind if the caster makes a DC 30 Wisdom check. Material cost: A ruby worth at least 1000 gp
XP cost: 1,000 XP.

Temporal Push

Transmutation(Chrono, Teleportation)

Level: Chrono/TM 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Self or creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell requires a ranged touch attack. On a successful ranged touch, the target is pushed through a temporary slipgate and hurled through time in a direction chosen by the caster. The creature emerges from Temporal Prime in the same place, but 1d6 rounds/level in either the past or future. The creature is dazed for 1d4 rounds by the journey. The caster may choose to decrease the amount of time the creature is thrown.

Accelerate/Reverse Animal Growth

Transmutation

Level: Chrono/TM 5

Components: V,S, M

Casting Time: 1 standard action

Area: Large (100 ft./level), special

Duration: Permanent

Saving Throw: None

Spell Resistance: No

When this spell is cast, it manipulates time with respect to a creature of animal intelligence. A creature ages up to one month per caster level. Aging occurs at the rate of one month per round. The creature must make a system shock check (DC 85, =1d100 +1/HD of creature) or die within 1d4 rounds. Any actions taken by the creature occur at half of its normal ability scores while the spell is active. The reverse reduces the animal's age at a rate of 1 month/round to a minimum of one month old. Material Component: A piece of bio-matter from the type of animal to be affected. If the caster touches the animal during the spell, the material component is unnecessary.

Wesley's Opportune Concentrator

Transmutation (Chrono)

Level: Chrono/TM 5

Components: V,S

Casting Time: 1 immediate action

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster of this spell's mind is accelerated momentarily to twenty times its normal speed. This allows the caster to take 20 on any check in an instant.

Déjà Vu

Evocation (Chrono)

Level: Chrono/TM 5

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell is forced to physically relive the previous round's events. If they took damage, then they take damage again, and if they healed, then they are healed again. This does not allow actions outside, as they are reliving the action, not actually doing anything.

Déjà Vu

Evocation (Chrono)

Level: Chrono/TM 5

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell is forced to physically relive the previous round's events. If they took damage, then they take damage again, and if they healed, then they are healed again. This does not allow actions outside, as they are reliving the action, not actually doing anything.

Temporal Stasis

Enchantment (Chrono)

Level: Chrono/TM 6

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature

Duration: 1 hour/level or until discharged

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell is frozen in time, and cannot interact nor be interacted with until the spell ends. For the creature, no time passes outside while the spell lasts, and the creature is dazed for 1d4 rounds after the spell ends. The spell can be discharged any time if a specific condition is met, the condition being specified when the spell is cast.

Transtemporal Blade

Transmutation

Level: Chrono/TM 6

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transform a single melee weapon, thrown weapon, or group of projectiles into a weapon that transcends time. A transtemporal weapon is almost invisible and ignores both nonliving matter (unless specified) and time-based shields that would otherwise halt a solid object. The weapon is in fact not even in normal time but is extending into Temporal Prime and strikes at the timelines of the things it hits. Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. Dexterity, deflection, dodge, and other such bonuses still apply. If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Transtemporal weapons can be made to strike nonliving objects, but they must have a very strong timeline. For the purposes of damage, it can be expected that the average living human has a strong enough line, most animals will take 75% damage, as will non-intelligent undead and constructs, and objects will take damage if they are old enough or important enough. Even if someone is wearing armor that has a timeline strong enough to be hit, this does not stop them from taking damage from the attack as well, since the transtemporal weapon will simply pass through the armor (doing damage) and then hit the living being underneath as well.

Image of the Fendahl

Transmutation [Evil]

Level: Chrono/TM 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell functions like *alter self*, except that you can take the form of any fiendish creature, demon, or devil that can or ever could be summoned by a *summon monster I, II, III, or IV* spell, meaning that you can also gain the forms of the extinct demons and devils. You also may take the form of any legendary evil creature below 10HD that you know of. You can assume only one form with each use of the spell, but you gain all that form's extraordinary, spell-like, and supernatural abilities, and your type changes to outsider and you automatically are considered a traveler. Spells and effects that harm or ward evil outsiders affect you, and any effect that would normally banish an outsider to its home plane instead ends the spell and leaves you staggered for 1 round per caster level.

Material Component: A bone from any extinct fiendish creature, half-fiendish creature, demon, or devil.

Polax

Universal

Level: Chrono/TM 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Familiar touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to transfer a number of your temporal abilities onto your familiar. Arcanists may transfer a number of uses of their abilities with time equal to their own level+ Wisdom modifier, with each ability's use being equal to the level of the ability. Multiple castings of *polax* have no effect on these limits. The transferred variable characteristics (range, duration, area, and so on) function according to your level.

Temporal Incursion

Evocation(Chrono)

Level: Chrono/TM 6

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

This spell requires a successful ranged touch. This spell causes the target to completely disappear from

time, space and causality. No trace of the target is left, and all actions taken by or requiring the existence of the target are nullified, with ramifications at the DMs discretion. The caster must make a paradox check (DC 10 + target's HD) to retain memory of target or else the incursion fails and the caster is left stunned for 1d10 rounds.

For every temporal shift the target has made, there is a cumulative 2% chance that a Temporal Stalker will materialize on Temporal Prime at the exact point corresponding to the location of its incursion (so a traveler with 50 jumps under her belt is assured of this). The Stalker will recall its entire life up to its incursion, will know of the incursion itself and be given all the knowledge and abilities of a Stalker at that instant.

Because of the nature of causality, a temporal incursion is rarely used in combat, and only after a great deal of study and consideration. An incursion can have far-reaching consequences that could even cause the simultaneous death of the caster.

Loop

Evocation (Chrono)

Level: Chrono/TM 6

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature

Duration: Instantaneous outside, 1 round/level inside

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell is forced into a time loop, reliving the same round over and over. Each iteration sees the creature may take a different action. But will receive exactly the same amount of damage by the opponents it had in that round, which builds up as the loops progress. If this results in the creature's death, this occurs when the last loop ends. In addition, however, any spells cast do not fire within the loop, but also build up until the loop ends and they all escape simultaneously. This could lead to a wizard being killed in the loop, but the resulting explosion of five fireballs striking at once also finishing off the entire defending party.

Timeheal

Conjuration (Chrono, Healing)

Level: Chrono/TM 6

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The target of this spell is returned to an earlier state, healing any wounds delivered or reopening wounds healed. This spell can only go back 10 minutes/level and cannot be used cumulatively since the previous state then becomes the present state.

Wesley's Temporal Disjunction

Transmutation (Chrono)

Level: Chrono/TM 6

Components: V,S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target creature becomes perpetually late, unaware of time and unable to do anything where timing is critical, such as picking pockets or solving fast-paced puzzles. If the target is asked for help in a critical situation, it takes a round longer than otherwise for it to understand the need for haste. The target also receives a -5 to initiative.

Disjunction also removes all temporal abilities from the target and the ability to cast temporal spells for the duration of the spell.

Venusian Karate

Transmutation

Level: Chrono/TM 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creatures or objects touched

Duration: 1 round/level; see text

Saving Throw: See text

Spell Resistance: Yes

You gain full knowledge and ability to use martial arts from the future. On a melee touch attack, you deal 3d6 points of force damage +1 point per caster level (maximum +20). The creature you touch must then succeed on a Fortitude save or be stunned by the effectiveness of your attack for 2d6 rounds. You can use your touch attack repeatedly.

You can use this spell to attack an object.

Nonmagical, unattended objects suffer damage both from the force and from the effectiveness, as if by a *shatter* spell.

Deceleration

Transmutation(Chrono)

Level: Chrono/TM 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Self or creature

Duration: 1 round/lvl or until dismissed

Saving Throw: Reflex Negates

Spell Resistance: No

The caster manipulates time, allowing her or a target to move through linear time at a vastly decelerated rate. Time slows by a factor of her level, thus a 10th level chronomancer who uses *decelerate* for the full 10 rounds is only left 1 round in the future. This allows the caster to effectively take her levels' worth of full-round actions in a single round. To the outside observer, it seems as if the target of the spell has suddenly become incredibly fast and agile. The caster also gains a +1 dodge bonus to AC per level. At the end of the spell's duration, the target is left dizzy by the shifts in time and cannot take any actions except to defend herself for 1d4 rounds.

Magic Manager

Universal

Level: Chrono/TM 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The caster delays the time normally spent each round recovering from the effects of spellcasting. This allows for multiple spellcastings, but 2 rounds of rest are required after the spell duration ends, in which the caster cannot perform any combat or casting actions.

The round after the spell is cast, the caster rolls 1d20 and adds the casting time(in rounds) of whatever spell she wishes to cast. At the spell's conclusion, the caster then rolls another d10 and adds the casting time of another spell. When the total reaches 30, a new round has begun.

If on any round the caster performs a non-spell action, then it takes up the entire next round.

For example, the caster casts three spells in a row with casting times of 8 rounds(1 minute), 3 rounds and 4 rounds with rolls of 15, 1 and 1. Two spells are cast in the first round(totals of 14 and 19), then the third spell is cast in the second round with a

roll of 2 (32 total – 30). The caster then decides to drink a potion. The potion is imbibed in round 3 and the caster can continue casting spells in round 4. Only 4th level spells and below may be cast with *magic manager*.

Material Component: A drop of mercury and a stopwatch.

Prescient Contingency

Enchantment(Chrono)

Level: Chrono/TM 7

Components: V, S

Casting Time: 15 minutes

Range: Personal

Target: Self

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: None

This spell allows you to cast a spell as if it had been triggered by a *contingency*. When *prescient contingency* is cast, there is no companion spell, however once you've discharged it, this spell becomes a normal *contingency* in the past and is cast with the companion spell and conditions set in the future.

Unravel Causality

Divination

Level: Chrono/TM 8

Components: V, S

Casting Time: 1 hour

Range: Personal

Target: Event

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster of this spell chooses a single event, creature, object or attribute she wishes to change. She is then granted the knowledge of exactly where and when she should go and what to do once she arrives in order to achieve this. Very careful phraseology is required to use this spell effectively. It is a favorite amongst incursion assassins who wish to cause a minimum of collateral change.

Wesley's Delayed Damage

Abjuration

Level: Chrono/TM 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Event

Duration: 1d10+1 rounds

Saving Throw: None
Spell Resistance: No

The caster projects a field around herself which shifts the effects of assaults into the future. If the damage is physical, half the damage is applied immediately and the other half is delayed until the end of the duration of the spell. Healing potions and spells can heal delayed damage, but first affect current damage. Non-damaging effects such as level drain or paralysis are delayed for half the remaining duration of the spell. Any preventative action, like casting *lesser restoration* negates the upcoming effect.

Item Supercharge

Enchantment(Chrono)
Level: Chrono/TM 8
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: Item
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell attempts to use temporal manipulation to alter the abilities of a magical item, either by increasing the duration of its effect or by decreasing its recharge time. This spell can only be used once on an item

Duration: Doubles the length of time that a magical effect from an item lasts.

Frequency: Doubles its uses per day or halves its cooldown time.

Mixing temporal and normal arcane magic is dangerous. Use the following table to determine whether the item is destroyed by the attempt.

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

Material component: One ounce of mercury

Absorb the Vortex

Abjuration
Level: Chrono/TM 9
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: Self
Duration: 1 round/level

Saving Throw: None
Spell Resistance: No

You open yourself to the Vortex, seeking the power of the *genius loci* but on your terms. You force the malevolent will of the Vortex to grant you power, and take damage for it. With this power, you can cast spells and increase the strength of spells at a cost to your body. You may cast any spell you'd normally be able to without it affecting your spells per day or leaving your prepared spells list, but you take 1d8 damage for every spell level cast. Thus a 9th level spell does 9d8 damage on top of the other dangers of time magic. You may also maximize or empower a spell, doing 4d8 and 3d8 damage respectively to yourself. While this spell is in effect, your eyes burn with the light of the Vortex and brilliant energy trails from your hands. When it ends, you are fatigued for 1d6 rounds and cannot take any combat or casting actions.

Time Breach

Conjuration(summoning)
Level: Chrono/TM 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Free space
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell summons a time breach, a living hole in time. It has rudimentary intelligence and may roam as far as it can while the spell lasts with a speed of 40 feet/round. The Time Breach slams with a +5 attack bonus, and on a successful hit uses *temporal incursion* on what it slams into as per the spell. The caster may choose instead to link the breach to a familiar point in space and time instead, in which case the breach's slam will cause it to try to send what it's slamming there on an unsuccessful Will save. The Breach appears to be a blob of pulsing colors like a glowing ooze.

Summon Temporal Projection

Conjuration(summoning)
Level: Chrono/TM 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Free space
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell plucks a version of you out of time to fight at your side. You may choose to pull from any point in the past or future, but if it's the past and you have no memory of the fight, you must make a Paradox check (DC 35) or the spell fails. If it's from the future, you are pulled at that very instant, no matter what you are doing later in the campaign. At the DMs discretion, the projection will have a reasonable bonus or penalty depending on when they are from.

Call of the Vortex

Conjuration(summoning)

Level: Chrono/TM 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) in your time, unlimited otherwise

Target: Free space in your time, a creature or object in another

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

You choose a target creature or object somewhere else in space and time and you demand that it come to you. If it fails a Will save, a tether flies through the Vortex from you to it and pulls it through to your location. If it does not have adequate protection, it is possible that the transit will cause the destruction of the target, as it will take 5d8 points of Vortex damage for every 1,000 years, lightyear and shell of the multiverse it must go to reach you. There is nothing stopping it, however, from retaliating once it arrives, as this spell does not confer any binding or method of control of what it is you have called.

Temporal Prism

Evocation(Chrono)

Level: Chrono/TM 9

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Target: Creature or item

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: Special

This spell causes the target to experience all seven effects of the *prismatic spray* simultaneously. Since this will almost certainly overwhelm any creature that does not possess its own time magic

to fight back with (such as *deceleration*), they may only make the saving throws on two prismatic effects which they choose. Spell resistance operates as if three separate *prismatic sprays* were being used. *Time stop* or *deceleration* can be used to set up the necessary counterspells, or a stable Paradox check made against the caster may be made to try to defer the counterspells until later.

Temporal Eye

Divination(Chrono)

Level: Chrono/TM 9

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster is able to send their mind to another point in spacetime, seeing and hearing everything that occurs for one minute/level from that point on. They may move the point of perception at a rate of 100 feet/second.

Time Reaver

Transmutation(Chrono, Teleportation)

Level: Chrono/TM 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or item

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The target is sent to Temporal Prime and sped 1d6 years/level into the future, where they emerge at a nearby location. The process takes approximately 10 minutes, in which time a traveler with the appropriate skills could construct a *slipgate* or other means of escape and end the spell prematurely.

Temporal Shell

Abjuration

Level: Chrono/TM 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: 1 round/level inside, instantaneous outside

Saving Throw: None

Spell Resistance: No

You encase yourself in a sphere of null time for 1 round/level. You may take any action you wish within the sphere, but you may not take an action that affects the outside world. To you, they are frozen and to them all the actions you take are instantaneous. It is important to note that because you are in null-time for the duration of the spell, you may be attacked and even kidnapped by a Temporal Stalker (1% chance normally, +10% for every Stalker you've caused through incursions or changes).

TEMPORAL WARLOCK INVOCATION DESCRIPTIONS

Deny Causality

Lesser; 3rd

This invocation makes you aware of paradoxes as their temporal wavefront passes you and gives you a brief glimpse into how the paradox would affect you. You then may choose whether to subsume your timeline into the new causality or retain your current state. Either way, you recall both the triggering and your decision and if you choose subsumption, you recall what the previous timeline was like. This lasts for 24 hours.

Devour the Vortex

Dark; 9th

With a mighty effort of will, you turn yourself temporarily into a *genius loci*, gaining 20d20 temporary hit points, another 5d6 Vortex damage added to your blast attack, use of all the Temporal Warlock Invocations whether you know them or not a +5 to AC, a field which does 3d6 damage to any melee attacker and disintegrates 50% of nonmagical projectiles which pass through it and a touch attack which causes a *temporal incursion* effect. This spell lasts for 1d6 rounds + 1 round/2 levels or until dismissed. Each round, the caster must make a DC 25 Will save with a -1 cumulative penalty per round or be dealt 20d8 damage which bypasses the temporary hit points gained by the invocation.

Eldritch Lock

Greater; 6th; Blast Shape

This blast shape invocation allows you to improve your *eldritch blast* by, sending it through the Vortex as the *Fire Through the Vortex* spell. The limitation is that you must either have a clear picture of the target and know its precise co-ordinates if it isn't at your present location or have a line of sight to it.

Forward Blast

Greater; 5th; Eldritch Essence

This eldritch essence transforms your *eldritch blast* into a *forward blast*. A *forward blast* does not do damage, but does force the target to metabolically age 1 year/level. If the target fails a Will save, then he dies of hunger, thirst and fatigue. An immortal is unaffected by this blast. It is important to remember that certain targets may gain strength, such as Dragons.

Navigate the Path

Greater; 5th

This invocation gives you total knowledge of how to get from any point in space and time to any other using the Vortex. This lasts for 24 hours.

Path of the Vortex

Lesser; 4th

This invocation opens up a stable rift into the Vortex, which you may enter. After 1 round/level, the rift collapses. These rifts may be opened from either side.

Reverse Blast

Dark; 8th; Eldritch Essence

This eldritch essence transforms your *eldritch blast* into a *reverse blast*. A *reverse blast* does not do damage, but does force the target to metabolically age backwards 1 year/level. The target loses abilities as they become younger. Eternals are unaffected by this attack.

Sight of the Vortex

Least; 2nd

You target a single creature or object and learn everything there is to know about its history. From birth to the present instant, you know all that it has done and what effects those actions have had. You also gain a +5 bonus to successfully incurring it without unforeseen consequences.

Thief of Time

Greater; 6th

This invocation allows you to steal time from another creature. For 1 round/level that creature is rendered completely inert, unable to move or take any action but speak. You in turn gain all the actions the creature had, taking its turn as well as your own.

Unravel

Dark; 9th

This invocation allows you to cast *Temporal Incursion* as the spell, but with a much greater chance of succeeding in both removing it utterly without creating a Temporal Stalker (divide the chances of creating a stalker by four) and in removing it without deleterious consequence.

TEMPORAL BORROWER FORMULAE DESCRIPTIONS

Tempus Fugit

Minor; 3rd

The target sees time go much slower than normal, allowing him to always be first to make a move in combat, and take an extra move or standard action in the extra time created by this effect.

Lethargy

Minor; 3rd

The target sees time moving much faster, allowing him to survive longer in absolute time with critical wounds, but also moving at half the normal speed and becoming unable to take more than a partial action each turn.

Wrinkle in Time

Minor; 2nd

This spell pulls at the timeline of an object, forcing its state into that of itself at another time. The caster may choose exactly when or how long a period this is. Objects that rust or fall apart do so, and objects that may have been open or active

become so when this spell is cast. Useful for opening doors or restoring items.

Divert Paradox

Minor; 4th

The caster sees a change in the timeline coming and is able to shunt it to another creature or item. For example, if a chronomancer makes a change that would reduce the XP of the caster by 2,000 points by taking away a mission he'd gone on the year before, the caster can now make a nearby goblin he is fighting take the XP damage, likely killing it.

Timeslip

Minor; 3rd

The caster can cast *timeslip* as the spell.

Infallible

Minor; 3rd

The caster can cast *Wesley's Opportune Concentrator* as the spell.

Sight of the Devourer

Minor; 3rd

The caster becomes aware of the age of all things around him, from how long the inn has stood to the time since the boulder outside of town was thrown there by a giant and how long it has been since it was separated from a cliff from an earthquake. Every time something changes in a very important way, the caster knows about it, thus segmenting the lives of the people around him.

Temporal Disjunction

Minor; 4th

The cast can cast *Wesley's Temporal Disjunction* as the spell.

Fear of the Devourer

Moderate; 7th

For 24 hours the caster gains 100% Vortex immunity and becomes immune to all time-based spells, even becoming invisible to *prophecy* and *time's eye* spells.

Anachron

Moderate; 6th

The caster reduces his metabolic age up to 10 years, effectively becoming 10 years younger without losing any memories or XP.

Enforced Stillness

Moderate; 6th

The caster gains one use of a timebender's Stillness ability, sitting still and allowing time to pass by. Once the caster leaves the still state, he must cast this spell again to enter it once more.

Take Time

Moderate; 7th

The caster gains all the actions of a target creature for 1 round/level, and the creature is paralyzed for the duration of the spell.

Obliterate Time

Moderate; 7th

The caster can use *time stop* as the spell, except that it lasts 1 round/level.

Give Time

Moderate; 7th

For 2 rounds/level, the caster may choose to stay perfectly still, and give all his actions to a target creature or player. The caster can still observe his surroundings and break the trance at any time, regaining his actions from the target.

Bubble of Acceleration

Major; 9th

The target of this spell is placed in an impermeable bubble, unable to interact or be interacted with for 1 round/level, as time passes inside at a rate of 24 hours/round. An *antimagic field* will remove the temporal effect, but not the bubble, but *rods of cancellation* or *Mordekeinen's Disjunction* will destroy both.

Temporal Prism

Major; 9th

The caster may use *temporal prism* as the spell.

Form of the Devourer

Major; 9th

The caster becomes a fearsome avatar of time, gaining perfect flight 60ft, the ability to timestorm as a Temporal Elemental, 10d20 temporary hit points, a +2d6 *reverse blast* and *forward blast*, and the ability to *temporally incur* as the spell on a successful touch, gaining five minor charges for an animal, five moderate charges for an intelligent creature, five major charges for a traveler or five massive charges for a temporal elemental, time dimensional or unique traveler. On successfully incurring a traveler or above, a Temporal Stalker is automatically formed, and the caster may choose to expend a massive charge to bind the Stalker to his will for 2d10 years after which, he may use another massive charge to extend the bondage for another 2d10 years and so on.

Punch Through

Major; 9th

The caster focuses linear time to a shining lance and cuts through the Void, opening rifts in it for 2d6 hours with each punch. This effect lasts 1d4 rounds + 1 round/level and the caster may strike once each round with the lance to open another rift.

Shifting Sands

Major; 9th

The caster draws upon a well of chronokinetic power, gaining the ability to cast a single spell from the Temporal Mage spell list. Material and XP costs are negated by the massive energy used to grant this power.

TEMPORAL EFFECTS

THE CHANGE

It is inevitable that an adept in temporal science will cause a change in the timeline. The only way to avoid such is perfect knowledge of all that was, will be and is now. And even then, the adept would have to balance her actions so carefully that it becomes pointless to even try to avoid. This is not to say that a Guardian of the Timeline should simply sit on her hands and never use her powers at all. Small chaos-based effects are usually so minor a change that it is never noticed except by the most sensitive of time travelers, and any who have risen so high know that these changes are no threat to the timeline as a whole and can be safely ignored.

Since such random changes usually cancel each other out, they are hereafter not to be considered true changes at all, but merely background noise to the symphony of time. A cough in the orchestra is not to be paid attention to. It is when the harmony itself is altered that attention must be paid. There are four categories of change, based on their methods, intended ends and effects.

Change gross: Few adepts bother with the dangerous and obvious change gross. Only the most low-level dolt would think that simply altering the fact that they seek to alter would be enough. This method can be best summed up by the wizard who goes back in time to kill a hated enemy. It's crude, it causes a personal paradox and it could have far-reaching consequences like having that enemy missing when a greater danger is present. A change gross is never used by Guardians or Magi and even the more direct Warlock is unlikely to try.

Change insidious: The most common method of changing things, the insidious seeks a more roundabout method of removing a problem. It causes small, difficult to detect changes around a single larger issue that needs dealing with. While it still causes paradoxes, they are smaller for their greater number and easily dealt with.

Change extreme: In absolute emergencies, a change extreme may be necessary. This involves a change gross taken much further. It destroys the target and everything around it to make sure that nothing remains. An example would be the destruction of a nation to kill the mage who serves it.



A change extreme

Change calculated: The most effective change and the most difficult. It involves balancing every single variable so that the action taken has no major effect *except* to solve the problem. Few are capable of a change calculated, as it requires colossal magical, technological or mental resources to adequately perform. The lesser calculated change is more likely, in which it appears at first successful, but chaos effects eventually have further reaching consequences than previously believed.



A krenim computer attempting a Change calculated



The De-Mat gun, an automatic change calculated device

THE PARADOX

Most time travelers will cause a paradox eventually, usually a personal one. It is simply a fact of time that if you interfere in a timeline, there are bound to be places where you do the wrong thing and end up causing a change that logically cannot occur. At this point, an experienced meddler has powerful protection, because the universe of time is not kind to those who tie knots in it.

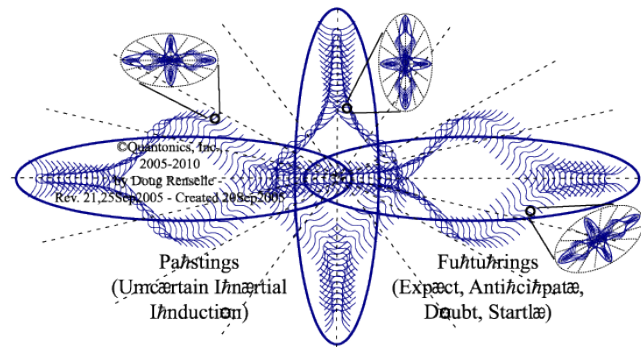
Most paradoxes are accidental. A time traveler goes into the past and changes things that they themselves know of. This creates a logical loop with no obvious solution. The smaller paradoxes of this nature may be integrated into the timeline by simply removing the agent from it. Either the original line snaps back into place or the agent is assumed to have taken an action they couldn't have but did. In more extreme cases, the agent of change is affected as well and in most cases their ability to travel time is removed as well.

There are travelers, though, who try to cause paradoxes. Either they are so chaotically inclined that they wish to unravel time or they seek to use the paradoxes as a shortcut to change. Either way, it is a corruptive action to take and most who cause one will go on to make others.

The chaotic paradox maker seeks to cause the most damaging possible, those that the cosmos cannot easily abide. This includes the destruction of their own histories or that of other time travelers at the source. For instance, burning the pool in which the first life evolved on a planet that will one day produce time travelers. Their greatest goal is the utter obliteration of timehaven, though that is currently only a pipe dream.

The deliberate maker may have similar effects without meaning to. The more paradoxes caused, the more likely one will be severe. However, it is not their intent and they seek only to further their cause more effectively through paradox use. When possible, they limit the effects to those that they can predict. Many even devise ways to protect themselves and time itself against the paradox, bypassing the damaging effects while keeping those the maker wishes.

Quantum Likelihoods as Quantum Temporalings



Adepts should perceive here how affectively influential perceptual perspicacities' and perspicuities' center and bandwidth frequencies are when viewed quantum-relativistically. Doug - 25Sep2005.

Paradox DC

A paradox's difficulty class only comes into play when a time traveler wishes to make a paradox stable or unstable on purpose. The DC mirror images based on that intent.

Stabilization

Paradox	DC
Normally stable (ex. Predestination)	5
Mostly stable (ex. Self-change with timelock)	10
Usually unstable(ex. Killing a direct ancestor)	15
Completely unstable(ex. Killing oneself)	20

Reverse this table for destabilization paradoxes.

When attempting to throw someone else into a paradox(ex. Another time traveler into predestination), you use an opposed Knowledge(Temporal Science) check to determine whether the paradox was successful)

LOCATIONS

ILLITHID HOMEWORLD

It is a well-established fact of temporal science that the Illithids are not from the present era. They have existed at both ends and the middle of time without necessarily being born in or experiencing the totality of any. Where they call home is a matter of intense debate

The exact spatiotemporal and planar coordinates of the Mind Flayer homeworld is a secret so closely guarded that even most Elder Brains are currently aware of it. Only when an Elder Brain that contains that information dies is another chosen from the most experienced Brains to be given the secret next. There is a secret Concorde that is in constant communication made up of those Brains.

It is well understood why the Illithids keep this secret so safe. The Flayers have many enemies and quite a few have the means to travel and cause damage to their homeworld if it were found. The Gith especially would pay any price to someone who could give them the whereabouts of the Mind Flayers' birthplace. They would be willing to risk the colossal paradox involved to deal such a blow to the Illithids.

It would take a Knowledge(Temporal Science) score of at least 30 to even come close to discovering the bizarre truth. Even then, it is unlikely that the person would believe it. They wouldn't be able to conceive that the otherwise careful Mind Flayers would to something as drastic and dangerous as to timeloop their own homeworld.

They have.

It was judged necessary after the third iteration that they make sure that their plan not unravel from its very base. The Illithids have in fact beaten their enemies to the punch. They only exist because of a Change Calculated that took an entire iteration to complete. A total removal of their own creation from the timestream without disturbing their own existence.

After all, you can't destroy what never existed.

Dreadnaught (Illithid)

Illustration by Scott Schomburg



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The eldest Elder Brains remember the days when they dominated space and time. And the eldest of those recall the surface of a world they once knew well

GALLIFREY

The home planet of the undisputed masters of time and space. The Gallifreyan Time Lords have no challengers to their title, and few ever see one. Though a race ancient, wise and powerful, they are also neutral in almost everything. They look out from their citadel and record what was, is and will be. They adjust the timeline without anyone noticing and no fleet exists with the ability to even approach the planet.

The planet is surrounded foremost by a transduction barrier, which forces any change in time to bypass Gallifrey, making them immune to any change, no matter how great. This also gives them an advantage over every other timefarer. They don't need to concentrate or work to keep from being affected. And they notice immediately. Next comes the forcefield, which stops any material object from approaching the planet.

It is said that in the deeps of time, the Gallifreyans were more interventionalist. It is even said that before they retired to their citadel, they mapped out all of time and removed any race that seemed as if it might be dangerous. This, however, is seen as at most partly true, as the Daleks and Illithids still exist.

Gallifrey's location is well known, as they have no reason to hide it. It is ruled by a council of Time Lords who represent each of the Colleges, overseen by the Lord President of Gallifrey, first amongst equals.

There are many secrets on Gallifrey even the Time Lords are currently unaware of. Most of them deal with their more powerful ancestry, and the Founder of their order, Rassilon, who saw that their power was too great and took it away. Except that he kept most of those powers for himself. And built many things and made many items whose powers are not well understood. Those who attempt to regain some of those lost relics or investigate Rassilon seldom profit by it.



The citadel of Time Lords

TIMEHAVEN

When a temporal mage or other peaceful academic of time wishes to put up their feet and enjoy a quiet and uneventful atmosphere, they go to Timehaven. It's origins are lost in an incredibly long history but it was obviously meant to be the abode of time travelers. It has the only known transduction barrier not under Time Lord control and amenities from every era and location. It also has the only library of temporal science open to any who can find it.

Timehaven is not hidden, nor does it advertise its existence. If you are a time traveler, and you seek only to learn and understand, then you will find it. If not, you won't. There is no ruler, but the denizens all co-operate to enforce a few simple laws. No one dies in Timehaven. No paradoxes can occur. Any magic may be performed as long as it causes no damage to another and all knowledge is welcome as long as it is not misused. Peace is upon Timehaven, and peace shall reign for as long as those who live there wish it. And many have been there a very, very long time.

CHRONUX

The basis of time is causality. Effect follows cause and everything is linear at all times. At least as long as there is no travel through time. Chronux is the home of those who travel time to make sure no one else does. Or at least that those who do respect causality.

Chronux is a subplane of Mechanus, though the gate from the wheels to the arrow is difficult to find without a map. The denizens of Mechanus look somewhat askance on Chronux because it embraces a chaotic mean to a lawful end. There is also a more practical reason. The gate is only reachable when the cogs are in a specific alignment that only occurs once naturally in the entire history of the multiverse. Thus there are two ways in: ask the Scion Queen of the Formians to turn the clock to when the gate opens or time travel to that point and join the ever-growing multitude who clamor to that one instant to jostle through the portal. What few of those pilgrims realize is that there is a permanent gate in Arcadia to Chronux, though it is seldom opened, as well as apertures in all the lawful planes. It's just that the rulers there are even more skeptical of Chronux's means than those of Mechanus.

Chronux is mainly staffed by Guardian Druids and a mixture of Mechanus dwellers who chose to join the Guardians. The vast majority of these are Formians sent by the Queen, though there are quite a few Inevitables.

NPCS

TIME LORDS

Though it may seem that mastery of time travel would be a rare trait even amongst those who practice it for many years, this is not actually so. The Academies of Gallifrey, for instance, will not give a Time Lord their TARDIS without first testing them to make sure they know everything they can about temporal science. Though there are few Time Lords who venture from the citadel, their lifespans are such that there are now quite a few out there.

THE DOCTOR

If there is any single time traveler whose name is known to all others, it is the Doctor. The Doctor has the distinction of possibly being the only member of the Time Lords more famous than the order itself. Thousands of species in every part of the cosmos from one end of time to the other has seen him. It could even be said that all beings across universe of time can be split into two approximately equivalent halves. The half that is his friend and the half that is his enemy.

Unlike most Time Lords, the Doctor has regenerated entirely by necessity rather than by desire. This has introduced wild instabilities into his mind, such that each regenerative form is almost completely different from all the others. While the rest of the Time Lords – even the other rogues – are somewhat consistent in personality when they regenerate, the Doctor retains only a few basic traits. Thus it is impossible to give him a single set of statistics and it is necessary to class each one as a separate entity. Which one you are dealing with can mean the difference between success and failure when he is involved.

ONE

The non-interventionalist

Male Gallifreyan Wizard/Archmage: Medium-size humanoid; HD d4; LN

Before he ever regenerated, the Doctor was considered a rogue by the Time Lords, but still adhered to many of their principles and retained most of their traits. The first Doctor is completely convinced of his own rightness, and will not take any action he deems unwise. He does not change the timeline, nor does he allow others to do so. Do not expect either help or hindrance from One unless there is a change being attempted. Whatever the outcome, the change will be opposed.

One is quick to anger, ill-mannered when annoyed, but can adopt flawless manners in any time or place when he chooses to. He takes a perverse delight in being able to take action when provoked and once roused will do whatever he feels necessary. Arguably the least likely to oppose, but the most dangerous when he chooses to.

TWO

The cosmic hobo

Male Gallifreyan Rogue: Medium-size humanoid; HD d4; NG

Regeneration has made the Doctor more thoughtful, and also less trusting of those around him. Where One would show his distrust openly, Two is friendly and cooperative at all times, right up to the point where those who try to take advantage walk right into the trap. He has also come to accept his exile more deeply, but also misses his home all the more. He is still not likely to intervene by design, but is more likely to than One.

His manner is meant to disarm, and usually does, but his intelligence has not decreased at all. He seems to take little seriously, and in turn few take him that way either. The wise time traveler will listen to what he says and take note, as small shifts in his speech patterns will give him away. It is also suggested that the time traveler take his advice, as he will usually do whatever you want until the one step that will create doom. Don't take it.

THREE

The technical wizard

Male Gallifreyan Monk/Enlightened Fist:

Medium-size humanoid; HD d4; LG

If the Time Lords actually thought exile on Earth was a good idea, they were sorely mistaken. Fighting the Master and helping humanity, as well as spending years in their company has given him a taste of intervention, and he likes it. Three is outspoken in his opinions, forceful and ironic in speech. He will instruct you in what to do and loose a scathing wit if you do not. He loses his temper easily when balked and insults friends more than enemies.

Three's main danger is his use of technology. Three can make almost anything happen with some wire, string and a power supply. He is also the only Doctor who drives a car, since the TARDIS didn't move much when he had it. He is an all-around danger, because if he doesn't have any technology handy, he'll use hand-to-hand combat, which he is also very proficient with. There isn't much that can be said to a time traveler who opposes him. Get too far away and he'll make something that can hurt you, get too close and he'll rough you up. Best to stay very far away and use intermediaries rather than face him openly.

FOUR

He who laughs at everything

Male Gallifreyan Ranger/Sorcerer: Medium-size humanoid; HD d6; CG

Any non-interventionalist feeling was removed by the regeneration into Four, as well as most of his sense of aloof dignity. Often childish, making jokes and wordplay even as he's being shot at, Four has been known to smile broadly and taunt Daleks. He'll try to befriend anyone at first, offering them a jelly baby and then asking them about their day. More often pursued by his enemies, he tends to run faster as well, throwing puns and insults over his shoulder as he goes. He seems to believe himself to be the strongest thing in the universe, as he often is seen holding up walls as he walks into a room. He hasn't lost any of his ability to build things on the fly, but he has gained a preference towards subversion and intrigue that Three did not have.

Four's main danger rarely comes directly from him, but from those around him. He prefers to travel with capable beings who can take care of

themselves, and when faced with a problem, he often gathers supporters before doing anything himself. His scarf is also a danger, as it is far stronger than normal knitware. He has been known to use it to scale cliffs and drop down into rooms. The prudent time traveler, however, will have little difficulty with Four as long as they remain friendly. As an interventionalist himself, Four is much less likely to try to stop someone else doing the same thing.

FIVE

The Cosmic Empath

Male Gallifreyan Fighter/Duelist: Medium-size humanoid; HD d4; NG

Perhaps the most calm and collected of the Doctors, also the one who has the most trouble taking independent action. This is no longer due to a dislike of intervention, but because of his sensitivity to others' trouble. Quiet, reserved and forgiving of almost anything, Five may even seem like he isn't a threat at all.

The trouble with Five is that once you threaten someone near him, he acts with no regard for his own safety. He'll stare into the barrel of a Special Weapon's Dalek to give the innocent a little more time to escape. Where the others might seek trouble, Five tends to have trouble find him.

SIX

The berserker

Male Gallifreyan Barbarian/Frenzied

Berserker: Medium-size humanoid; HD d12; CN

The regeneration process was not entirely stable this time, and Six never fully recovered from that. A complete reversal from Five, Six had many of One's worse traits and few of his redeeming qualities. Not entirely a loss, however, Six still seemed to have difficulty mastering his emotions, making comments that even Four wouldn't have dared.

Six lacks and reservations and will try anything to do achieve his goal. The best advice for a time traveler is to avoid him completely. There is no way to know from one day to the next what he'll do, except that it's probably not a good idea to take a potshot at him.

SEVEN

The professor

Male Gallifreyan Warlock: Medium-size humanoid; HD d6; LE

The Seventh Doctor is another one that looks unthreatening, but will get you to run into a trap of your own making if you give him half a chance. Cheerful, rolling his Rs and walking with as little hurry as possible, Seven seems to live up to his nickname of 'professor.' He seldom likes to close on a live opponent, preferring to watch from a distance and trick his enemies into doing things by talking to them.

The experienced time traveler will have hopefully not made any previous Doctor an enemy, as the Seventh has made it a personal mission to eliminate as many of his long-standing nemesis as he can. Perhaps he had some inkling of what he would face in later forms, or perhaps he just felt that he'd been reactive for too long, and it was time to start getting rid of his problems before they tried to get rid of him again.

EIGHT

The unwilling general

**Male Gallifreyan
Druid:** Medium-size humanoid; HD d8; NG

Eight didn't survive for very long, and seemingly knowing this, he made all the greater an attempt to live his life as well as he could, and to inspire others to do the same. Most of the rest of his personality is difficult to gauge, as he was forced into a reactive pose by the many calamities he faced. Forced to choose between the many he knew little of and the few he

knew so well, he chose the many, and regenerated rather than face the consequences.

The wise time traveler will realize that if they see Eight, he is not the biggest problem they have, and to run as fast as possible back into the Vortex and go somewhere, anywhere else.

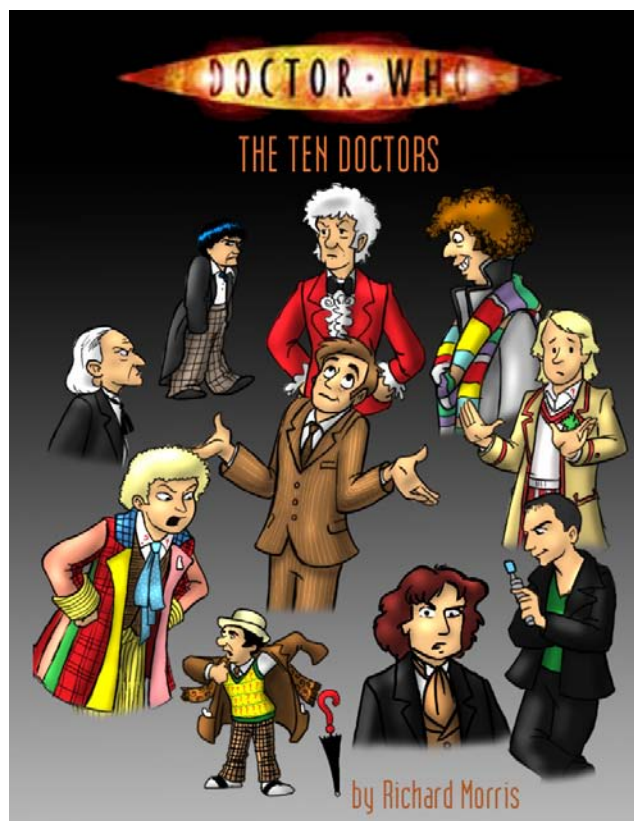
NINE

The warrior / The very willing general

Male Gallifreyan Fighter: Medium-size humanoid; HD d10; CG

The best way to reconcile himself to what he did was to regenerate into someone who was fully willing to do what he did. Despite this, Nine is neither heartless, nor even very violent. He does, however, accept that solutions are rarely as simple as his previous forms thought they were, and that a situation in which everyone survives and is happy is a very rare one indeed. To that end, he's content to let horrible things happen to horrible people, but he must witness it rather than just let it happen. He hasn't quite come to terms with the fact that he's stuck in one timeline rather than the universe of time he once inhabited, and would breathe a powerful sigh of relief to have access to the web of time again. As it stands, he tries to make the best of a bad situation, and encourages others to do the same, often opting to improve rather than replace a companion.

The time traveler unfortunate enough to be stuck in the limited cosmos Nine is would be well advised to limit the evil done in his presence. Nine does not suffer suffering well. Also, if you happen to be stuck in that time-locked state, a truly well-placed time traveler might want to hit the books and find out how to get out. A single time line with a Doctor interfering with it is a dangerous place to be.



TEN

The apologist

Male Gallifreyan Wu Jen/Blood Magus:

Medium-size humanoid; HD d20; CG

Ten may seem more easy going and happy than Nine, this behavior hides an even more hard edge than before. Not content to watch doom fall, Ten often feels it necessary to be the instrument of that doom. Being away from Time Lord culture has finally taken its toll in terms of Ten's attitude towards his own lifespan, realizing that there are few who can survive any significant length of time. Because of this, he will often greet old enemies as friends because at least they have not died like everyone else around him. He balances this sadness with a seemingly endless font of cheerful energy, making comments and acting as if danger is just another fun day at the beach. It may be that Ten would be more likely to drop the Time War hammer than Nine.

Any time traveler who has gotten this far should know how to proceed, or is lucky enough not to have to worry.



THE MASTER

Those who rescue people from tyranny are remembered, but it's the tyrants whose names never fade. Ever since his departure from Gallifrey, the Master has been set on being that unforgettable tyrant. More consistent from regeneration to regeneration, the Master still changes quite a bit from one form to the next. He also holds the distinction of being the only living Time Lord to have changed more than fifteen times, with as many as thirty forms credited to him. However, for the purposes of dealing with any chance encounters, the well-equipped time traveler need only know of a small number of these, as most of his bodies lived either a very short time or were not involved in any major overthrow.

FORM 1

The voice from afar

Male Gallifreyan Wizard/Mind Bender:

Medium-size humanoid; HD d4; LE

In his early days, the Master was careful, thinking always in the long range and personally involving himself only rarely. Preferring to act through mind-controlled intermediaries and disguising himself when personally present, the Form 1 Master never did anything without benefit to himself and furtherance of his conquest.

FORM 2

The undying flame

Male Gallifreyan Wizard/Fiend of Possession:

Medium-size humanoid; HD d4; CE

A critical failure forced the Master to use his entire regenerative cycle to survive, leaving him barely animate and falling apart. Though he has lost none of his abilities, the need to gain a stable body forces Form 2 to take drastic actions he'd otherwise never consider.

FORM 3

The hidden mind that guides the will

Male Trakenite Wizard/Mind Bender:

Medium-size humanoid; HD d4; NE

Forced into the body of a lesser race, the Master still wishes to be Gallifreyan again and able to properly regenerate, however he can now once again use his preferred methods of manipulation and control to conquer and dominate until he can find a way to regain his old abilities.

FORM 5

The evil that has forgotten

Male Gallifreyan Warlock/Temporal

Warlock/Mind Bender: Medium-size humanoid; HD d4; CE

After regenerating, being executed, jumping from form to form, being completely obliterated and then pulled from time back to Gallifrey at the last moment, given a new regeneration cycle, forced to fight Daleks until he runs away into the end of time, forgets who he is and then remembers again, the Master is not in very good shape. Though now a full Gallifreyan with all his old abilities, the Master has no clear plan anymore. He had thought he'd lost everything before, but this new depth has forced him to face a universe in which his conquest is now insignificant. No more will the Council of Time Lords watch in disgust as he ravages the cosmos. And he realizes

that without an audience, all he does is pointless. He conquers and destroys only because it's all he knows how to do.

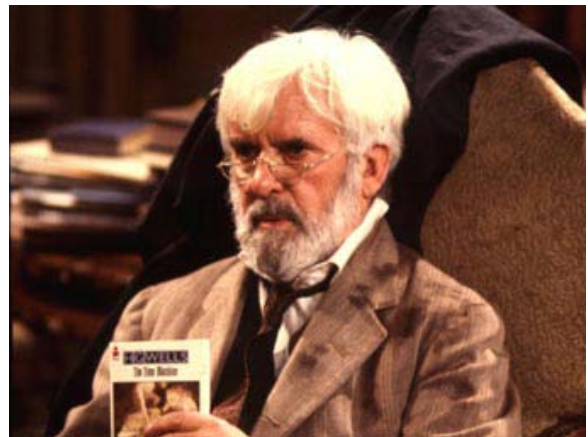
SALYAVIN

The legend in his own life

Male Gallifreyan Wizard/Mage of the Arcane Order: Medium-size humanoid; HD d4; NG

There was a time when the name Salyavin meant much the same in temporal circles as 'The Doctor.' Salyavin was much like the Doctor in his youth, except that where the Doctor rarely showed any trait that couldn't be emulated by another Time Lord, Salyavin was well known for his ability to enter people's minds and transmit any information he wished. For that reason, his punishment was to be sent to the temporal prison planet of Shada, a place accessible only through the use of the Rassilonian Artifact book, "The worshipful and ancient law of Gallifrey." Salyavin was not so easily caught, however, and proceeded to remove any knowledge of his whereabouts, what he looked like and the existence of Shada from the Time Lords' minds, then stole the book.

Now retired under the name "Professor Chronotis." He is a great friend of the Doctor, and the new hero of time comes to visit often. He's been teaching at the same university for two centuries and lives in a converted TARDIS.



Thirteenth body

MORBIUS

The eternal conqueror

Male Gallifreyan Fighter/Legendary Tactician:

Medium-size humanoid; HD d10; NE

Where Salyavin was like the Doctor once, so Morbius was the analogue of the Master. Also like Salyavin, at least if the stories are true, he was better at it. Molecularized by the Time Lords for his warlike tendencies, Morbius was only once seen after his supposed demise, attempting to make himself a new body. So the Master did do one thing better than Morbius.



NON-GALLIFREYANS

There are also plenty of non-Gallifreyans who travel time and are reckoned as powerful in the community. Those, however, often run afoul of the Time Lords and are removed when they become too strong. The Council does not like competition.

ME'TRINIEL

The clockwork archon

Female Throne Archon Guardian of the Timeline: Medium-size outsider; HD d12; LG



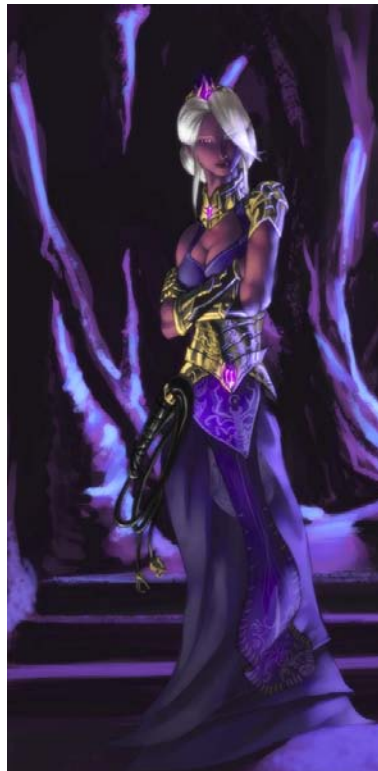
Me'Triniel is unique among the Archons for having almost complete autonomy to do as she sees fit in her position and even to do evil in the name of law while keeping her position. A servant of St. Cuthbert,

Me'Triniel was an Arcadian before helping in the creation of Chronux and the founding of the Guardians. Charged with protecting one single causal path, Me'Triniel is often placed in a position where greater evil will occur when a change is undone. She is even forced sometimes to employ smaller changes and paradoxes to restore the larger law. This wears on her, and her once white feathers have turned to grey, and her convictions are often tested. Still, she is perhaps the only reason that Mechanus still stands behind the Guardians, for a Throne Archon is always to be trusted. It is not surprising that her doubt has made her all the more fanatical in her need to capture the highest members of the Order of Disharmonious Paradox.

QUAZZARRA

The unweaver

Female Drow Cleric/Warlock/Temporal Warlock: Medium-size humanoid; HD d6; CE



Who better to unweave the strands of time than a daughter of Lolth? Leader of the Order of Disharmonious Paradox, Quazzarra is rarely seen by outsiders, preferring to have the members of her order carry out the carefully planned unraveling of

causality. Called in her youth by Lolth to serve the uttermost chaos, Quazzarra is fanatic, driven all the more by the immortality that the Spider Queen granted her when the first truly great paradox was achieved, her own assassination by herself.

TRELLEN TIMEKEEPER

Temporal mage prime

Male Githzerai Wizard/Temporal Mage:

Medium-size outsider; HD d4; N



A constitutional law of Timehaven is that no leader may be immortal. Long-lived, but ultimately they must be capable of dying. That said, Trelle has but recently taken the position of High Archmage of the Guild of Timehaven. Tasked with overseeing the running of the city and the keeping of the laws, Trelle has no bias for or against changes, and tends to allow or veto them based on their projected effects, though he has also upheld the long standing ban on willful paradox creation and the continued hunt for members of the Order of Disharmony. He originally went to Timehaven to research the location of the Illithid Homeworld, and though he has spent centuries looking, he has not given up hope that somewhere in the seemingly infinite library, there is a clue that will lead him to the original home of the enemy of all Gith.

ELDEST BRAIN

Mind over all

Elder Brain: Colossal aberration; HD d4; LE



The Eldest Brain lives up to its name. The only one to stay on the Homeworld when it was timelooped, the Eldest Brain is the leader of the Temporal Concorde, with most of its tremendous psionic power bent towards holding the paradox of the Homeworld intact. The Illithids that once maintained it went extinct many eons ago, and only the bent time of the Homeworld sustains it. Once every iteration, it opens a hole in the broken causality and allows the entirety of the Illithid race still living to take refuge. Then it joins with the Temporal Concorde to once again shift the planet back to the beginning, starting anew the quest to dominate all that is, was and will be. It then settles down to plot and to wait for the stars to once again fail and for the wayward children of days only it remembers to return again.

ANNORAX

The crusader

Male Human Wizard/Temporal Mage: Medium-size humanoid; HD d4; NE



Inventor, builder and captain of the Temporal Incursion Ship, Annorax's primary goal is to make the Krenim Imperium strong. His secondary is to bring back the wife he lost when he first tried to use his Temporal Incursion Ship to bring the Krenim to prominence. Now many centuries later, Annorax is forgotten by the Imperium whose records do not include his name or those of his crew. He has made the Imperium mighty indeed, and it dominates many worlds, and yet he is not content. He has still yet to restore his home and his family. His crew grows weary, but he will never tire until everything is as it should be. He is not entirely heartless, however, and though he dooms multitudes to never exist, he always takes something of the civilization he is about to destroy onto his ship where it will be protected when its makers are removed from causality.

THE VORTEX

Though this section contains both special actions and what might be termed locations, the Vortex is such that it requires its own section to understand. Both the source of energy for many users of time magic and the medium through which they travel, the Vortex is similar to the Astral Plane in the infinity of its interaction with the prime material as well as dissimilar in its inhospitability. While the Endless Astral is the home of many races and even the final resting place of many gods, the Vortex has very few permanent residents. Though many time travelers find themselves forced to navigate it with little or no protection, there are few who can navigate in comfort. All things within the Vortex take 5d8 damage for every five seconds they remain within, and risk a myriad of side effects including irregular aging, radiation exposure, spatial distortion, psychological stress and, in the most extreme cases, Vortex possession in which the mindless but hostile will of the Vortex attempts to convert an intelligent time traveler into a *genius loci*, a focus through which the Vortex can assault the outside multiverse.

VORTEX NAVIGATION

It is impossible to navigate the Vortex without an item or special ability that grants navigation. No Knowledge(temporal science) or Track skill can prepare a time traveler for the task of picking a time and place to exit the Vortex. At best, a time traveler will strike an actual planet in the same geologic epoch they were aiming at. But most likely, they'll be ejected in an entirely random spatiotemporal location. It is worth mentioning that the Vortex has no well defined shape, color or pattern to the naked eye. Any landmark within the Vortex is not an item of navigation, but a cause for concern, as it means an agency has anchored themselves within the Vortex and will probably be causing trouble near the site of the anchor.

A person who does have Vortex Navigation abilities or an item which grants it still takes damage as normal, however they are able to through an act of will choose where and when they wish to go. Some make movements like swimming or flying, but these are only outward signs of the mental action they are taking to force the Vortex to open only the paths they wish to transit through.



GENIUS LOCI



All time travelers must understand exactly what the Vortex is. It is a highly energetic medium through which temporal devices travel. It is also a raving, psychotic, malevolent beast that will take any opportunity to obliterate those who dare attempt to travel through it or even look upon it. That is why the Time Lords never tried to power their TARDISes with it. They knew that allowing the Vortex into their bastions would give it the ability to attack them and tear down their barriers. That is why TARDISes were made to dematerialize before entering the Vortex, that is why the only open gate they kept was small and shown to students. It taught them fear and caution when dealing with the Vortex. And never to even consider attempting to go unprotected into it without the best of reasons.

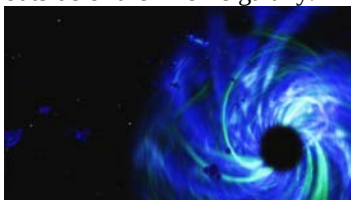
Apart from the physical, spatial and temporal damage the Vortex can do to those who travel it, the Vortex can also assault the minds of those who enter it or even look directly into it. At best, this is only madness, at worst it is the start of a Vortex-born *genius loci*. Though not always malevolent, the unfortunates who absorb and are absorbed by the Vortex rarely survive long, but are immensely powerful. Able to change any aspect of time with their minds, along with other, less predictable abilities, the *genius loci* are actually never entirely under the sway of the Vortex. After all, the Vortex is mindless. It is more that the raw power drives the *loci* insane, giving them a well-earned megalomania that makes them believe that since they have little time and colossal power that they must use that power as much as possible.

VORTEX GATES

Temporal Magi and Warlocks often begin by traveling the Vortex relatively unprotected. They open holes into it, step through and depart. Opening these holes is a standard action, closing them is a free action that can only be used for a moment after entering the Vortex, before the traveler is swept away from their origin.

It is second nature to most and even the Paradoxers don't leave holes open when they can help it. These person-sized apertures quickly grow as the Vortex seeks to devour the material world it's been introduced to.

These rifts can often swallow up entire star systems unchecked, before being balked by the lack of material to devour. The Vortex's malice makes it destructive, but its instinct is not to spread itself where there is nothing to inflict itself on. In that way, even the largest of these rifts never spread outside of their home galaxy.



Another world is consumed by an unchecked Vortex gate

As previously noted, there are few who can open a permanent gate into the Vortex without bearing the brunt of its full malice. The Time Lords have, though they do not fully realize that the Vortex has found ways around their shields and though it cannot attack them directly, the unprotected minds of the acolytes are often warped by its destructive will.



The Time Lords' Untempered Schism

There are several rifts that have grown to the point that no force currently known can close them, and the only thing that can be done is to put a warning beacon out on the edges to keep travelers out. Falling into the Vortex isn't dangerous for time travelers who know how to get out, but most who are pulled into the rifts are unprepared and quickly dissolved.



A signal beacon keeps the unwary a good distance back

THE SPIRAL

The Time Lords pulled one over on the Vortex when the Spiral was made. A physical manifestation on the ban on certain areas, the Spiral will destroy absolutely anything that attempts to pass through it. It is symmetrical in that it stops anything from either side from going to the other. Thus those on one side temporally cannot go to the other. The Spiral is not always consistent, however, and one with knowledge of the Vortex can find ways to bypass it. Still, it's better than nothing, and there are few who know the hidden ways to get beyond it. Apart from the obvious of going right to the edge, leaving the Vortex, waiting a few minutes and going back in on the other side. Though it's a little harder to return from that trip.

THE LABYRINTH

Those who wish safer, more hidden way than the Vortex often turn to the Labyrinth. It is almost certainly a construct of some intelligence, as no natural phenomenon could be so logically constructed. The logic is often lost on those who travel it, however, as the Labyrinth is laid out in an incredibly complex pattern. The benefit is that it is unchanging, and there are maps in both the Panoptican Archive and the library at Timehaven.

Unlike the Vortex, a traveler cannot reach all spatiotemporal co-ordinates from it. Its apertures are many, but not infinite. It is a very popular place amongst travelers who have something to hide, and many are the caches of treasure, magical items and even whole lairs built into the structure of the Labyrinth. Caution is advised, but overall the Labyrinth is a safer medium of travel since there is no risk of possession and no regular damage. If your destination happens to be close to a Labyrinth aperture, it is recommended to travel it instead.

Strands

Though a denizen of Temporal Prime(next section), Strands are occasionally sucked into the Vortex. They are no less tenacious, and seem unaffected by the damaging energies of the Vortex. Normally, they are harmless, however, as there are usually only a pack at a time encountered in the Vortex and dissolve upon arrival. If they build up to critical levels(see next section), they will drag the traveler out of the Vortex, either into Temporal Prime proper, or into the Void.

THE EXTENDED ELEMENTAL PLANE OF TIME

The *Manual of the Planes* contains an entry on the elemental plane of Time. Though Mechanus helps to tick away the sections of linear time, it does not originate there. The Sands are in fact woven into the timestream on a demiplane of Time, Temporal Prime. That is where the dimension of linear time is created.

TEMPORAL PRIME

If one travels the Plane of Time long enough, or has a rudimentary understanding of temporal mechanics, Temporal Prime is actually quite easy to find. Entering it from Time is nearly impossible. It is a black wall which seems infinitely long, but is in fact a sphere of immense proportions. The sands of Time constantly flow in, but none flow out of it. No spell will allow one to pass the wall, and an attempt to push in results in 1d20 damage for each round one pushes. Not moving also stops the damage taken, but you are then pushed slowly in the direction of the plane of Time, taking no damage, but losing ground at half normal speed. With a *fly* spell or similar means of propulsion, it would take approximately two minutes or twenty rounds to push through, but there is an easier way. From any place where linear time exists, one can simply *timeslip* to Temporal Prime. The reason why it is so easy is because linear time is always there; you just need to be able to step from its domain to time itself.

If approached from the Plane of Time, Temporal Prime appears to be a black field with a set of lines very far away in an arbitrary location. Movement may be accomplished simply by walking in a chosen direction; gravity is completely subjective. It is important to note, however, that movement is actually wisdom-based in Prime. For every 5 points of Wisdom, increase movement speed by another 25%. As one comes closer to the lines, one can see them move and branch and merge in a way that is almost incomprehensible. The Map of the Fractured

Line is in fact a moveable window into Temporal Prime and the line is the current state of multiversal stability with respect to time. Getting even closer reveals more lines and more and more no matter how close you get until you finally alight on your own personal timeline. This is where a *timeslip* would get you. You are surrounded by the timelines of all things on the plane you *timeslipped* from. In order to see other planes, you must pass through the Void, which is made of the same stuff as the outside of Temporal Prime and is just as thick, though trackless so you never know where you'll end up if you try to pass through it.

The lines in Temporal Prime are subjective based on how much effect they have on the passage of time. Normally, inanimate objects are invisible, though if a rock fell onto a chronomancer by accident, the rock's line would appear at that point very brightly, but likely fade again quickly. To untangle a single person who is not a traveler is difficult and animals who do not belong to such people are nearly impossible.

Temporal Prime is actually the home of a great many creatures, as it is quite hospitable in its own way. There is, in fact, only one real reason why it is not settled by time travelers. It lacks air. There are no gasses within Temporal Prime at all, though fires are possible. Anything that enters Prime carries a certain amount of normal space potential that fades the longer they stay. There is a DC 10+the number of days spent in Prime for lighting fires and the like. Also, any object that is not in the possession of its owner immediately loses its potential and is unable to move, though it regains all its potential once a living being touches it. This makes ranged combat very difficult, as arrows and bolts simply hang in midair once they've left the bow. Trying to recover ammunition, however, is quite deadly as the arrow will once again gain its full kinetic energy once touched and impale at point blank range anything that touches it. After a week in Temporal Prime, creatures tend to forget to breathe, and returning to their home is quite distressing as their autonomic breathing has shut down and they need to get it started again. For every week spent in Prime, it takes another full day of controlled breathing to get ones system started again. By the sixth month, it's usually impossible. Those creatures that take up permanent residence subsist on each other and the tempsynth, a nutritious moss that grows on timelines.

Prime is also very fast-paced compared with other planes. Even standing still leads to a 4:1 time ratio between it and the Prime Material. Moving along the

timelines is an effective means of travel, but inefficient compared to the Vortex, which is actually a gigantic maelstrom that connects points in Temporal Prime together. Whenever someone uses the Vortex to travel either from or to a location nearby in Prime, a downspout descends from an arbitrary location away but always orthogonal to the timelines. There is a 1% chance per day that one of these downspouts will hit near enough to sweep up a traveler. A DC 30 Wisdom check is necessary to decide whether a traveler is sucked into the Vortex by this occurrence.

To find out how many days one can move in time in a single day of movement in Prime, square the wisdom of the character. A wisdom of 10 means 100 days of temporal movement, plus the six hours time differential. Places where the Labyrinth opens up appears to be a permanent airspout from the Vortex to Temporal Prime. It is possible to enter the Vortex bodily through Prime, but only through the spouts. The main difficulty with travel in Prime is that any attempt to travel your own line is impossible as using *timeslip* on your own line cannot be done except to return to the point where you left. Traveling someone else's line can often lead to unpredictable exits. It is naturally easy to get a bearing on past and future, but spatial locations are more tricky. As well, any attempt to follow the timeline of an entire plane or the multiverse itself usually results in an extremely dangerous exit. After all, big things are brighter, stars are very important to the multiverse, and most of the cosmos is empty space.

Strands

Apart from the danger of maelstrom formation caused by a nearby use of the Vortex, and of the many creatures that inhabit Prime, there are the Strands. Their origin is mysterious, though they appear to be timelines that have come loose from their moorings and start floating around. Possibly they are the severed lines of the temporally incurred. Whatever they are, they appear mindless, floating randomly through Prime. Only 10% of strands are visible at any particular time. They attach themselves to organic matter whenever they encounter it, bypassing armor and clothing as if it didn't exist.

Strands occur either in packs of 1d6 or clouds of 6d6. They are extremely common everywhere on Prime, though they are especially plentiful in the Void between planes. If a single strand or pack are encountered, it can be assumed that they will all try to attach themselves to the first party member (reflex DC 20 + number of attached strands). If a

cloud is encountered, up to 6 can attach to each character, chosen randomly.

Strands do two things to a character. First, they make *timeslip* difficult. A Wisdom check (DC 10 + the number of attached strands) is necessary to successfully *timeslip* back to reality. Failure means that the strands must be handled before return to reality is possible. If they do make it, they are thrown 5d6 rounds into the future for each Strand.

Seconds, Strands pull towards the future. For the purposes of movement, they decrease Wisdom by -1 per strand when moving backwards or in space, and +1 if moving forwards. If a creature has a number of Strands equal to their Wisdom, they are yanked into the future at a rate of the square of the number of attached Strands. As they move, they tend to gain more Strands, moving even faster. For each turn of travel roll 1d20. 1 means no collisions, 20 means a one-round encounter with a creature of Prime. Everything else means collision with 1d10 timelines, which attack with a 0 bonus against the character's AC, doing 1d6 damage on a successful attack. This gives the character a chance to make a DC10 strength check to determine whether they've caught hold of a timeline. There is a 1% chance per strand that this will fail anyway.

Once secured, or if the number of strands is not yet critical, it is necessary to remove one's clothes and scrub vigorously with a mild acid like lemon juice to remove the Strands. A spell of that nature is also effective.

Strands are another reason why the Prime is not traveled much, and why all those who do tend to pack tent frames and a lot of spare canvases for when the Strands make off with the outside of their tent.

THE VOID

As previously noted, the Void is the area between planes on Temporal Prime. It is thick, causes damage, and is the home of the Void Spiders, which are a danger in themselves. Stopping in the Void stops damage as well and there is no effect that tries to push you back. However, the Void is a confusing place, the blackness broken only by passing Temporal Gliders and Void Spiders. If you simply push through in one direction, you'll end up on another plane in two minutes. If you vary your course even a fraction of a degree, you may end up in the Void for a much longer time and you will need

either a good damage reduction or a lot of healing spells to survive. Strands are also much more common in the Void than anywhere else, and if they hit critical, you can be dragged for ages before hitting either a Temporal Spider's web, or another plane full of timelines.



The outpost of the Guardians within the Void, modeled partly after Timehaven.

TIMEHAVEN

Timehaven has already been covered and its history explaining how this happened will be covered, so suffice it to say that Timehaven exists in a bubble of null time in the Elemental Plane. Anything may enter Timehaven from the outside, or through a gate, but the sands may not pass through except in the measured quantities necessary to keep Timehaven's linear time even. Because it has a regular linear time, it is naturally connected to the Prime. Because it is also coplanar, it has the only visible connection, in the form of an infinitesimally thin wire that looks like a timeline snaking from the Timehaven bubble to the black sphere of Prime. Attachment to the string pulls whatever is attached into Prime, and the subject can detach at any point between first entering Prime and finally landing on her own timeline. This does not negate the damage taken by traveling through the wall, but the speedy nature halves the damage.



EQUIPMENT

This chapter describes a variety of mundane, alchemical, and magic items that might be common in campaigns that prominently feature time traveling. Some function as weapons against the temporally displaced, while others serve time travelers or are not commonly found in the common era.

ALCHEMICAL SUBSTANCES

The special equipment in this section is particularly suited for characters who deal with time travelers on a regular basis (either as enemies or allies).

Huon infusion: This glowing yellow unguent, when spread on a weapon, allows it to strike time travelers for two rounds that are in the same relative position but different in a different time.

Artron infusion: This glowing blue oil, when spread on a weapon, gives it *temporal strike* for three rounds.

MAGICAL ITEMS

Any cosmos that includes a significant number of time travelers can be expected to develop a wide range of new magic items designed to interact with those creatures. Some are intended for combat, while others are more utilitarian in nature.

ARMOR

Magic armor and shields provide crucial defense against the attacks of temporal enemies. These new special properties are particularly appropriate in battle.

Chronoton feedback: A suit of armor or shield with this quality will, on an enemy temporal

incursion attempt, turn the effect back on its caster. Thus if the caster successfully incurs you, they are incurred instead.

CL 25; Prerequisites: Craft Magic Arms and Armor, temporal incursion; Market Price: +100,000 gp.

Asymmetricality: While wearing this suit of armor, you are not subject to changes or paradoxes. You cannot be incurred, affected, timelocked or in any other way harmed or helped by a change made in the past.

CL 30; Prerequisites: Craft Magic Arms and Armor, paradox; Market Price: +400,000 gp.

Quasiplasmoitic shell: Armor with this quality protects the wearer from being damaged by the Vortex. It does not, however, confer protection against mental assault. For the purposes of damage reduction treat this effect as a 100% damage reduction(Vortex).

CL 10; Prerequisites: Craft Magic Arms and Armor, Greater Time Armor; Market Price: +2 bonus.

SPECIFIC ARMOR

The following armors are preconstructed with exactly the qualities as described below.

Shifter's Plate: This suit of +2 full plate seems not to be entirely there at all times. The swirling designs pulse, change color and shift constantly. Once per day, the wearer can turn the armor into a portable hole into the Vortex for two rounds, forcing any who initiate a melee attack during that period to make a reflex save (DC 17+wearer's dexterity bonus) or fall into the Vortex. Allies may leap into the hole during this time as well. While the Vortex hole is active, the wearer is treated as phased, but can be hit by a called shot to a part not covered by the armor.

Guardian's Scale: This suit of +4 Asymmetrical Quasiplasmoitic scale mail is pitch black and seems to be solid plate rather than scale when not in motion. Constructed specifically for use by Guardians of the Timeline, this scale not only protects against temporal changes and paradoxes, it also allows the Guardian to follow her targets into the Vortex. The specially enchanted gloves of this armor set will lock on to any time traveler they are pointed at and will then grant the wearer perfect Vortex navigation for as

long as they pursue the targeted being. Once captured, the armor will then open a Vortex gate and guide the wearer to the same spatiotemporal location that the lock took place in. To an outside observer, the act of locking on and capture will occur simultaneously as long as the capture was successful.

Robe of the Timeless Master: This +1 Robe is yellow with red trim and to most only carries that armor bonus. When worn by a DeJa Fu monk, however, the robe's true abilities are engaged. The Monk gains +5 to Knowledge(Temporal Science) for the purposes of using his DeJa Fu, and +10 to his temporal strike ability.

WEAPONS

Some of the special weapon properties here are intended for the weapons of characters who fight time travelers, while others work best for weapons in the hands of the travelers themselves.

Supersymmetrical edge: A weapon with this quality allows the wielder to land their strikes a round before or after the attack is called. Strikes initiated in this way can be treated as if they hit the target flat-footed. In addition, if a strike sent into the past kills the target, then all actions taken by the target in the time between the weapon's use and the hit are negated. CL 25; Prerequisites: Craft Magic Arms and Armor, fire into the Vortex; Market Price: +100,000 gp.

Asymmetrical edge: A weapon with this quality grants the wielder the Temporal Strike ability if the wielder does not have it or a +5 to Temporal Strike if she does. In addition, this weapon may be treated as an unarmed strike for the purposes of initiating a Temporal Strike. CL 15; Prerequisites: Craft Magic Arms and Armor, protection from paradox; Market Price: +50,000 gp.

Vortex Blade: A weapon with this quality has had its blade replaced by blade-shaped Vortex gate. For the purposes of damage reduction, all damage caused by this weapon is Vortex-based. In addition, it does an extra 2d6 damage on a successful hit and once per day, the wielder may treat it as an actual Vortex hole, forcing the target to take a reflex save(DC 15+wielders attack bonus) or be pulled into the

Vortex. If this weapon is targeted by a *dispel magic* or *Mordekeinen's Disjunction*, there is a 70% chance that the binding enchantment will fail but the hole will remain. It then acts as a wild Vortex gate centered on the position the weapon previously held. The wielder must make a reflex save(DC 20) or be pulled into the Vortex. Every turn after, the gate's radius increases by one square.

CL 30; Prerequisites: Craft Magic Arms and Armor, visage of the Vortex; Market Price: +300,000 gp.

Temporal Incursion Missile: Only ranged weapons may have this ability. A weapon with this quality turns any ammunition placed within into an Incursion Missile, which on a successful hit forces the target to make a Will save(DC 25+wielders Knowledge(temporal science) or be incurred. CL 35; Prerequisites: Craft Magic Arms and Armor, temporal incursion; Market Price: +400,000 gp.

SPECIFIC WEAPONS

The following weapons are preconstructed with exactly the qualities as described below.

Paradoxical Blade: This +3 Greatsword may or may not actually exist depending on many factors. When wielded, it gives the user a +5 to Knowledge(temporal science) for the purposes of Paradox checks.



Guardian's Justice: This +2 Spiked Chain gains a further +3 to attack and disarm attempts against time travelers and will of its own volition wrap around a time traveler's body, forcing them to take a reflex save (DC 10+wielder's attack bonus) or be immobilized, taking 1d8 damage from the chain for every turn the chain remains on them. The wielder may choose to make the chain let go at will.

RINGS

Rings with temporal qualities are relatively few, though those that exist are potent indeed.

Temporal Forcefield: This ring has been enchanted to produce the forcefield effect of a TARDIS, effectively negating all Vortex damage while engaged. The forcefield can be collapsed by dispel magic and like effects, as well as massive damage. For the purposes of damage, the forcefield has 250hp.

Temporal Detection: This ring vibrates in the presence of anything that does not belong in the temporal area of the ring.

RODS

Rods are rarely used by time travelers, who find that they fall apart too easily.

Trionic Cipher Indent Rod: This rod causes all time traveling devices to unlock in its presence. This can be quite annoying for many time travelers, and few own one for fear of accidentally letting people into their own capsule.

Sonic screwdriver: This rod is meant for the time traveler with few or no skills at opening locks, disarming traps or otherwise handling day-to-day adventuring. Originally created by the Doctor to make his life easier, these items vary wildly



between models. Characteristics shared by all, however, are:

Knock: 5 uses/day

Sound burst: 2 uses/day

Spring trap(all traps in a radius of 500 feet go off): 3 uses/day

Other abilities that may be found are a 1 use/day shatter, the ability to melt through metal and technological overrides causing devices to malfunction or simply stop working in the presence of the screwdriver.

Irregular Detection: This rod is tipped with a blue gem that glows in the presence of time travelers and will burst into brilliant light when a paradox occurs nearby. Also, when commanded, it will point towards the nearest source of temporal irregularities. May be used in combat as a +2 trident with the asymmetrical edge enchantment.

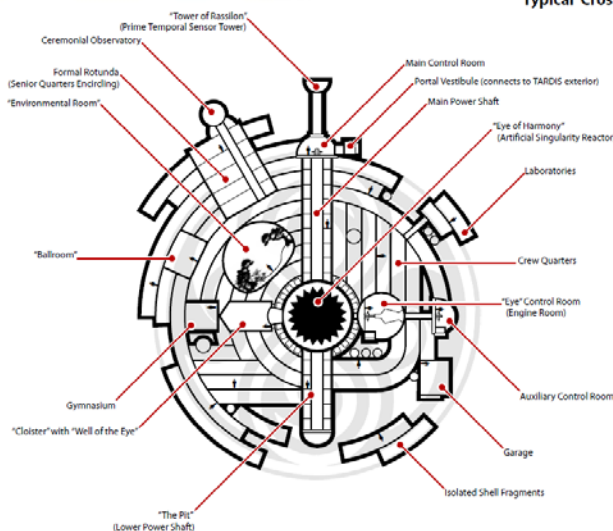


WONDROUS ITEMS

There is quite a lot of variance among the wondrous from maps, to goggles to things that defy categorization.

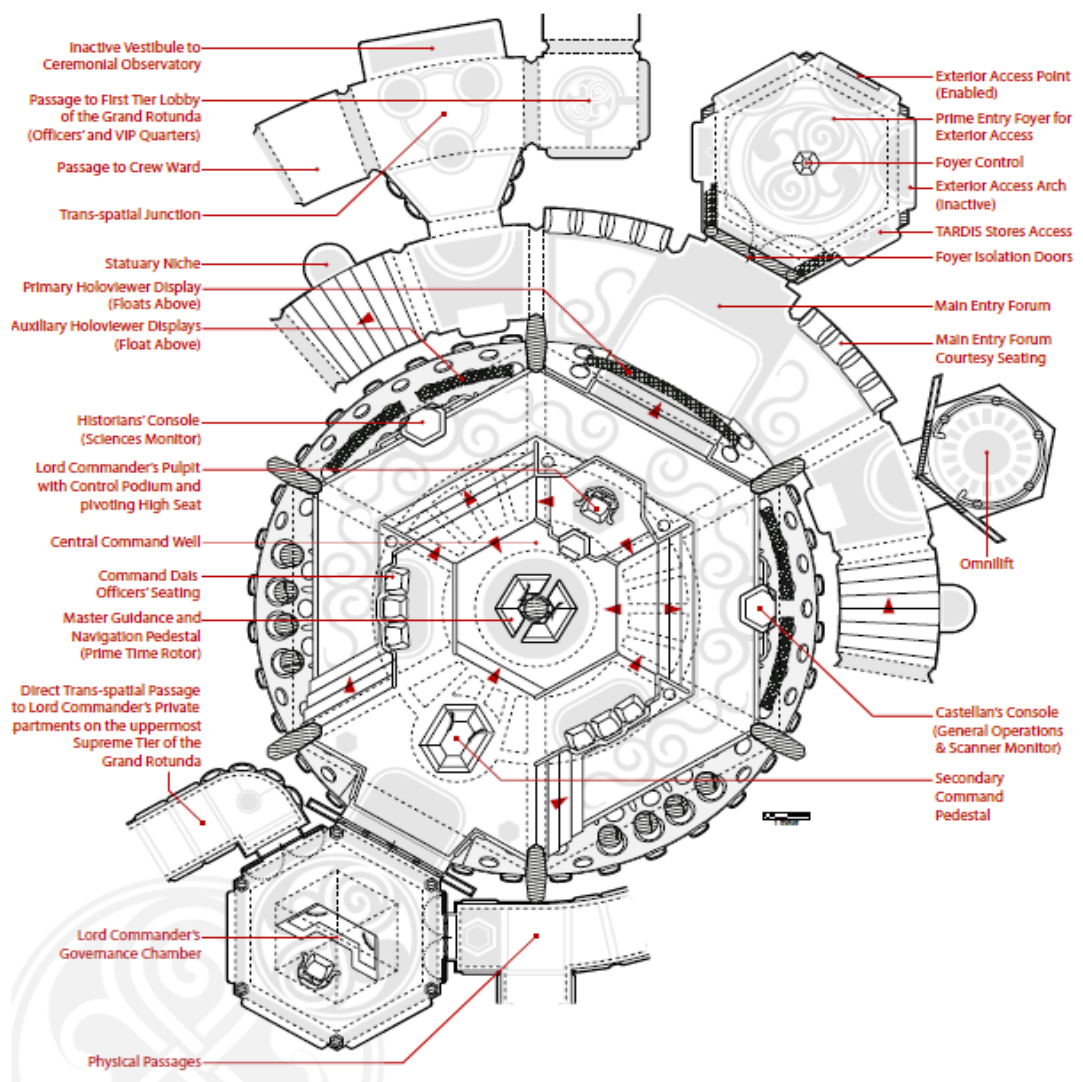
Flux Capacitor: Few time travelers believe that this exists. The name itself is ridiculous, as is the claim

Typical Cross



of instantaneous transit through the Vortex. If the claims *are* true, then this would be an immensely useful item indeed. Supposedly, it allows the user to

also intelligent and often temperamental. It is also worth noting that one should never attempt to pilot a TARDIS without the proper training, as the systems



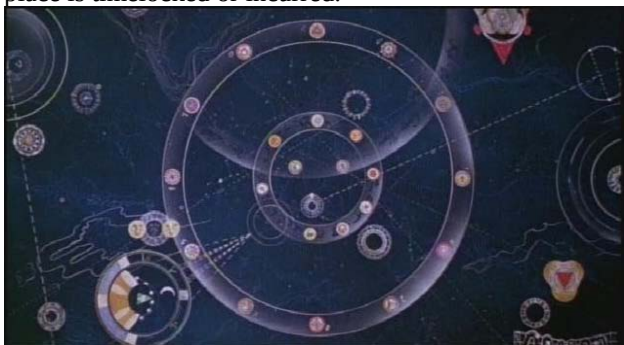
teleport without error in the Vortex, allowing them to go anywhere and anytime instantly. Also, how the *hells* can you ever activate it? Nothing goes eighty-eight miles per hour.

are quite delicate and navigational issues have been reported after a bad dematerialization.

TARDIS: The time capsules of the Time Lords, a TARDIS is currently considered the pinnacle of dimensional and temporal engineering. It's outer and inner sizes may be adjusted at will by the owner, as well as most features. Those inside are shielded totally from the Vortex in a comfortable environment with all the amenities one could wish. With the correct training, a TARDIS can be piloted anywhere in the universe of time and space, crossing any boundary with ease. The only thing that most travelers find disturbing about a TARDIS is that it is

Chronoton Guidance System: The Krenim Imperium's mainstay. The Temporal Guidance System allows a weapon to strike a target, use the strike's information to learn how to bypass its armor and then send that information back to itself before it hit. Thus the weapon simply passes through armor both mundane and magical as if it wasn't there. The Krenim have used this to conquer and keep most of the Imperium they now hold. At least as far as they know.

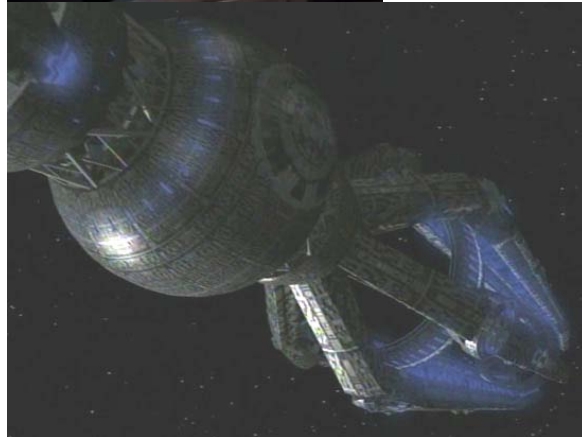
Map of Stressed Time: Not all ways in time and space need be traversed by the slow and dangerous paths of the Vortex and the Labyrinth. Some places are connected by points of stressed spacetime which open and close at precise spatiotemporal locations. They are often quite close together, and so a time traveler who knows the way can get many places quickly and safely. This map shows every one of these stress points. It is thought that the points connect the most traveled locations in the universe of time. Considering how conveniently located they are, this is not an unreasonable assumption. Beware, however, that the map only names and dates things, and beware even more of points lacking one or both, for it is also possible that a stress point could dump you right into Paradox HQ or the Illithid Homeworld. It is important to note that the stress points are not as restrictive as other methods of transit. If a stress point exists somewhere, it *will* open. Even if that place is timelocked or incurred.



MINOR ARTIFACTS

Temporal Incursion Ship: As the TARDIS is the pinnacle of Time Lord transport, so the Temporal Incursion Ship is that of the Krenim. With the important distinction that there is only one and that the Krenim Imperium knows nothing of it. Built by one of their greatest temporal scientists, the Incursion Ship has been used for two centuries of relative time to eliminate obstacles to the Imperium that the Imperium itself cannot or is unaware of. The Temporal Incursion Ship is armed with both a colossally powerful temporal computer and the Incursion Weapon, which can temporally incur anything from a small rock to a planet, removing it from causality. The unforeseen consequences of such far-reaching actions are the reason why the computer was built... and why Annorax, its captain

has been trying in vain for decades to restore his wife and home.



On the Nature and Historie of all Things: This large tome may at first appear to be a wizard's spellbook. The reader will first note, however, a lack of a table of contents. And the fact that they cannot turn to the back. The Nature's origins are a mystery, though if one reads enough, they can learn that and almost anything else. The Nature is a book of condensed time, a chronicle of all that is, was, and will be. It is unaffected by time shifts, instead becoming correspondingly longer so that it can tell the story as it was and as it is. With long study, there is nothing that hidden from a reader. However, as one might guess, the length of study needed is almost impossibly long indeed. Currently residing on a lectern in the Library at Timehaven, the Nature is open to any who wish to attempt to read it. Almost everyone eventually tries, and so far none have learned anything of any importance to themselves.



Map of the Fractured Line: Originally an insert in the Nature, the Fractured Map has been reproduced several times and now hangs both behind the desk of Trelle Timekeeper in Timehaven and in the planning chamber in Chronux. It is a graphical representation of the Nature, and though it is somewhat easier to make sense of, it is still staggeringly difficult to truly understand. The Fractured Line itself is always growing outward, showing each change and its effects. One glance shows what the first timeline ever was, and what would happen were it ever restored. There is no legend, however, to say what timeline is currently prevalent, nor which one the map itself inhabits. That is for the reader to learn if they can. The Guardians have long since given up trying to actually read it. Instead, they simply watch for any divergence large enough to merit intervention and then they go. It's easier than trying to actually figure out what's going on.

Timelock Seal: Another amenity of the Temporal Incursion ship, the timelock seal a way for those on the ship to preserve something of each civilization they destroy. Whether it is a lock of hair, wine or a signature invention, the seal provides a small portable paradox field that keeps that one thing from disappearing during an incursion.



Lisker's Temporal Keys: Lisker, one of the few known chronomancers, invented a set of magical keys to assist him 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. And *identify* spell cannot reveal the necessary command word, but they are easy to figure out.

Lisker's Portal Key: Lisker made dozens of these, some for trading with fellow chronomancers. The gems decorating these keys are emeralds. With the key, the possessor may *timeslip* once per turn.

Lisker's Timeline Key: With one of these, the possessor can sort through the timelines to find a

specific one. For a specific type of thing, the possessor must study it thoroughly. For an individual object or creature, the possessor must have encountered it before. The key is decorated with topaz and may be used once every three turns. Over ten exist.

Lisker's Timestream Key: These six keys reveal the date in reality with respect to the possessor's location in the timestream. These keys are decorated with sapphires and can be used for up to an hour before requiring two hours to recharge.

Lisker's Vortex Key: Rubies decorate these three keys. When triggered, the key opens a gate into the Vortex, grants the user a perfect knowledge of Vortex navigation and projects an impenetrable forcefield around the possessor, protecting them from the Vortex. It is possible for a Gallifreyan to mistake the wielder of one of these keys for a Time Lord and the key as a TARDIS. It may be triggered every six hours.

Lisker's Void Key: This key is unique and decorated with opals. It grants the possessor immunity to Void damage. It may be used to cross the Void once per day.

MAJOR ARTIFACTS

Temporal Incursion Drive: Though the ship itself is a wonder, its core is in a class of its own. The temporal incursion core is the reason why any of the ships' systems function. The Drive puts the ship in its own spacetime, able to affect normal time but unaffected by it. That way the ship can attack others, incur, even teleport items to and from itself, but once something enters the ship, it does not age and nothing outside can harm it. The items, the crew, even the core itself is ageless. Any missile or spell simply does not hit the ship while the Drive is engaged. If a time traveler could replicate or steal the Drive, they would be invulnerable as long as it worked. This makes mutiny the biggest danger, because no crew signs up for eternity, and if the Drive fails, then normal time reasserts and all things it protects are vulnerable. If the Drive is destroyed, it incurs that which it previously protected; causing everything it ever did to never happen.

It is important to note that the Temporal Incursion Drive will not grant any protection from the Vortex, which follows the laws of time about as much as the Drive itself.

DeMat Gun: In times long ago, when the Time Lords were still active in the cosmos and lacked wisdom, they built the DeMat Gun. A perfect

temporal computer within a temporal incursion weapon, made portable through the magic of Gallifreyan technology, the DeMat Gun is capable of removing something from time and changing everything around it so that nothing else is changed. That is, a person never existed, and yet the universe only registers that they *no longer are*. That way, they can neither be resurrected, nor is there a danger of cascade change. The DeMat gun is currently resting in several pieces, and the Time Lords studiously make sure that no one knows where any three are.



Key to Time: Thought to have been created by a deity long dead whose portfolio included time, the Key to Time is most certainly not of arcane or technological manufacture. It appears as a cube, usually purple, though it could be any color, fractured into six sections which can be detached. Once this is done so, the Key is rendered inert. Only when all six sections are joined can it be used. Its powers are not well understood, though it is plain that it can start, stop, reverse, speed and slow time for the user. It is also supposedly able to do far more, though since its abilities are limited by which ones the user knows about, and no one who knows all of its abilities has used it in the memory of any time traveler, these powers remain as the common abilities that anyone can use, since if you know about it and can assemble the parts, you know enough to gain those abilities from it.



Arch of Rarg: This hundred-foot tall arch appears to be made of a silvered material and is topped with a decorative sculpture housing the techno-thaumic mechanism that animates the device. When inactive, it seems a dull blue, when active it glows and sparks with the intensity of the energy

that runs through it. Constructed by a dream that sought to never end, it acts effectively as a stress point generator, connecting any two spatiotemporal points together with an almost instantaneous transit. This is not the full depth of its power, however. What the dream folk did not know at first was that they had made a gate that could stabilize *any* destination, and thus they could use it to open a permanent and overall safe gate into the Vortex. The Vortex energies and its malicious will could not pass the gate, but those who wished to travel the Vortex could go in and out with ease. Thus, there are now two stable points in the Vortex. The Arch of Rarg and the Untempered Schism on Gallifrey. The Arch, however, it must be stressed, is far larger and for once the Gallifreyans have been defeated at temporal engineering. The Arch is stabler as well, and so though one must face the will of the Vortex at the Schism, there is not as much to fear in Rarg.



Book of History: This book is absolutely identical to the Nature, but one can erase and substitute facts, causing the entire book to rewrite itself and causality to take the substitution or addition into account. The previous owner, who was incidentally the previous

head of the Order of Disharmonious Paradox, was thrown along with the book into the Grand Abyss, to fall forever or until one of the Demon Lords notices. It wasn't the best solution, but it seems to have worked so far and the Book's activities have halted.

The Weir of Kandalon: Kandalon was one of the most brilliant temporal engineers ever to pass through Timehaven. He's been several figures in history and mythology as well as having lived through more than one iteration. While still in Timehaven, he constructed the Weir, which may have been inspired by the Arch of Rarg in its design.

The Weir at first appears to be a marble arch, with eighteen large gems mounted along the rim, or sockets where the gems ought to be. These gems operate the Weir, which projects a damlike field across the timestream. The field causes light turbulence along the timestream, but not enough to attract a temporal creature's attention. Using the gems, someone with the correct knowledge can move the dam anywhere in time and space, creating a gate between the two points similar to a temporal stress point, including the one-way aspect.

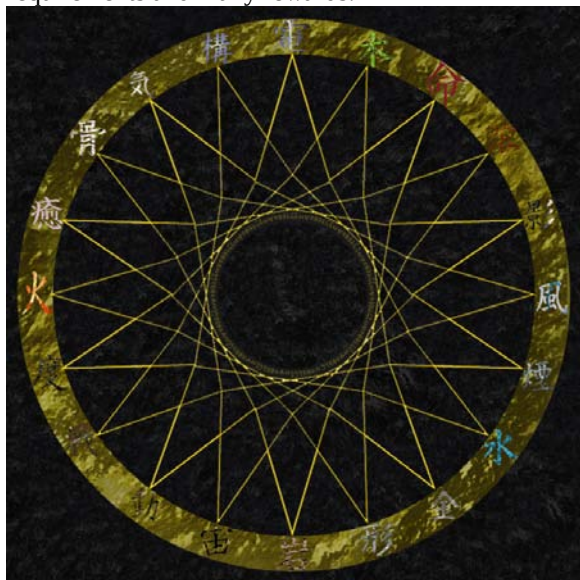
After the primary gems have been adjusted, they lock into place and become the secondary gems. They allow the user to use spells like *clairaudience*, *true seeing* and *detect invisibility* targeted on the other side of the gate. If found alone, the gems' secondary powers may be triggered three times a day.

The Weir is currently sitting in a vault in Timehaven, unusable because over half the gems are now missing. They have an incredible trade value among chronomancers, as Timehaven has offered a high bounty for any that are recovered. Other factions are currently hoarding the gems in hopes of one day stealing the Weir and being able to use their own gems.

ORGANIZATIONS

GUILD OF TIMEHAVEN

It is quite easy to join the Guild. All you have to do is find it. Timehaven is open only to those who already have the talent and their apprentices, and membership is compulsory for any who wish to use Timehaven's resources. Guild membership has few requirements and many rewards.



The seal of the Guild as it hangs in the High Archmage's office.

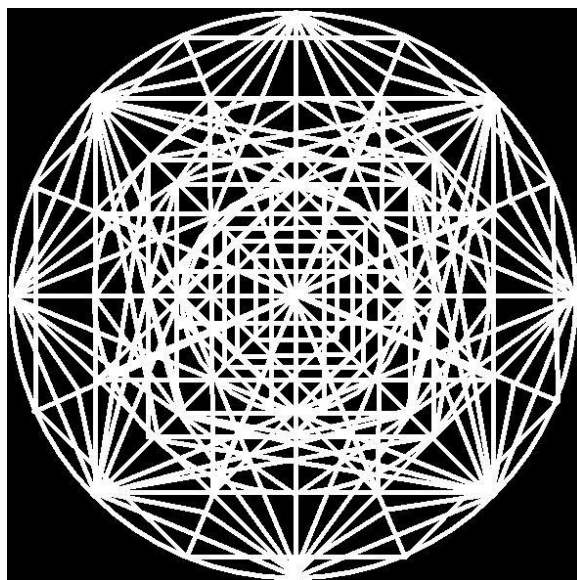
The main requirement is neutrality from temporal conflicts. The Guild does not care what your aims are as long as you do not involve the Guild itself in a costly and life-consuming war. Thus membership in the Guild precludes membership in any non-neutral organization. Thus a Time Lord may join but not a Guardian or one from Disharmony.

Second is that no member may take action against another. Temporal conflict between Guild members is prohibited and the aggressor in any conflict is immediately expelled, retroactive to the beginning of their membership.

Finally, members are required to log any new discoveries and provide the Guild library with copies of any manuscript dealing with temporal science that is not already there.

The benefits, however, of membership make the three main laws worth following, and there have been quite a few who have forsaken their own factions to gain them.

The library alone is worth membership. Every scrap of knowledge dealing with temporal science and time magic reside within. There are no restrictions on reading material, and even the Nature is open to any who might try to puzzle out the method behind its organization.



The seal of the Guild as it hangs in the library.

Along with the library there is also the fact that every member has an apartment based on their seniority within the organization and as much to eat as they care to have. Most goods and services are free or highly discounted, as many of those in Timehaven who are capable of building golems or summoning servants do so for the entire community in hopes of gaining status by providing the best luxuries for their superiors.

Finally, Timehaven is exactly what the name implies. Ground that is neutral in every possible way. Those who need shelter can rest assured that as long as they remain in Timehaven, no harm can befall them, even to their pasts. The entire plane is asymmetrical in time. In fact, it does one better than being asymmetrical. The current relative time is the only point in which a traveler may land, whatever time they themselves have just come from.

Timehaven has a long recorded history, and Trelle Timekeeper the Githzerai is currently the 479th High Archmage. The Guild was founded by a temporal mage, a human named Derast who, upon reaching the elemental plane of Time, chose to settle there. He carved out a small area in which the currents of time were bent to his will and flowed in the speed and direction he chose. He welcomed his fellows as they also journeyed to pay their respects to the plane of time and offered them the benefit of his long study there. In return, they gave him their knowledge and

some also chose to join him and expand his domain with their power. As their numbers grew, he was made the first High Archmage of the Guild of Timehaven, which also grew first into a demiplane coplanar with Time and then into a plane of its own.



ORDER OF DISHARMONIOUS PARADOX



The origins of this organization are naturally not even worth asking about. If anyone ever started the Order, they have long since been temporally incurred in hopes of keeping the Guardians from destroying the entire Order by doing so in a more damaging way. The members of the Order are fanatically devoted to creating more numerous and more damaging paradoxes. Though many are capable of stabilizing even the most logic-tearing paradox, they only use that ability when strengthening the contradiction field around their own organization.

As previously stated, the aims of the Order are simple. Many paradoxes, large paradoxes and eventually a paradox so amazingly mind-bending that the multiverse cannot sustain it and all of reality collapses into primeval chaos. For this

reason, it is thought that the Order began somewhere in the Abyss. No demon lord presently in power claims the Order as its creation, however. Perhaps a conversation with Pazuzu or Pale Night would offer a hint, but neither are likely to talk about it.

If there are any minds now extant who remember or think they might have once known of this, they would be the Eldest Brain, whose memory spans beyond the confines of the current iteration, or Asmodeus, who would make it a point to know as much as possible about such a force. As it currently stands, there is a god who protects the Order. Lolth. She finds it an interesting and amusing concept and has gone as far as to install one of her most precious clerics as its leader. Though the deities of law would take it amiss if she went any further, Lolth is considering what she can do for the Order that would not be a declaration of war. Just as her opposites are doing the same for the Guardians.

Disharmony is the only organization that lacks a plane from which to base itself, mainly because such an obvious location would attract attention. Paradox HQ has been timelooped, incurred and causally violated enough times that it cannot be reached by any who don't know the spatiotemporal location of the one single microscopic hole left in the armor. And the only way through *that* is the performance of several mutually exclusive acts simultaneously.

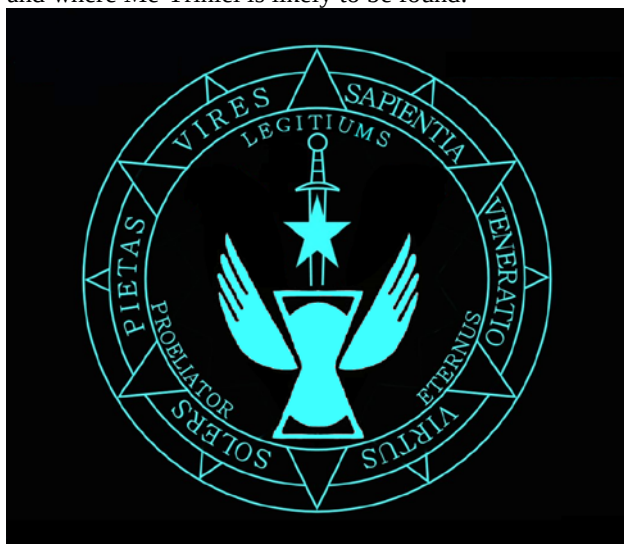


The base itself is a hallway leading to a simple square office where Quazzarra provides missions for members who are looking for something to do.

GUARDIANS OF THE TIMELINE

If there was ever a single unbroken and unperturbed historical path, the Guardians wish to see it restored. They see no difference between a good or a bad change in time. There is only the one single line and deviations from it. Despite this, if there is no way to reverse a change completely, they make the repair that seems to cause the most good. This is a concession to the fact that they are led by a Throne Archon and patronized mainly out of Arcadia and Celestia rather than Mechanus where their demiplane

lies. The powers of Mechanus as previously mentioned distrust the Guardians for their use of what seems like a chaotic power for an orderly end. Where the Order of Disharmony's base is shadowy and simple, the Guardian's headquarters is large and laid out in two sections. In the front is a large office complex with cubicles where hundreds of desk Guardians watch sections of the timeline and plot the changes necessary to make a single unbroken line. In the back is a military CIC where operations against the enemies of the Guardians are planned. It is also where all the field Guardians go for their missions and where Me'Triniel is likely to be found.



The original leader and founder of the Guardians, a Justicator named Heirotor fell in battle against one of the former heads of Disharmony, and was in fact the one who fell alongside the Order's head into the Grand Abyss with the Book of History. A Baatezu duke was briefly in charge before the citizens of Mechanus requested that a less partial general be found. Mechanus itself offered a specially constructed Inevitable and Celestia sought to install one of its own, but eventually, it was decided that the Inevitable would lack perspective and a Celestian might not be able to put aside good for law, so the Arcadian Throne Archon Me'Triniel was chosen as a compromise and she has led the Guardians ever since. Celestia and Mechanus, however, collaborated to construct a second in command who Me'Triniel gladly accepted. An Inevitable with the shape of an Astral Deva, the Nameless is expert in tactics and is also a capable warrior deployed against Disharmony's most effective agents.



KRENIM IMPERIUM

No empire has been so effective as the Krenim in their use of time as a weapon of expansion. Few enough are even advanced enough to understand that such weapons and technologies can exist, much less actually construct them.



The Krenim can view sections of the fractured timeline

The Krenim have done both. In conjunction with the secret activities of their incursion ship, the Krenim have built up weapons that can temporally circumvent defenses. Their empire is only bounded by the aims of the incursion ship's captain. Their seemingly effortless domination has made the Krenim arrogant, belligerent and yet paranoid. No foreigner of any kind passes their border without stringent checks and inspections. They make war at will and with confidence that they cannot fail. A large military setback simply means that the incursion ship shows up and removes the offending civilization from existence. As far as they are concerned, they have never suffered military defeat. There are few with the temporal might to stop the Imperium, but due to its remote location, none have noticed its effects. A lesser power could halt or even destroy the Imperium, but they would have to find a way to either destroy or temporally incur the incursion ship. As long as it remains free, the Krenim are unassailable.

THE WORSHIPFUL AND ANCIENT ORDER OF THE LORDS OF TIME, DISCIPLES OF RASSILON, PROTECTORS OF...



... And so on and so forth. The Time Lords are, as previously stated, the likely first travelers of time. They are also almost completely separate from the

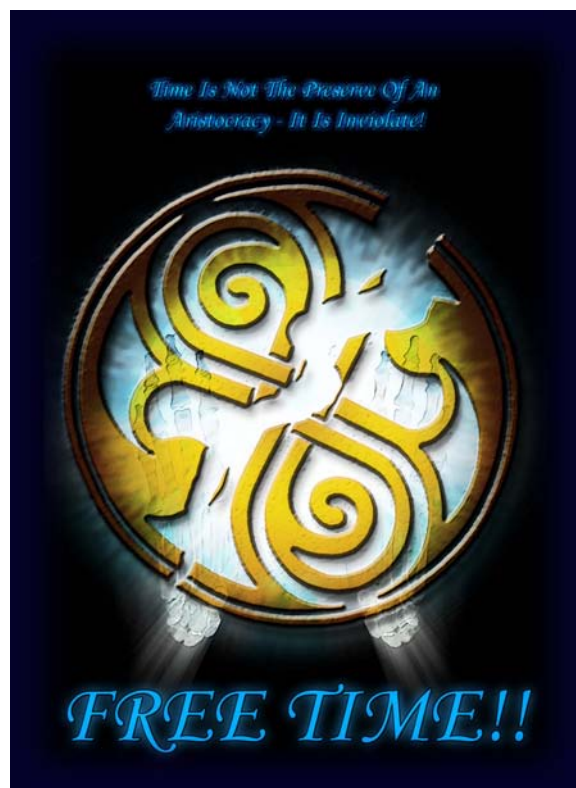
dealings of travelers now, as few ever leave their home in the Citadel on Gallifrey, and most of those are only research and observation teams. The Time Lords almost certainly predate both the Guardians and Disharmony, though it is rumored that both were started by Time Lord factions. They were the first to find and travel the Vortex, and most travelers believe that they *built* the labyrinth. Their castoffs and criminals have been known to topple empires and conquer star systems without apparent effort. Most travelers are therefore thankful that the Time Lords are almost always content to sit in their citadel and watch as time progresses, safe in the knowledge that nothing can touch them. Well, almost nothing.



It is important for the traveler to realize, however, that just because they seem harmless, that even the most stuffy Cardinal of the Council is to be trifled with. Time Lords are quick to anger when their tranquility is threatened and that any Gallifreyan met outside of the Citadel is likely nowhere near as dangerous as those who stay within.

The Time Lords are the primary reason why paradoxes and changes within their sphere of awareness do not function. Their founder set forth the way time would flow, and as long as the Citadel stands, no paradox or change in the timeline can take hold, save if it were originated on Gallifrey itself. Any attempt to navigate the Vortex near Gallifrey, however, brings a traveler right up against the Rassilon Imprimatur, a field within the Vortex that forces anything attempting to leave the Vortex to land on Gallifrey in their relative present. The history of the Time Lords is long and a subject of contention. The known facts are that Gallifreyans used to be far more personally powerful than they are now, possessing psionics that rivaled the Illithids in strength. Then came the era of the Founders, in which Rassilon, Omega and a shadowy figure only know as the Other devised the methods by which unlimited Vortex transit could be obtained. Omega was killed while creating the power source, and for a time Rassilon ruled a great empire. For reasons still unresolved, Rassilon brought a halt to the expansionist, arrogant Gallifreyan society and locked their more ostentatious abilities into the Artifacts, along with the ability to control many aspects of time. It was during this era that the Gallifreyans were given the ability to regenerate from fatal wounds, and rendered sterile. Rassilon granted himself eternal life, and retired to his tower to sleep until Gallifrey needs him again. An imprint of his mind was left in the Matrix, a database that includes the minds of every member of the Council of Time Lords and every Lord President who ever held the position.

FACTION PARADOX



There is an organized movement within Time Lord society that finds the paradox the highest form of art. They have no goal, but rather exist as a conscious counterweight to the traditional Time Lords. They act outside of Time Lord law and are possibly the only group ever to do so without being apprehended. As they are former Time Lords themselves, they know exactly how to avoid detection. Their garments are made from creatures that never existed, and they take pride in doing the logically impossible. Their leader is known only as Grandfather Paradox and may or may not be the viewer's future self. Their base is in an area of time that exists only on paper, known as the 11-day empire. When the British Empire first adopted the Gregorian calendar, and in so doing had to correct their dating scheme by 11 days (September 2, 1752 being followed by September 14, 1752), Faction Paradox claimed the missing 11 days as their base. It is believed that as the Time Lords were the inspiration for the formation of the Guardians, so Paradox may have at some point spawned Disharmony. Both "child" organizations are more active versions of the Time Lord factions, dealing with the travelers who are more active than the Time Lords as a whole.

The Time Lords may also have inspired a small movement amongst dragonkin to protect the timestream. Many Dragons are lawful by nature, and their long lives coupled with a very broad view tend

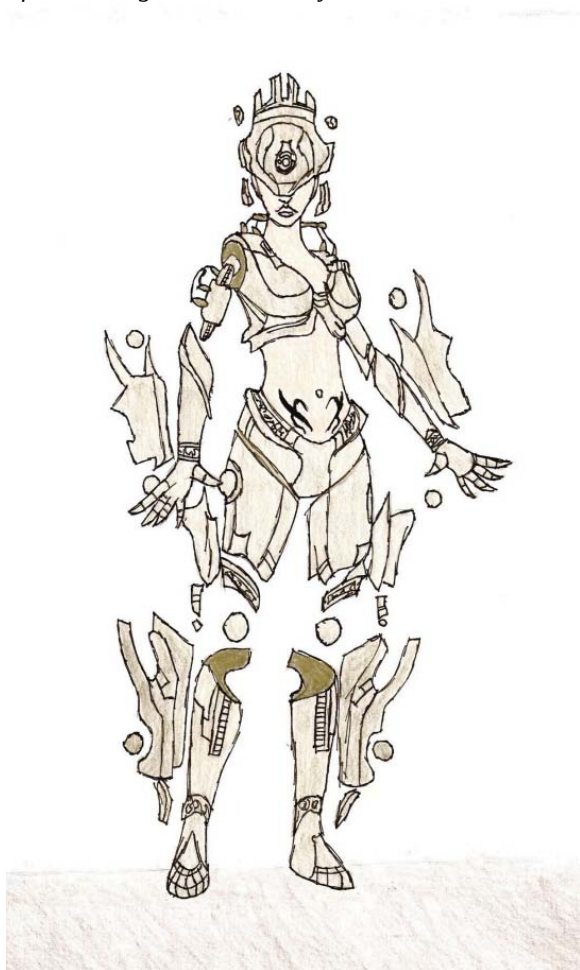
to put Dragons on the side of a changeless timestream. Naturally, there are some who would try to affect time for their own benefit, but for the most part Dragons, their kin and their servants will try to prevent time travel when possible and repair damage to the timestream when a time traveler has escaped them.



NEW MONSTERS

TEMPORAL STALKER

This humanoid looks like the faded image of a chronomancer. She still holds the tools she used in life, but a rage burns in her eyes.



When a powerful temporal manipulator is incurred, the process is often left incomplete because of their large footprint in the timestream. When this happens, instead of being erased entirely, the traveler in question wakes up on the elemental plane of time, at first seemingly unharmed. She may even be able to enter the Vortex, and to her surprise finds that the normally chaotic pathway is subdued, causing no harm to her at all. It's only when she attempts to set foot in an environment with time that she finds herself rebuked. She is a Temporal Stalker now, undead and yet seemingly alive in every way.

Temporal stalkers are a shadow of their true selves left over when a powerful temporal manipulator is removed from the timestream. Since their effect on time is so widespread, they cannot wholly be removed from it. As well, no god will take their soul unless they have been specifically promised it, owing to the fact that most of the accords dealing with how souls are apportioned depend on a linear timeframe. The transition grants them immortality, a far more complete picture of time than they had in life, and an intense hatred towards all those who travel at will through their domain. They possess all the knowledge and abilities they lusted for in life, but lack the capacity to use them. The longer they stay in this state, the less of their corporeal form is retained, until they are visible only when they attack.

Combat

A Stalker will engage any traveler they come across, going first and unfailingly for the one with the greatest temporal ability. They will defend themselves against others, but once the temporal manipulator is killed, they will leave at once, their hatred spent for a little while. They will pursue even to the very edge of a time-affected plane, but will not cross the boundary into it. They may, however, attempt to throw their most powerful spell as a hopeful parting shot.

Creating a Temporal Stalker

"Temporal Stalker" is a template that can be added to any creature that was both a traveler of time and has been incurred. Some paradoxers will actually incur themselves in order to gain the powers of a Stalker, finding that the removal from time is a price they are willing to pay.

Hit Dice: Increase all current and future hit dice to d8s or keep at the base creature's, whichever is higher.

Speed: Increases by +60 feet

AC: Gains a +5 natural armor bonus

Attacks: A Stalker retains all natural attacks and proficiencies of the base creature. They also gain a +5 to unarmed strike and a +5 bonus to attacks and damage against a timetouched opponent.

Special Qualities: Same as base. In addition, Stalkers gain undead traits, outsider traits and various other qualities.

Eternal: A Temporal Stalker cannot be affected by time-bases spells or abilities unless otherwise noted.

Timeless: A Temporal Stalker may not inhabit a continuum that is not timeless. If the Stalker is forced to enter a timed environment, the Stalker is obliterated, the incursion finally completed. A successful Temporal Strike will have the same effect,

as will being contained within a Timelock Seal or similar.

Temporal Immunities: Stalkers are immune to Vortex damage and the detrimental effects of using temporal abilities. For the purposes of using *temporal blast* attacks, assume the Stalker has an infinite store of points to use up.

Absolute Navigation: Up to the point of exit, the Stalker cannot get lost within a timeless environment.

Special attacks: Stalkers retain all the creature's special attacks plus the following.

Improved temporal blast: The Stalker gains a +3d6 to its temporal blast ability. If the Stalker didn't have any in life, it now does at 3d6.

Spells: The Temporal Stalker gains two spell slots for each spell level, which are filled with temporal spells.

Wisdom drain: If the Temporal Stalker makes a successful touch attack, they can drain 1d6 wisdom points. If the target's wisdom falls to 0, they are incurred and become a Stalker themselves. Stalkers only ever use this on other manipulators.

Skills: Stalkers gain a +4 to Wisdom and Intelligence, being undead, Stalkers have no constitution score.

DALEKS

This creature appears to be a salt shaker with two sticklike arms and an eyestalk on the front of its dome. One arm is hollow, the other terminates in a large sucker like a starfish. A pair of lights are placed like ears on the top of its dome and it is covered in large bumps. It speaks in a loud, grating monotone and repeats itself constantly.

Daleks are perhaps the most dangerous thing a traveler can end up facing. They were created with a hatred of all life and a will to dominate. Though originally rife with weaknesses, the race has constantly improved itself, gaining time travel about midway through its history.

The name 'Dalek' refers usually to the construct that the true creature, the Kaled, which is an aberration that, though capable of independent movement and attack, is ultimately very vulnerable. The Kaleds were originally humanoid, but a thousand-year war with another humanoid race left them mutated into the aberrations they are now. Several varieties of Dalek exist, though they manage to avoid one another.

Their creator, Davros, has managed to survive through most of time, though not using time travel.

He has taken the slow road, and so is older than many gods. He was once seen as a god by his creations, but they soon came to view him as just another tool. Last time they met, he was imprisoned and forced to help them.

Combat

Daleks will often take prisoners at first, but if a prisoner turns out to be too intelligent or otherwise unsuitable, they are immediately exterminated. If a single person fights back, that usually spells death for the entire group. At that point, it is to be expected that a Dalek will simply open fire on anything that moves and is not another Dalek. Once battle has begun, there is no strategy. They kill everything or are destroyed.

Dalek Traits: All Daleks share the same basic construction and characteristics unless otherwise noted. Daleks cannot take an attack of opportunity against a target that is not directly in front of them. They are unaware of activity that is not within a 45 degree cone in front of them. They must be upright to function and cannot trundle up or down stairs without a means of flight. An incline of more than 50 degrees is also unscalable for a Dalek due to their weight. A called shot to the eye stalk bypasses damage reduction and causes a Dalek to go blind and randomly spin around, firing in all directions until it explodes three turns later. The self-destruct will occur any time a Dalek is blinded by anything, including covering it with a solid object. Destroying a Dalek by cracking open its armor only stops the machine, and the Kaled inside escapes two turns later unless destroyed. Tipping over a Dalek results in its deactivation, but requires a DC 30 strength check or a DC 15 strength check to get behind it and push it off a cliff. A fall of between 15 and 100 feet, however, cracks open the armor but fails to kill the Kaled. Daleks do not suffer from exposure to the elements nor from most elemental attacks. They take half damage from electricity and full damage from both positive and negative energy, as well as psionics, Vortex energy and Hellfire.

Magic immunity: All Daleks are immune to spells that affect the Kaled unless that spell does not require a touch or ranged touch to work. Otherwise, use their elemental immunities to decide.

Early Daleks

In the earliest times of Dalek construction, they required vast amounts of power that could not be entirely included within them. They also relied heavily on humanoid slaves and devices to help them.

	Early Dalek	Middle Dalek	Special Weapons Dalek	Late Dalek	Modern Dalek	Kaled	Davros
	Medium Construct	Medium Construct	Medium Construct	Medium Construct	Medium Construct	Small Aberration	Medium Humanoid
Hit Dice	50d10(255 hp)	70d10(355 hp)	50d12 (305 hp)	70d12(425 hp)	50d20(505 hp)	6d4(16 hp)	20d4(40 hp)
Initiative	-5	-4	-5	-4	-3	+10	-5
Speed	10 ft. (2 squares)	10 ft. (2 squares)	5 ft. (1 square)	20 ft. (4 squares), 10 ft. fly	20 ft. (4 squares) 20 ft. fly	40 ft. (8 squares) 10 ft. leap	10 ft. (2 squares)
Armor Class	20 (-5 dex, +25 natural) touch 5	23 (-4 dex, +27 natural) touch 6	24 (-5 dex, +29 natural) touch 5	26 (-4 dex, +30 natural) touch 6	32 (-3 dex, +35 natural) touch 7	15(+4 dex, +1 size), touch 14	5(-5 dex) touch 5
Attacks	2 Arm cannon blasts -5 ranged	2 Arm cannon blasts -4 ranged	Main Cannon Blast -5 ranged	2 Arm cannon blasts -4 ranged	2 Arm cannon blasts -3 ranged or Attach Sucker +0 melee	Leap attack +3 melee	
Damage	Arm cannon blast 10d10+5	Arm cannon blast 12d10+5	Main cannon blast 20d20+50	Arm cannon blast 15d10+5	Arm cannon blast 18d10+5 Or Sucker 1d10+0	Leap attack 1d6+3	
Reach	5 ft/5ft/5ft	5 ft/5ft/5ft	5 ft/5ft/5ft	5 ft/5ft/5ft	5 ft/5ft/5ft	5ft/5ft/5ft	5 ft/5ft/5ft
Special Attacks	-	-	-	-	-	-	Mind control, Chain Lightning
Special Qualities	Construct traits, magic immunity, DR 20/+3, Dalek Traits, Limited mobility	Construct traits, magic immunity, DR 20/+3, Dalek Traits	Construct traits, magic immunity, DR 25/+3, Dalek Traits, Slow turn	Construct traits, magic immunity, DR 20/+4, Dalek Traits	Construct traits, magic immunity, DR 30/+5, Dalek Traits, Ranged immunity, Disintegration field		
Saves	Fort +18, Ref -5, Will +18	Fort +18, Ref -4, Will +18	Fort +18, Ref -5, Will +18	Fort +18, Ref -4, Will +18	Fort +18, Ref -3, Will +18	Fort +0, Ref +10, Will +5	Fort -3, Ref -5, Will +25
Abilities	Str 10, Dex 1, Con -, Int 18, Wis 6, Cha 1	Str 10, Dex 2, Con -, Int 20, Wis 6, Cha 1	Str 14, Dex 1, Con -, Int 18, Wis 6, Cha 1	Str 10, Dex 3, Con -, Int 22, Wis 6, Cha 1	Str 10, Dex 4, Con -, Int 25, Wis 6, Cha 1	Str 16, Dex 18, Con 10, Int var, Wis 6, Cha 1	Str 2, Dex 1, Con 4, Int 30, Wis 8, Cha 6
Skills	Intimidate +20	Intimidate +25, Sense motive +10	-	Intimidate +30, Sense motive +15	Intimidate +40	Climb +10, Hide +5, Move Silently +10	Bluff +10, Use device +20, Knowledge(all) +25
Feats	-	Die hard	Die hard	Die hard	Die hard		Die hard
Environment	Any	Any	Any	Any	Any	Temperate	Any
Organization	Company(5-10), battalion(20-30) Invasion fleet(400-500)	Company(5-10), battalion(20-30) Invasion fleet(400-500)	Solitary	Company(5-10), battalion(20-30) Invasion fleet(400-500)	Company(5-10), battalion(20-30) Invasion fleet(400k-500k)	Solitary	Unique
Challenge Rating	20	21	22	23	24	15	20
Treasure	Standard	Standard	Standard	Standard	Standard	None	Double
Alignment	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil

Combat

Early Daleks are the only kind that are forced to use humanoids for attack purposes as well as everything

else. Because of their limited mobility, they require extensive preparation before they can make appearances themselves. Once there, however, they fight like all Daleks. Kill everything. Limited mobility: Daleks need to rest on a metal track leading to their power source at all times. If they move off the track, or it is cut off from their power source, they are rendered inert.

Middle Daleks

Perfecting an internal power source was the first step to a more effective fighting force. Now free to move about outside of the conquered territory, Daleks rely more on their own personal abilities and less on devices and slaves. They still enslave as a matter of course, as no Dalek would ever labor. They have also gained basic truth telling abilities and the power to gauge how intelligent a humanoid is by probing them.

In the latter half of the Middle Dalek era, Daleks gained basic time travel. They could only open up corridors in the Labyrinth, but it was a start.

Combat

Middle Daleks have not lost their abilities with subterfuge, and when planning an advance operation, usually prefer to work through humanoid intermediaries until an area is secure. Then they come in numbers.

Special Weapons Daleks

For a brief interval, it seemed necessary to have a siege engine model. While their arm cannons usually did the job, the Daleks had gotten tired of humanoids escaping behind sturdy doors and walls. So, they developed the special weapons Dalek. It's entire function was to join a company of Daleks and demolish anything that was too tough for their normal weapons.

Combat

Special Weapons Daleks only show up in cases where it seems likely that demolition will be necessary. They are rarely used directly in combat, due to their cumbersome maneuverability. They are dangerous, however, if one tries to take cover, as both the cover and the combatant behind it are likely to go together when the Dalek fires. Slow Turn: A Special Weapons Dalek is even slower than a regular Dalek. It takes a full round action to reorient itself in combat.

Late Daleks

By this point in their history, Daleks had found something they despised more than humanoids who hid behind walls. Humanoids who ran up

stairs in buildings that were too valuable to simply obliterate. By this point, as well, they found that humanoids who were free of mind had a tendency to be lazy and disloyal, so they stopped the widespread enslavement of humanoids and kept a few mind-controlled for covert missions. The rest were liquidated. They also dealt with stair-climbing humanoids by developing a slow flight that let them follow, albeit not as quickly.

Combat

Late Daleks are little different from their earlier selves in fighting form. They tend towards overwhelming force even more than the others, but not by much.

Magic immunity: Late Daleks have become less susceptible to mind control and are immune to all forms of *Dominate*

Modern Daleks

Modern Daleks have improved themselves in several more key ways. First, they can now travel through the Vortex with decent accuracy in their ships. They also have personal Vortex transit, but that often results in heavy damage and a *Genius Loci* Dalek. They have also developed shielding from missiles and a disintegration field. They can still be harmed, but it is far more difficult. Mundane ranged attacks have no effect at all, even if the missile has significant enhancement, meaning that their eyestalk especially is that much more difficult to hit. The disintegration field means that simply covering the eyestalk does not work anymore. It must be destroyed.

Combat

Modern Daleks prefer to attack in large numbers, and they almost never engage in covert operations anymore.

Magic Immunity: Modern Daleks are immune to missile-based spells.

Ranged immunity: Modern Daleks are not affected by missile attacks of any kind, unless they do Hellfire or Vortex damage.

Kaleds

The aberration inside of a Dalek is rarely seen. It is usually killed by the destruction of the Dalek itself, but on some occasions, it is merely forced to leave the shell and attack on its own. Without the life support systems of the Dalek, the Kaled has a lifespan of only a day or two, but is quite dangerous even at the very end.

Combat

Kaleds have no teeth or claws, but a very strong tentacle, which they attempt to use to throttle a victim.

On a successful leap attack, a Kaled will latch on to a victim with a +10 to grapple and try to asphyxiate him. A Kaled cannot make an unarmed strike attack.

Davros

The last recognizably humanoid Kaled was also the one who built the Dalek armor for them. At the time, the Kaleds were still vaguely humanoid and were mentally typical for the race. Davros accelerated the mutation process and removed all emotions he believed were weak. The result was the murderous, hateful creatures the Kaleds are now. The Dalek design was modeled after his own wheelchair, which contained the life support system necessary to keep him from dying like his creations would outside of their own, and provided him with some mobility. Though an attempt was made at temporal intervention, Davros was actually happy to learn what the Daleks would eventually do. He was less happy when they decided he was a liability and shot him. After several hundred years, the Daleks went looking for him to help him with a war they were losing. They found him alive; his life support systems had managed to regenerate him. From then on, he was sometimes imprisoned by his enemies, sometimes by his creations. At times, he even managed to rule the Daleks.

Combat

Davros is not particularly dangerous in a direct fight and does his best not to enter one. This does not mean he cannot cause harm, just that it's pretty much over if someone gets within melee distance of him, which rarely happens.

Mind control: Davros can, with enough time, cause almost any organic being to become loyal to him.

This is the reason Modern Daleks developed an immunity. They were tired of him taking over their fleets.

Chain Lightning: Davros can cast *Chain lightning* as the spell. There is a 1d4-1 round cool-down for this ability.

Wizard spells: Davros is a brilliant mind, and it can be assumed that if he is inhabiting a world with magic, he would have learned a great deal in a short time. Assume he can cast spells as a 20th level wizard, and may have even managed to put an epic spell up his leather sleeve.



PARADOXASAUR

This creature appears to be... gone.

Paradoxasaurs are difficult to explain. They are a breed of dinosaur that was erased from time during a changed calculated. By a strange twist of temporal mechanics, however, a mating pair were brought to the menagerie of Timehaven before the change was initiated. The paradox of people being able to look at and interact with a creature that never existed was solved by the Paradoxasaur race being given the defense mechanism of only existing if no one in the vicinity believed in them. The problem with this was obvious as soon as the first person looked right at the dinosaur and realized what it was. Paradoxasaurs are now prized as a power source. The energy generated as they oscillate between existence and oblivion at high speed has meant a clean and inexhaustible power supply for many timefaring civilizations. For the few times in which it matters, the Paradoxasaur can be treated as a type of Brontosaurus (though a reddish-purple color), which ironically also doesn't exist. The skulls of both creatures are prized greatly by members of Faction Paradox.

REAPER

Large Outsider(Lawful)

Hit Dice: 12d8+48(102 hp)

Initiative: +5

Speed: 30 ft, fly 60 ft

AC: 24(-1 size, +5 dex, +10 natural)

Attacks: 4 claws +10 melee, 2 bite +5 melee, scythe tail +15 melee

Damage: claw 2d6+5, bite 1d10+5, scythe tail 2d8+5

Reach: 10 ft/10ft/10ft

Special Attacks: -

Special Qualities: Pass through walls, Open the Vortex, Close the Vortex, Swarm

Saves: Fort +15, Ref +15, Will +5

Abilities: Str 20, Dex 20, Con 18, Int 8, Wis 6, Cha 4

Skills: Climb +10, Swim +10

Feats: Timetouched

Climate/Terrain: Vortex and near paradoxes

Organization: Hunting pack(5-10)

Challenge Rating: 11

Treasure: None

Alignment: Lawful Neutral

You are faced with what appears to be a Demon from the Abyss. Colossal bat wings sprout from a snakelike body crowned with a saurian head with glowing red eyes. A tail ended in a scythe blade flashes over its shoulder and its four arms grasp at you. A mouth on its chest seems as ready to tear flesh as the one on its head.



Reapers are a native inhabitant of the Vortex. Whether created as a defense mechanism or simply evolving to fill a niche, Reapers feed off of paradoxes that have not been properly stabilized. When one forms, the Reapers appear almost immediately, sealing off all methods of temporal escape and then hunting down anyone and anything that doesn't belong in that time. They are creatures of establishment, and are hindered by resistance from something that has existed for a long time. They can pass through solid objects, but the longer it has occupied a location, the harder it is for them to go through. They will not stop hunting until the paradox is removed, they are all killed or the one who created the paradox has been devoured.

Combat

Reapers will swoop down and grab on to a target with all four claws. It then attempts to bite with both mouths and quickly dispatch the victim with its tail. They'll also herd multiple targets into corners to make them easier to kill.

Pass through walls: Reapers are not entirely on the Prime Material even when hunting. As such, they can bypass many solid objects. They are creatures of time, however, and their method is to sidestep the object by rewinding it until it isn't there. The longer a structure has stood, the longer that process takes. A portable object hinders them not at all. For each decade a structure has stood in a location, add one second to the time taken to bypass. For the purposes of AC, treat all Reaper attacks as if they had the Brilliant Energy enchantment.

Open the Vortex: Reapers can pass in and out of the Vortex at will.

Close the Vortex: When a Reaper appears, it suppresses any non-Reaper attempt to enter or leave the Vortex within a range of 6 months/1 mile.

Swarm: When a Reaper is killed, there is a 30% chance that another Reaper will appear one round later at that Reaper's location.

TEMPORAL DOG

Medium Outsider

Hit Dice: 5d6+15(30 hp)

Initiative: +4

Speed: 40 ft, timerun 80 ft

AC: 18(+4 dex, +4 natural)

Attacks: Bite +5 melee

Damage: Bite 1d6

Reach: 5ft/5ft

Special Attacks: -

Special Qualities: *Timeslip*, scent, call strand

Saves: Fort +5, Ref +10, Will +5

Abilities: Str 12, Dex 18, Con 16, Int 12, Wis 20, Cha 12

Skills: Hide +5, Listen +6, Sense Motive +7, Spot +10, Survival +6

Feats: Timetouched, Iron Will, Run, Track

Climate/Terrain: Temporal Prime

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 4

Treasure: Double Standard

Alignment: Usually lawful good



At first, you might mistake what was in front of you for a Blink Dog.

That is, after all, what it actually is. Like the Paradoxasaur, the Temporal Dog is a mundane animal that was affected by temporal science. A traveler was fighting alongside his Blink Dog ally when it became obvious that a retreat was necessary. She *timeslipped* just as her dog *blinked*. Both landed in Temporal Prime, but the next time the dog used its ability to try to escape, it found itself in Prime again. They eventually went their separate ways, and the Blink Dog went home to teach his family how to timeslip. Eventually, they took up permanent residence on Prime, finding the native food, the tempsynth, to be a suitable diet. They gained a rapport with the Strands, and are often seen at the side of travelers they've come to trust. They keep a store of treasure and magical items in their dens to lure away unsavory travelers. They sometimes give them as gifts to those travelers they trust and have decided to join. They make excellent guides in Prime and are capable of moving at high speed along the timelines.

Combat

Temporal Dogs will defend their dens with their lives, but otherwise prefer to use misdirection in combat, forcing travelers to follow them in confusing paths and eventually losing them in the maelstroms that form whenever a Vortex hole opens. When forced to fight, they'll often *timeslip* several times in order to try to run their opponent out of magic. If that fails, they'll call on the strands to force the enemy to leave. **Timeslip:** A Temporal Dog can *timeslip* (caster level 10th) at will.

Call Strand: A Temporal Dog can quadruple the chance and number of Strand encounters at will. They also have an immunity to Strands and can extend this to their companions.

CHRONOVORE

Small Outsider

Hit Dice: 10d8 (41 hp)

Initiative: +6

Speed: 30 ft. fly 50 ft. timerun 60 ft.

AC: 18(+1 size, +1 dex, +6 natural)

Attacks: 2 Claws +4 melee

Damage: 1d3 + 1d4 Vortex

Reach: 5ft/5ft

Special Attacks: Breath weapon, spell-like abilities, *Summon Chronovore*, devour timeline

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to time, vulnerability to linearity, temporal piggyback

Saves: Fort +4, Ref +5, Will +4

Abilities: Str 12, Dex 14, Con 12, Int 12, Wis 20, Cha 16

Skills: Bluff +12, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +10 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)

Feats: Timetouched, Dodge, Improved Initiative

Climate/Terrain: Temporal Prime and Elemental Plane of Time

Organization: Solitary (1), gang (2–4), or mob (5–12)

Challenge Rating: 10

Treasure: Standard

Alignment: Chaotic Neutral

What looks from a distance to be an air or perhaps a steam mephit turns out to be something quite different. A featureless glowing body topped with a helmet-like head, which turns, showing eyes with a great deal more power than the average mephit. It flies towards you, voids opening up on its hands.

Chronovores are mephits associated with the elemental plane of Time. They never associate with other elements of their kind, and are often found alone. Temporal Prime is more a prison to them than a home, however, as the tempsynth is a boring and foul tasting substance to their palate. They prefer timelines, which they can see and touch in Temporal Prime, but cannot directly affect. They are often found gnawing on them, which produces a feeling of dread if the line belongs to a person and other odd

effects if it belongs to something much larger. If one encounters a traveler in Prime, it darkens itself to hide from the traveler and summons as many of its fellows as it can. When they observe the traveler preparing to return to reality, they descend at the last moment and use their temporal piggyback ability to follow into whatever plane the traveler was returning to. They then proceed to show why they don't get along with other mephits. They start off by consuming the timeline of the traveler, which is their favorite, and move on to living things around them. This escalates until they gain enough strength to call out to Prime for others of their race, who help them to consume the *entire* plane's timeline. Though many are infinite in breadth, there are very few planes with an infinite timeline and so the Chronovores are very dangerous if let loose. Luckily, they are also very weak physically, and a determined group of adventurers can usually stem the flow and deal with the problem.

Combat

Chronovores are very much aware of their own frailty, and will avoid tangling with anything that seems too strong until they can swarm in numbers. They attack with their claws, and on a successful hit will try to eat the timeline of the target they are fighting.

Breath weapon: A Chronovore can use a *temporal blast* as a first level temporal warlock, but does not have wisdom drain

Spell-like abilities: Chronovores may use *discern temporal energy*, *lesser timeburst*, *anticipate temporal shift* and *timestop* once per day.

Summon Chronovore: Once per day, a chronovore can attempt to summon another chronovore of the same variety, much as though casting a summon monster spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A chronovore that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Devour timeline: On a successful hit with a Chronovore's claw, the target must make a Will save (DC 15+the number of Chronovores they are fighting) to avoid having their timeline eaten, effectively incurring them.

Fast Healing (Ex): A chronovore heals only if it is outside of linear time.

Immunity to time: Time-based spells and effects do not affect chronovores. They are, however, affected by Vortex damage.

Vulnerability to linearity: If a chronovore is exposed to linear time for more than one hour without eating a timeline, the chronovore dissolves.

CHRONOVOID

Huge, Large, Medium, Small Ooze

Hit Dice: 10d12+60(126 hp), 10d4+60(82 hp), 10d2+60(71 hp), 66hp

Initiative: -5

Speed: timerun 30 ft.

AC: 3(-2 size, -5 dex), 4(-1 size, -5 dex), 5(-5 dex), 6(+1 size, -5 dex)

Attacks: Slam +8 melee(+7, +6, +5)

Damage: 2d6+4(+3, +2, +1) (damage caused by necrosis of the limb as its aging accelerates)

Reach: 5ft/5ft

Special Attacks: Absorb, divide, reform

Special Qualities: Magic vulnerability/weapon immunity, limited catastrophic regeneration

Saves: Fort +9, Ref -2, Will -2

Abilities: Str 17(16, 14, 12), Dex 1, Con 22, Int 9, Wis 5, Cha 1

Skills: Climb +11

Feats:

Climate/Terrain: Temporal Prime

Organization: Solitary

Challenge Rating: 12

Treasure: Double Standard

Alignment: Neutral

Chronovoids cannot exist in reality, but are one of the greatest hazards in 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 shape. The surface of the chronovoid is an iridescent film, not unlike a drop of oil on the surface of water. Its internals are a dull gelatin. The size of this creature varies as it is a communal organism that can separate into smaller forms. Its largest formation is a huge creature, which can divide into three large creatures. Each of these may divide in half twice more to form six medium and twelve small creatures respectively. Any combination of these is possible. A chronovoid usually travels as three large creatures to facilitate division or reformation. Chronovoids are usually found traveling along the smaller timelines, surrounding them. They ignore all natural denizens of Prime including the tempsynth. They only attack linear creatures. They possess the treasure of those they've absorbed so far inside of them. Unlike most ooze's, chronovoids are somewhat intelligent, but lack many of the common ooze traits. They are in

fact more like a cross between a giant bacterium and an actual ooze.

Combat

Chronovoids will always attempt to envelop and then dissolve an opponent. If a magic wielder is encountered, attacks are focused in them and anyone with a magical weapon. To ensure survival, a small-sized section is often kept out of the battle.

Absorb: On a successful slam, the chronovoid will attempt to grapple the opponent. If successful and the chronovoid is at least one size category larger, the chronovoid will absorb the opponent. Damage per turn then increases to 3d6 and the opponent may only damage on a critical hit.

Divide: A full round action allows a chronovoid that has not reached its limit to divide

Reform: A full round action allows two or more

chronovoid sections to reform into a larger one
Magic vulnerability/weapon immunity: Because of their nature, most weapons pass through chronovoids without doing any damage. Nonmagical weapons cannot harm a chronovoid at all. However, for every +1 of magical bonus or three spell levels, a chronovoid takes another 50% of damage from it.

Thus a +1 sword or a spell of levels 1-3 will do 50% damage. A +2 or a 4-6 will do 100% and a +3 or 7-9 will do 150%. Once attacked by a magical weapon, a chronovoid will focus all of its attacks on the wielder.
Limited catastrophic regeneration: A chronovoid section that is destroyed explodes into thousands of droplets that cling to the nearest timeline. Any section of the chronovoid, even the small-sized ones, that remains intact and ambulatory can rebuild the entire chronovoid from the droplets.

There is a +1000 XP bonus for destroying the entire chronovoid.

TEMPORAL GLIDER

Large Outsider

Hit Dice: 10d10+30 (81 hp)

Initiative: +7

Speed: timerun 100 ft.

AC: 20(-1 size, +7 dex, +4 natural)

Attacks: Slam +2 melee

Damage: 2d6+2

Reach: 5ft/5ft

Special Attacks: -

Special Qualities: Damage immunity(nonmagical) 50%, Damage immunity(Void) 100%

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 14, Dex 24, Con 16, Int 7, Wis 40, Cha 5

Skills: -

Feats: Timetouched

Climate/Terrain: Temporal Prime, Void

Organization: Solitary (1)

Challenge Rating: 7

Treasure: None

Alignment: Neutral

Out of the darkness of the Void swims a huge stingray. It seems uninterested in you, and in the other creatures around it, passing out of sight in a burst of speed.

Gliders are large, kitelike creatures that drift along in the Void or close to the surface of a timestream.

They never travel to reality, though there is speculation that nothing besides preference stops them. Each looks like a black manta ray without a tail, whose wings flex slightly, though for no apparent reason. They have never been seen to willingly stop, nor eat. They take no interest in their surroundings, simply flying around. They can pass through the Void without being slowed or damaged. A Glider is large enough to carry one passenger, but to do so, the person must first provoke an attack, then make a reflex save(DC 20) to get on the Glider's back. If they do only nonlethal damage from then on, they can continually control the creature, forcing it to go in the direction they choose. They take the same amount of damage from passing through the Void if they choose to, and the Gliders do not know which part of Prime is which plane. They will not pass out of Prime unless forced to.

Combat

Gliders only attack when provoked, and will often retreat rather than react. When they do attack, they will simply keep slamming the opponent until they are no longer threatened.

VOID SPIDER

Large Outsider

Hit Dice: 15d8+60 (121 hp)

Initiative: +5

Speed: timerun 60 ft.

AC: 16(-1 size, +5 dex, +2 natural)

Attacks: Bite +5 melee

Damage: 5d8+5 + poison

Reach: 5ft/5ft

Special Attacks: Poison

Special Qualities: Damage immunity(Vortex) 100%, Damage immunity(Void) 100%, timeslip, Vortex navigation

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 14, Dex 24, Con 16, Int 7, Wis 40, Cha 5

Skills: -

Feats: Timetouched

Climate/Terrain: Temporal Prime, Void
Organization: Solitary (1)
Challenge Rating: 17
Treasure: None
Alignment: Neutral

This blue-black colossal spider is almost invisible in the Void, visible only when you've already gotten caught in the black strands of its web.

Void spiders are another race that started in normal reality and migrated into the transtemporal, and in very similar circumstances to those of the Temporal Dog. The original Void Spiders were Phase Spiders that used their power to escape a traveler, who was attempting to throw them into the Vortex as they dematerialized. The Ethereal Plane, however, was not far enough to run, and the Phase Spiders were trapped in the Vortex. However, they found that because the gate had opened in the material, and they were immaterial, they were unaffected by the energies of the Vortex. This also had the effect of making it impossible for them to leave the transtemporal domain. Instead, they found themselves hurled into Temporal Prime, where they made their homes in the Void. The rules of the transtemporal domain turned out in their favor. Their status made them immune to the inherently damaging aspects of the Void and Vortex, while leaving them material enough to hunt the denizens of Prime and of the Vortex. Though they usually spin their webs in the Void, hoping for a Glider or errant Dog, they have also been known to put their web across parts of the Vortex. Though a TARDIS would simply pass through this barrier, a Temporal Warlock or Mage relying on their damage reduction would not.

Combat

Void Spiders' webs are invisible unless *Detect Temporal Anomaly* is cast. Void Spiders rarely attack unless their subject is already in their web, which demands a Reflex Save(DC 22) to avoid and a Strength check(DC 30) to escape.

Once in combat, the Void Spider will bite and poison until the opponent is weak. They prefer their opponents to be alive in order to assure the warmth of their blood.

Poison: Injury, Fortitude DC 17, initial and secondary damage 3d8 Str. The save DC is Constitution-based.

TEMPORAL ELEMENTAL

Huge Elemental (Time, Extraplanar)

Hit Dice: 25d8+ 75(191 hp)
Initiative: +15
Speed: 60 ft, timerun 500 ft.
AC: 28(-2 size, +10 dex, +10 natural)
Attacks: Slam +20 melee
Damage: 2d8+5 plus 1d8 Vortex plus 1d8 random time plus 1d8 Void
Reach: 15ft/15ft
Special Attacks: Timestorm
Special Qualities: Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to time, vulnerability to timelessness
Saves: Fort +12, Ref +28, Will +40
Abilities: Str 20, Dex 30, Con 16, Int 8, Wis 60, Cha 11
Skills: Listen +28, Spot +29
Feats: Timetouched, Alertness, Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam)
Climate/Terrain: Elemental Plane of Time
Organization: Solitary (1)
Challenge Rating: 13
Treasure: None
Alignment: Neutral

The sands of time have come alive swirl in a chaotic, vaguely humanoid, shape. Eyes of deep, infinite black stare out from the top of the creature. They hold little intelligence, but a boundless wisdom. Claws of chaotic energy spring from its fists.

Temporal Elementals are like but unlike their kin on the other elemental planes. Weaker physically than most others, they make up for their deficiency by being far more agile, and possessing more dangerous powers. A Temporal Elemental can go anywhere that time exists, causing havoc in the places where time is regulated by an intelligent force. Wherever they pass, ordered time breaks down and anything can happen in any order. Effects must still have cause, but not necessarily in order.

Combat

Temporal Elementals strike with the fury of the Vortex, time itself and the Void. They are made up of the sands which make time, the Void which delineates it and the Vortex which permeates. It rarely fights willingly, having the instinctual realization that it is breaking down reality, and its own existence is contingent on the order of the cosmos giving it an elemental plane.

Timestorm: Once every 1d4 rounds, a Temporal Elemental can force the sand, the Void and the Vortex to meet outside of itself, momentarily destroying time. 1d6 temporal effects from the Temporal Mage spell list manifest. Roll a d10 each

time to determine what level, and randomly pick a spell to manifest. If a 6 is rolled for the number of effects, the last one comes from the Temporal Warlock list(roll a d4 to determine level).

TIME DIMENSIONAL

Large Elemental (Time, Extraplanar)

Hit Dice: 10d8+ 20(61 hp)

Initiative: +10

Speed: 60 ft, timerun 200 ft.

AC: 20(-1 size, +7 dex, +4 natural)

Attacks: Slam +8 melee

Damage: 2d6+2 plus 1d6 Void plus 1d6 Vortex

Reach: 10ft/10ft

Special Attacks: Forward/Reverse Blast

Special Qualities: Damage reduction 40/-, darkvision 60 ft., elemental traits, immunity to time, vulnerability to nonlinearity, timesight

Saves: Fort +4, Ref +15, Will +20

Abilities: Str 12, Dex 24, Con 14, Int 20, Wis 40, Cha 11

Skills: Listen +5, Spot +6

Feats: Timetouched, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Climate/Terrain: Elemental Plane of Time

Organization: Solitary (1)

Challenge Rating: 7

Treasure: None

Alignment: Lawful Neutral

This creature is tall and elegant, a perfect humanoid form made up of the darkness of the Void and the silver of the timelines. Its eyes and open mouth glow with the Vortex's energy.

Time Dimensionals are a lesser kin of the Elementals of their plane, though also far more intelligent. Born from the subplane of the Prime, they see the timelines and all that they were, will be, and might be if something were to change. On principle they oppose anything that fractures the timelines further, and so are the Guardians' allies in the Prime. They are also, however, keenly aware of the suffering of life, and on occasion will allow a change or even cause one to stop some tremendous harm. They are rarely called by conjurers, those few who know that they exist, because they are not easily or gladly bound. They are also unable to go anywhere that lacks a linear time excepting the Prime. Despite being part Vortex, they cannot travel it, though they can will themselves to any point in the Prime and *timeslip* from that location. In that way, they are the natural enemies of the Stalkers, though their pacifistic nature and the Stalkers' sense of self-preservation keep strife between the two to a minimum.

Combat

Time Dimensionals do not like combat, but will fight when linearity is threatened or when forced by an outside circumstance.

Forward/Reverse Blast: Time Dimensionals can cast *forward blast* and *reverse blast* as a 20th level Warlock.

Timesense: Dimensionals have a perfect sense of causality, granting them foreknowledge of everything an opponent is about to do. If they choose to do so, they may retreat to the edge of combat and communicate that knowledge to their allies, granting them *premonition* for as long at the Dimensional concentrates.

GALLIFREYAN

	Modern Gallifreyan	Old Gallifreyan
	Medium Humanoid	Medium Humanoid
Hit Dice	5d4-5(11 hp)	5d8+10(51 hp)
Initiative	+1	+2
Speed	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class	11(+1 dex)	12 (+2 dex)
Attacks	-	-
Damage	-	-
Reach	5 ft/5ft	5 ft/5ft
Special Attacks	<i>Charm person</i>	<i>Dominate person</i>
Special Qualities	Hold breath, resistant to poison, regeneration 5, regenerative revival, store air, timesense	Hold breath, resistant to poison, regeneration 5, store air, timesense, telepathy
Saves	Fort +2, Ref +2, Will +4	Fort +6, Ref +5, Will +10
Abilities	Str 8, Dex 12, Con 8, Int 18, Wis 16, Cha 18	Str 12, Dex 14, Con 14, Int 20, Wis 20, Cha 16
Skills	+1 Concentration, +2 Sleight of Hand	+10 Concentration
Feats	Die Hard	Die hard
Environment	Any	Any
Organization	Solitary(1), Pair(2), TARDIS Crew(6), Exploration Squad(40), Citadel(200)	Solitary(1), Pair(2), TARDIS Crew(6), Exploration Squad(40), Citadel(200)
Challenge Rating	2	7
Treasure	Standard	Standard
Alignment	Usually Lawful	Usually Lawful

The person you are speaking to seems at first to be human, however this illusion is quickly broken when she is shot with a crossbow bolt, changes her appearance and returns fire.

Gallifreyans were the first known time travelers, predating the first Chronomancers and even the Illithids. In fact, in their part of the multiverse, the Pact Primeval is not even in force, and they predate that, too. Theirs is one of the most ancient races in

time, and the Gallifreyans themselves show signs of that long history. The average Gallifreyan lives past their ten thousandth year, regenerating a total of twelve times as their bodies age. This regeneration replaces everything but their memory, granting them another thousand years or so in the new body.

Though usually taken synonymously, not all Gallifreyans are Time Lords. All aspire, but many are not suited for the academic life and are either exiled or become what the Gallifreyan culture considers menials. Only Time Lords may rule and only a Time Lord may legally own a TARDIS. Without their training, most Gallifreyan time capsules are either too complex to operate or simply unwilling to bear an uneducated passenger. Gallifrey is ruled by a council of Cardinals elected from each of the colleges, who are in turn headed by the Chancellor (usually an elevated Cardinal) and presided over by the Lord President (who may be any Time Lord). The Lord President is invested with the full power of their millions-year-old culture. The Lord President is the only modern Time Lord whose power approaches that of an Old Gallifreyan.

The Old Gallifreyans are the race that became the current Gallifreyans when they developed time travel. They could not regenerate, but had far more formidable physical and mental qualities. These were taken from them when it became all too clear to the first Lord President that they would destroy the order of the cosmos if they were allowed free reign through time with the abilities they had before.

Combat

No Gallifreyan likes to fight, even the imperialistic Old Gallifreyans. It is a very rare one who will even allow someone into melee range, and even then will attempt to either use their persuasive abilities or an item to help them. Time Lords especially are quite pacifistic, and indeed are quite arrogantly so, secure in the knowledge that no force can breach the barriers around their Citadel. Some can, they just haven't tried.

Regeneration

When a Gallifreyan's current body is around 1000, or they are about to die, they will trigger a process which replaces their entire body with a new one, retaining memories but also changing personality drastically. They usually but don't always keep their alignment. For the purposes of playing, this amounts of an XP loss of half their current level +1,000 for each time they've regenerated before unless this is a willing regeneration. They then can

re-roll their character at whatever level this leaves them at. Forced regenerations are usually followed by odd behavior and disorientation before the Gallifreyan settles down to their new form. They almost always look for a mirror to find out what their new body looks like, and change their wardrobe accordingly. Regeneration can be triggered voluntarily, giving the Gallifreyan a choice in what they will look like, and negating disorientation.

GALLIFREYANS AS CHARACTERS

Gallifreyans are usually wizards or chronomancers, with a very few warlocks. Though monks have been known, they are few, and the renegade Time Lords have been known to take all sorts of classes. Gallifreyan characters possess the following racial traits.

— -2 Strength, -2 Constitution, +4 intelligence

—Medium size.

—A Gallifreyan's base land speed is 30 feet.

—*Charm person* as a spell-like ability, regeneration 5, resistance to poison and the ability to cease breathing for up to 20 minutes.

—Racial Hit Dice: A Gallifreyan begins with two levels of Gallifreyan, which provide 2d4 Hit Dice, a base attack bonus of +0, and base saving throw bonuses of Fort +0, Ref +2, and Will +2.

—Racial Skills: A Gallifreyan's Gallifreyan levels give it skill points equal to $5 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Knowledge(All, including psionics and temporal science), Concentration, Escape Artist, Profession, Sleight of Hand and Craft.

—Racial Feats: Die Hard

—Automatic Languages: Common

—Favored Class: Chronomancer.

—Level adjustment +2.

Becoming a Time Lord

A Gallifreyan usually is or is not a Time Lord. They are sent to the academy at a young age, and stay there until they have either passed their exams or proved they cannot. Training for anyone other than a young Gallifreyan is unheard of.

A Time Lord gains the following:

+2 to Intelligence

+4 to Will

+10 to all Knowledge skills, +2 to Concentration, +2 to Escape Artist, +2 to Profession, +4 to Sleight of Hand and +2 to Craft

A Time Lord with a TARDIS gains the ability to speak and read all languages.