

Chronoshifter

"Time is not on anyone's side."

Time is my ally

Time is my foe

Those who oppose, from I

To you, woe!

Time governs all. It waits for no one-except the chronoshifter. Disrupting the flow of time and destroying its proper cycles are the chronoshifter's area of expertise.

Adventures: Typical chronoshifters adventure to gain more control over time, usually so they can change its flow, as so many are dissatisfied with it. Some wish to live longer and have a chance at a longer life, while others attempt to spite time itself by controlling it.

Characteristics: A chronoshifter uses chronoshifts, allowing him to change time's flow in certain areas and even within creatures' bodies. Chronoshifts provide a huge variety of abilities, allowing the chronoshifter to function in most situations at least adequately.

Alignment: Lawful chronoshifters are fairly rare, while chaotic ones are far more common. Good and evil have no special hold over chronoshifters, generally, so the variety is much greater on the moral scale.

Religion: Religious beliefs are fairly rare among chronoshifters. Some worship gods and goddesses with time as part of their domain, but most don't, as the whole idea of being a chronoshifter is to mess with time. Possible deities chronoshifters would worship include the Outer God Yog-Sothoth and its avatar 'Umr At-Tawil, the Titan Kronos and Ouroboros the Dragon Lord of Time.



Background: A chronoshifter's abilities are discovered early in life, though they are undeveloped and chaotic. As a child, a chronoshifter might slow time around him so he can sneak out of the house with little effort and get back before his parents even know, or he might defend his friends or himself with distortions in time. Most chronoshifters don't officially take up the name until later in life, however, when they can control their abilities properly and when they know the consequences of attempting to control time.

Races: Short-lived races like humans and half-orcs tend to be more common among chronoshifters, since controlling time in what little time they have is a strong and common ambition. However, elves and other long-lived races often have chronoshifters, though fewer, to help shape history and keep it.

Other Classes: Chronoshifters get along with few other classes. Barbarians might find chronoshifters too focused on breaking the fabrics of time than enemies, while clerics and paladins might see the chronoshifter as an affront to their chosen deity. Wizards sometimes get along just fine with chronoshifters, as both have world-changing abilities that often fit together well.

Role: As a versatile class, the chronoshifter is able to fulfill a few roles, sometimes at once. In battle, the chronoshifter takes on a battlefield controller-type role or a supporting role often, but he can dish out decent damage with temporal strike and a few chronoshifts, as well. Outside of battle, chronoshifters have a few utilities from chronoshifts, a big knowledge-base from skills, and even the ability to scout.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Intuitive.

Class Skills

The Chronoshifter's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (local) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: $4 + \text{Int modifier}$.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Chronoshift Level	Shift Points
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1st	+0	+0	+2	+2	Chronoshifting, shift points, temporal strike	1	2
2nd	+1	+0	+3	+3	Prepared chronoshift	1	4
3rd	+2	+1	+3	+3	Mote of times	2	6
4th	+3	+1	+4	+4	Rushed chronoshift 1/day	2	8
5th	+3	+1	+4	+4	Mote of time (damage, dodge), prepared chronoshift, temporal talent	2	10
6th	+4	+2	+5	+5	Aevum	3	12
7th	+5	+2	+5	+5	Mote of time (conditions)	3	14
8th	+6	+2	+6	+6	Prepared chronoshift, temporal talent, tindalos companion	3	16
9th	+6	+3	+6	+6	Aevum	4	18
10th	+7	+3	+7	+7	Rushed chronoshift 2/day, timesense	4	20
11th	+8	+3	+7	+7	Advanced talents, ageless, mote of time (move action), prepared chronoshift, temporal talent	4	22
12th	+9	+4	+8	+8	Aevum	5	24
13th	+9	+4	+8	+8	Delay	5	26
14th	+10	+4	+9	+9	Prepared chronoshift, temporal talent	5	28
15th	+11	+5	+9	+9	Aevum, mote of time (conditions, improved)	6	30
16th	+12	+5	+10	+10	Rushed chronoshift 3/day	6	32
17th	+12	+5	+10	+10	Prepared chronoshift, temporal talent	6	34
18th	+13	+6	+11	+11	Aevum	7	36
19th	+14	+6	+11	+11	mote of time (allies move)	7	38
20th	+15	+6	+12	+12	Prepared chronoshift, temporal talent, time creature, time travel, ultimate chronoshift	7	40

Class Features

All of the following are class features of the Chronoshifter.

Weapon and Armor Proficiency

Chronoshifters are proficient with all simple and martial weapons, light armor, and all shields except tower shields.

Chronoshifting (Su)

A chronoshifter's namesake, chronoshifting is the art of manipulating time by force of will and understanding of the universe. Grabbing the threads of time, the chronoshifter can do amazing things. The process of chronoshifting is risky, however. Time was not meant to be twisted in the way the chronoshifter so loves to do. Sometimes, time will actively resist the chronoshifter, creating chaotic effects, including possibly destroying sections of time itself. When the chronoshifter uses a chronoshift, he must make a Will save of DC twice the level of the chronoshift + the number of chronoshifts used within the last minute. Success means nothing, while failure brings some sort of risk, called a "warp," to the chronoshift, as designated in each individual chronoshift. The warp's effects are in addition to whatever effects the chronoshift would have. Any immunity the chronoshifter possesses doesn't affect warps. A chronoshifter can always choose to willingly trigger a warp when using a chronoshift. Doing so refund half the shift point of the chronoshift to the chronoshifter (0 for a chronoshift of 1 level). If a chronoshift allows a saving throw to avoid some or all of its effects, the save DC is equal to $10 + \frac{1}{2}$ chronoshifter level + Wis modifier.

Every chronoshifting ability (hereafter referred to as chronoshifts) requires a standard action to use unless otherwise noted. As well, all chronoshifts are supernatural in nature unless otherwise noted.

A chronoshifter knows all chronoshifts of every level available to him.

Shift Points (Su)

The chronoshifter is limited in his time-manipulating ways by a number of shift points, as given in the table above. Chronoshifts cost a number of shift points equal to their level. A chronoshifter can recover shift points by spending a minute to focus on the flow of time. The amount recovered is equal to $\frac{1}{2}$ the chronoshifter's level (minimum 1).

Temporal Strike (Sp)

A chronoshifter is a man who has it within his power to use time, and even affect it, this ability truly makes him a dangerous foe upon the battlefield. A chronoshifter gains the elemental focus (time) (he don't gain the the raw power from the Ethereal Plane but instead from the Dimension of Time) and the kinetic blast with a kineticist level equal to his chronoshifter level but he only gains the simple chrono blast (Purple Duck Games - Kineticists of Porphyra I). At 12th target of the blast must make a Fort save (DC $10 + \frac{1}{2}$ chronoshifter level + Wis modifier) or being made staggered by the fluctuations of time, creatures immune to time effect are immune to the staggered effect. At 16th any creature

Chrono Blast

Element(s) time; **Type** simple blast (Sp); **Level** —; **Burn** 0
Blast Type energy; **Damage** untyped

You are capable of firing a blast of raw chronological energy to decay a target. The damage dealt by this blast is 1 step lower than normal (1d4 instead of 1d6.)

reduced to 0 hit points or fewer by the temporal strike is turned to dust and killed, as per disintegrate.

Prepared Chronoshift (Su)

At 2nd level, a chronoshifter is able to prepare one chronoshift for the day by spending five minutes to do so. The shift point cost of a prepared chronoshift is 1 less than normal. This reduction only applies once per day. In addition, any time the chronoshifter uses a prepared chronoshift that affects multiple squares, he may exempt a single square from being affected.

At 5th level, and at every third level after (8th, 11th, 14th, 17th, 20th), the chronoshifter can prepare another chronoshift every day or focus more energy into a single chronoshift, further reducing its cost and granting another square to exempt from its effects.

Mote of Time (Su)

A mote is a tiny split-second of time that the chronoshifter steals from his own future. The motes taken are inconsequential slivers of continuance that even the chronoshifter will not notice being missing from his activities. However, a chronoshifter can use these motes to affect his present timeline, allowing him to re-try actions and slow down time around him so he can act more carefully and alertly in fast-moving situations.

Each day, the chronoshifter has a pool of motes equal three plus his chronoshifter class level. Once a round, as a free action, a chronoshifter can expend a mote to do any one of the following things:

- Gain a bonus to one attack roll, skill check, ability check, or saving throw. The roll must represent a single action that occurs entirely within a single round. (A chronoshifter could use a mote to add a bonus to an Acrobatics check to leap over a chasm, but not to a Craft check made to determine how much progress was made after a day of work.) The bonus gained is equal to +1d4. This increases to +2d4 at 8th level, and +3d4 at 16th level. The chronoshifter can decide to add this bonus immediately after seeing the result of the original die roll.
- Take a swift action that does not count against the chronoshifter's normal limit of one swift action per round.
- Act in the surprise round when the chronoshifter would not normally be able to do so.

At 5th level, a chronoshifter gains the ability to add the bonus from spending a mote of time to a single damage roll, or to his armor class (as a dodge bonus) until the beginning of his next turn.

At 7th level, the chronoshifter may spend a mote to reduce the duration of any negative condition or effect he is suffering. By accelerating the speed with which only the negative influences on his travel through time, the chronoshifter can reduce the duration of any one

condition, affliction, or spell effect by 1d6 rounds (to a minimum of 0). This increased to a 2d6 round reduction at 15th level.

At 11th level, the chronoshifter may spend a mote to take a move action as a swift action.

At 19th level, the chronoshifter may use a mote to grant any ally within 60 feet that he can see an additional move action on that ally's next turn.

A chronoshifter may gain additional options for use of a mote by taking temporal talents, though he is still restricted to spending motes only once each round. All mote powers based on a mental ability score like future infirmity are instead calculated on Wisdom.

Rushed Chronoshift (Su)

At 4th level, the chronoshifter is capable of using a chronoshift as a swift action instead of a standard action (this cannot be used on chronoshift that are already swift actions).

However, there is a 25% chance the rushed chronoshift will automatically subject the chronoshifter to its warp. A rushed chronoshift has no effect on the Will save DC to avoid warps.

The chronoshifter can rush a chronoshift once per day at 4th level, twice per day at 10th level, and three times per day at 16th level. In addition, at 10th level, the chronoshifter is allowed one risk-free use of a rushed chronoshift. The chronoshifter must still make a Will save to avoid the chronoshift's warp, but there is no percentage chance that he will automatically fail. At 16th level, he is allowed another risk-free rushed chronoshift. These risk-free rushed chronoshifts are in addition to their more risky counterparts gained at the same levels.

Temporal Talents

As a chronoshifter gains experience, he learns a number of talents that aid him and confound his foes. Starting at 5th level, a chronoshifter gains one temporal talent. He gains an additional temporal talent every three levels thereafter. A chronoshifter cannot select an individual talent more than once. A chronoshifter count as a time master, time reaver, and time thief for meet the prerequisite of Talents. See *The Genius Guide To: The Time Thief* and *Genius Options: Masters of Time* of the Rogue Genius Games publishing for the list of temporal talents. All temporal talent based on a mental ability score like steal fate are instead calculated on Wisdom.

Aevum

At 6th level, the chronoshifter gains the ability to control aevum—distinct moments of important time, stolen from the future and used to power the chronoshifter's abilities.

Unlike a mote, which is a very minor split second of time, an aevum is a more noteworthy moment, a crucial instance when something important happened. While a chronoshifter

has a ready supply of motes to spend on minor effects, aevum represent more major manipulations of time and are thereby a rarer commodity.

When first gained, the chronoshifter must select a single power from the list of the aevum, and has a single aevum per day to spend. He gains additional aevum powers at 9th and every three levels thereafter, and also increases his daily aevum pool by +1 at each of the levels. Spending an aevum is a standard action unless the ability description says otherwise. A chronoshifter count as a time master, time reaver, and time thief for meet the prerequisite of Aevum. See *The Genius Guide To: The Time Thief* and *Genius Options: Masters of Time* of the Rogue Genius Games publishing for the list of Aevum. All aevum based on a mental ability score like shatter time are instead calculated on Wisdom.

Tindalos Companion (Ex)

At 8th level, the chronoshifter abuse of the rules of time has attracted one of its most fearsome predator, but it is not particularly interested in his life. He gains a greater hound of tindalos as his animal companion. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature) with the following exception:

- the hound of tindalos is an outsiders
- the hound of tindalos use the d10 for hit points instead of the d8
- the hound of tindalos has full BaB progression
- the hound of tindalos gains 6 + Int skill points for HD
- the hound of tindalos doesn't gains bonus tricks

The chronoshifter effective druid level is equal to his chronoshifter level. Subtract the greater hound of tindalos's Challenge Rating (7) from his effective Druid level to determine when it starts gaining additional bonuses. Because of his bond with his Tindalos, the mote of time for the true resurrection of Nightmare Out of Crooked Eons feat, if they come from the chronoshifter, they count as two mote of time expends for each he spend, while an Aevum count as four. The chronoshifter always know where it place his chosen space of Nightmare Out of Crooked Eons. The chronoshifter can expend a mote of time or Aevum to report his position in space time to the hound of tindalos so that he can reach him (see angled entry). Unlike druids, who can change animal companions, the chronoshifter bond with one and only one hound of tindalos. If it dies he cannot bond with others and he can only bring it back to life through Nightmare Out of Crooked Eons or the classic methods of resurrecting an outsider for regain this class feature. Even if he retrain in another class, losing this ability, and subsequently retrain again in chronoshifter he get the same hound of tindalos. The statistic for the greater hound of tindalos are at the end of the class.

Timesense (Su)

At 10th level, the chronoshifter gains a certain kind of insight into time's shifting nature. Whenever someone affects time within 10 miles per chronoshifter level, he is automatically aware of it, and knows the general direction, the general distance and its general purpose.

Ageless (EX)

At 11th level, the chronoshifter stop physically age, and from this point forward he takes no penalty to his physical ability scores from advanced age. If the chronoshifter is already taking such penalties, they are removed at this time. The chronoshifter still receives the positive adjustments to Int, Wis, and Cha for aging when he reaches the appropriate age categories. The chronoshifter is immune to spells and effects based on causing aging (such as the Future Infirmity advanced mote power or the Age chronoshift). Barring death from violence, disease, or misadventure, a chronoshifter of this level can live forever.

Advanced Talents

Beginning at 11th level, the chronoshifter adds the advanced temporal talents to his choices when picking a new temporal talent. Many advanced talents require a chronoshifter to spend two of his daily uses of his mote of time ability. This still qualifies as spending a mote once during his turn, even though multiple motes are spent. A chronoshifter count as a time master, time reaver, and time thief for meet the prerequisite of Advanced Talents. See *The Genius Guide To: The Time Thief* and *Genius Options: Masters of Time* of the Rogue Genius Games publishing for the list of advanced temporal talents. All advanced temporal talent based on a mental ability score like time bandit are instead calculated on Wisdom.

Delay (Su)

At 13th level, a chronoshifter gains the ability to make a single melee touch attack as a standard action, if this attack lands then no damage is dealt, instead, the target of the attack must make a Will save DC 10 + $\frac{1}{2}$ chronoshifter level + Wis modifier or be stopped in time briefly, freezing him in place. For one round, the creature can take no action and experiences time as if that round never took place. Because the target of this ability does not experience the flow of time it cannot be affected by any event, attack, spell or effect as per the time stop spell. At 20th this effect is permanent and can only be removed by the chronoshifter himself as a standard action at any time or with the freedom, miracle, or wish spells. Creature immune to time effect are immune to this ability.

Time Creature (Ex)

At the peak of his time-twisting ability, the chronoshifter gains the time subtype: creatures with the time subtype are immune to spells and effects that affect time (like time stop or slow) unless they want to be subject of them. They also possess the following trait:

- **Foresight (Su)** Creatures with the time subtype are able to see a few seconds into the future preventing them from being surprised, caught flat-footed, or flanked. It also grants the creature an insight bonus to AC equal to its Wisdom bonus. This ability can be negated (with the feint action), but can be restarted as a free action on the creature's next turn.

Time Travel (Sp)

At the peak of his time-twisting ability, the chronoshifter can cast time conduit (see the end of this class) as a spell-like ability 1/year with a caster level equal to his chronoshifter level.

Ultimate Chronoshift (Su)

At the peak of his time-twisting ability, the chronoshifter learns one chronoshifting ability so powerful and so dangerous that time itself is torn asunder. The chronoshifter chooses one ultimate chronoshift to learn at 20th level from the ultimate chronoshift list. All ultimate chronoshifts take longer than normal chronoshifts to use, and different Will save DCs to avoid warps (each specified in individual chronoshift entries). As well, an ultimate chronoshift that allows a saving throw has a DC of $10 + \frac{1}{2}$ chronoshifter level + Wis modifier. Creatures subject to saving throws don't make the save until after it is completed. While using an ultimate chronoshift, the chronoshifter is in a state of deep meditation, traversing the paths of time with his mind. If he takes damage, he may choose to come out of this state, though it breaks the chronoshift's effects and subjects him to a Will save to avoid its warp. He need not come out of his meditation if he does not will it, however. Ultimate chronoshifts cost 20 shift points.

Level 1 Chronoshifts:

Age

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

Target: One creature or object

Duration: 3 rounds

Saving Throw: Fortitude negates (object)

The chronoshifter points at the target creature or object, rapidly aging it. A targeted creature suffers from a -2 penalty to Strength, Dexterity, and Constitution. A targeted object sometimes rusts or weakens. A door's lock, for example, might rust and become easier to bash open or its tumblers might become easier to push, making picking the lock easier. The actual age of the creature or object targeted is not affected.

Warp

The chronoshifter takes a -2 penalty to Strength, Dexterity, and Constitution for the duration.

Brief Hindsight

Range: Touch

Target: Touched creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Looking into the past, the chronoshifter allows his target to learn from past mistakes. The target gains a +1 insight bonus to the next attack roll, damage roll, saving throw, or skill check made in the same round. This chronoshift requires only a swift action.

Warp

After the bonus is used (or after the duration is over), the chronoshifter takes a -1 penalty on his next attack roll, damage roll, saving throw, or skill check.

Damage Lag

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

When the chronoshifter uses this chronoshift, any damage (and effect that the damage brings, like the poison of the sting of a scorpion) the target suffers for 1 round is delayed until the beginning of the chronoshifter's turn next round.

The target can be prematurely healed of damage that would be forced on him if the proper magics are used, such as a cure light wounds spell. This chronoshift requires only an immediate action.

Warp

If the target suffers damage during this chronoshift (even if it is cured), in the next round, the chronoshifter takes 1d3 damage.

Distort

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

Area: 10-ft.-radius spread

Duration: 1 round

Saving Throw: None

Upon using this chronoshift, the chronoshifter mixes past, present, and future, making the designated area distorted both in appearance and feeling. Anyone who enters the area becomes sickened.

Warp

The distortion is centered on the chronoshifter.

Time Bomb

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

Target: One creature

Duration: 1 round; see text

Saving Throw: Reflex half

This chronoshift causes the target creature to feel a heavy presence of something dangerous coming; an explosion of time coming soon. The creature is not aware exactly of what will happen—it simply senses danger. At the end of the chronoshifter's next turn, the target and any creatures within 5 feet of the target suffer 1d4 damage per level of the chronoshifter. A successful Reflex save reduces this damage by half.

Warp

Roll 1d2. On a result of 1, the bomb explodes immediately and has a blast radius of 30 feet, not 5 feet. On a result of 2, the bomb takes 2 rounds to explode.

Level 2 Chronoshifts

Accelerate

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

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude negates (harmless)

The chronoshifter directly modifies the flow of time in the target's body, forcing it to work in overdrive. This chronoshift causes the target creature to speed up over time, gaining a 10-foot movement speed bonus to all movement speeds. In addition, the target gains a +1 bonus to attack rolls, Reflex saves, and dodge bonus to AC.

If this chronoshift is used more than once on a single target, the duration renews, but the bonuses reset upon use (This benefit is not cumulative with similar effects, such as a haste spell.)

Warp

The chronoshifter becomes overcharged*.

***Overcharged**

The character is charged with enough energy to become hyperactive in a negative way. He takes a -2 penalty to attack rolls, AC, Will saving throws, and any skill checks that require fine motor skills or mental activity. Finally, the character cannot rest or sleep until 8 hours have passed while being overcharged unless cured of the condition (this effectively provides immunity to sleep effects). After 8 hours, the character is automatically cured of overcharged and becomes fatigued.

Causes of Overcharged

Overcharged is usually caused by some sort of mind-affecting spell or effect or a massive buildup of energy in some other manner, such as an electrical burst centered on the character. DMs should take care when applying the overcharged effect to existing spells, however. Instead, making spells based on the overcharged effect, editing existing spells to include the effect while raising their level or lowering their other utilities, or creating special abilities and situations that cause the condition are encouraged. Allowing players to research homebrewed spells and abilities that cause the effect is also fine, assuming some level of balance is being maintained.

Chrono Barrier

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

Effect: 20-ft.-radius barrier trap

Duration: 1 minute/level (D)

Saving Throw: Reflex negates; see text

Delving into the fabrics of time, the chronoshifter creates a trap for any who would step into it. A successful Reflex save allows would-be-captured creatures to avoid being trapped, moving to the nearest square outside the barrier (If there's a tie for closest square, randomly determine it with a die roll or coin toss.). While trapped, creatures can move around inside the barrier, but cannot move outside it. The barrier automatically stops all attacks from going inside it from the outside and vice-versa. A barrier may be created partially or entirely in solid material, as the barrier is made of folds in time itself, and so is not subject to many physical rules of the universe. If a creature is too large to be caught in the barrier's radius, it gains a +4 bonus on its Reflex save to avoid the barrier. If it fails, however, it is caught within as normal and the barrier simply expands to accommodate it. The chronoshifter can keep only one barrier up at a time. The chronoshifter may dismiss the barrier as a standard action at any time.

Warp

The trap is centered on the chronoshifter and any creatures that are caught in the radius must make Reflex saves to avoid being captured, including the chronoshifter. The chronoshifter may not dismiss the barrier until at least 1 minute has passed. If the chronoshifter intended to set the barrier over himself and his allies and succeeds on his Will save to avoid this warp, or willing cause the warp, it is considered voluntary entrapment and can dismiss it at any time (not only after 1 minute).

Decelerate

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

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude negates

The chronoshifter directly modifies the flow of time in the target's body, forcing it to work more slowly. This chronoshift causes the target creature to slow down over time, taking a 10-foot movement speed penalty to all movement speeds. In addition, the target suffers a -1 penalty to attack rolls, Reflex saves, and dodge bonus to AC. Both of these penalties apply in each round for 3 rounds after using the chronoshift, stacking with each other. A creature's movement speed can only be reduced to 5 feet for any given speed.

If this chronoshift is used more than once on a single target, the duration renews, but the penalties reset upon use.

Warp

The chronoshifter becomes fatigued.

Roar of Time

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

The chronoshifter forces sounds from hundreds of years of history upon the target, causing deafness.

Warp

The chronoshifter is deafened for 1 day.

Rush of Time

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

The chronoshifter floods the consciousness of the target with images from hundreds of years of history, causing blindness.

Warp

The chronoshifter is blinded for 1 day.

Level 3 Chronoshifts

Condition Lag

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

When the chronoshifter uses this chronoshift, any status conditions the target suffers for 1 round are delayed until the beginning of the chronoshifter's turn next round.

The target can be prematurely cured of status conditions that would be forced on him if the proper magics are used, such as a restoration spell. This chronoshift requires only an immediate action.

Warp

If the target suffers a status condition during this chronoshift, the chronoshifter also suffers from it for the duration and the duration is increased by 1 round if it has a duration in rounds, 1 minute if it has a duration in minutes, and so on. If the duration is permanent, this warp instead makes the effect more potent, usually by forcing higher penalties (at most 50% higher). If the target or chronoshifter are immune to the status condition in question, this warp does nothing.

Delay

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

The target of this chronoshift is freezed in time and cannot act for 1 round. The creature is not stunned, paralyzed, dazed, or anything else. It simply cannot act. However, the target also cannot be harmed.

Warp

The chronoshifter is freezed in time and cannot act for 1 round.

Knockback Bomb

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

Target: One creature

Duration: 1 round; see text

Saving Throw: Reflex negates; see text

This chronoshift works like time bomb, except this bomb also causes any creature that takes damage from it to be pushed 5 feet away from the direction of the blast. The target is pushed in a random direction, as determined by a roll of 1d8. A successful Reflex save reduces damage by half and allows creatures to avoid being knocked back.

Warp

Roll 1d2. On a result of 1, the bomb explodes immediately and has a blast radius of 40 feet. On a result of 2, the bomb takes 2 rounds to explode.

Time Heals All Wounds

Range: Touch

Target: Touched creature

Duration: 1 round; see text

Saving Throw: None

The chronoshifter speeds the flow of time of the touched creature's wounds, quickly mending any damage done. This heals 2d8 + 1/level hit points and grants 5 + 1/level temporary hit points for 1 round.

Warp

The chronoshifter takes on the wounds of the creature he heals, taking as much damage as he heals and suffering "negative hit points" for 1 round, equal to the number of temporary hit points granted. These negative hit points work in the same way temporary hit points work, except they reduce hit points instead of adding to them. The negative hit points cannot kill the chronoshifter outright, but can reduce him to as low as (-Constitution score+1) hit points.

Time Is Ticking

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

Target: One creature

Duration: Up to 3 rounds; see text

Saving Throw: Will negates; see text

Quickening time's flow in the target's body, the chronoshifter forces the creature to make a Will save or suffer 1d6 + 1/level damage each round for 3 rounds. If the creature makes any Will save, the chronoshift's effects end. If it fails, it has to make another save in the following rounds to avoid damage again. After all 3 rounds have passed, the creature must make one final Will saving throw or become fatigued (even undead and construct). If the

creature is already fatigued, it instead become exhausted. A creature cannot be hit again by this chronoshift while still affected by it.

Warp

The chronoshifter takes 2d6 damage for 2 rounds and must make a Will save DC 20 or become fatigued. If the chronoshifter is already fatigued, he instead become exhausted.

Level 4 Chronoshifts

Acceleration Field

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

Area: 20-ft.-radius emanation

Duration: 3 rounds

Saving Throw: Fortitude negates (harmless)

This chronoshift works exactly like the chronoshift accelerate, except in a 20-foot radius. The chronoshifter may specify that only allies are affected.

Warp

The chronoshifter becomes exhausted.

Aging Field

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

Area: 20-ft.-radius emanation

Duration: 3 rounds

Saving Throw: Fortitude negates (object)

This chronoshift works like the age chronoshift, except in a 20-ft.-radius. In addition, the penalties increase to -4 to Strength, Dexterity, and Constitution and objects age even more, rusting more completely or weakening much more. Again, the actual ages of targets in the area do not change.

Warp

The emanation is centered on the chronoshifter and the chronoshifter is automatically affected by the field.

Deceleration Field

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

Target: 20-ft.-radius emanation

Duration: 3 rounds

Saving Throw: Fortitude negates

This chronoshift works exactly like the chronoshift decelerate, except in a 20-foot radius. The chronoshifter may specify that only enemies are affected.

Warp

The chronoshifter becomes exhausted.

Hold Initiative

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

The chronoshifter forces a single creature to the last position in initiative. If the creature has already acted this round, it does not gain another turn. This chronoshift can only be used on a single creature once per day.

Warp

The chronoshifter is moved to the last position in initiative and is considered flat-footed until his turn in the next round.

Push Initiative

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

The chronoshifter forces a single creature to the first position in initiative. If the creature has not acted yet this round, it loses its turn. This chronoshift can only be used on a single creature once per day.

Warp

See hold initiative.

Level 5 Chronoshifts

Interval Bomb

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

Target: One creature

Duration: 1 round/2 levels

Saving Throw: Reflex half; see text

The chronoshifter sets time explosions to detonate several times over many rounds. Every round until the end of its duration, the target takes 3d6 + 1/level damage. Creatures within 5 feet of the target also take damage. A successful Reflex save each round halves the damage.

Warp

Roll 1d2. On a result of 1, each explosion's radius is increased to 60 feet. On a result of 2, the explosions only occur every other round (1st, 3rd, 5th, and so on).

Pocket Leap

Range: Personal; see text

Target: You; see text

Duration: 1 round

Saving Throw: Reflex half; see text

The chronoshifter creates a pocket in time and steps inside it for 1 round. During this time, he is simply nonexistent. After the duration, he pops out of the pocket in a square up to his highest movement speed away and deals 7d6 damage in a 10-foot-radius emanation centered on the square he comes out of. A successful Reflex save halves the damage.

Warp

The chronoshifter takes half the damage himself and is also dazed for 1 round after coming out of the pocket.

Time's Up

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

Target: One living creature

Duration: Instantaneous; see text

Saving Throw: Will partial; see text

The chronoshifter marks a single creature for death, shifting its last days forward to the present. The creature must make a Will saving throw or become exhausted. If the creature succeeds, it suffer 3d6 + 1/level damage.

Warp

The chronoshifter becomes dazed for 1 round and suffers 4d6 damage unless he succeeds on a Will saving throw of DC 22. Success allows the chronoshifter to avoid being dazed.

Total Lag

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

Target: One creature

Duration: 2 rounds

Saving Throw: Will negates (harmless)

Any negative effects the target suffers in the round this chronoshift is active are delayed for 2 rounds and take effect at the beginning of the chronoshifter's turn 2 rounds after using this chronoshift. Damage and effects suffered in the round between the chronoshift's active round and when the target is subject to its effects affect the chronoshifter normally.

The target can be prematurely cured of status conditions that would be forced on him if the proper magics are used, such as a restoration spell. In the same way, damage can be healed prematurely. This chronoshift requires only an immediate action.

Warp

If the target suffers damage during the rounds this chronoshift is active, the chronoshifter takes 50% of that damage at the beginning of his next turn. This applies both to hit point damage and ability damage (If all of the damage is healed, he instead takes 2d6 damage. If all ability damage is healed, he instead takes 1 ability damage to the ability score that would have been affected). If the target would suffer from a status condition, copy the condition lag chronoshift's warp, then double the extra duration if applicable.

DM Note:

If the target is subject to an effect that doesn't work with the above warp, determine the warp by relating the penalty to the effect itself.

Touch of Infinity

Range: Touch

Target: Touched creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Touching the target creature, the chronoshifter shows the target exactly how long time can go on for it, assuming, of course, it sticks with the chronoshifter. This touch of hope grants the creature a +3 morale bonus to all checks for 1 round.

Warp

The chronoshifter suffers a -4 morale penalty on all checks for 1 round.

Level 6 Chronoshifts

Backward Motion

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

The chronoshifter moves up to his speed, leaving his essence in the past. If he would be subject to harm, he can take an immediate action to move back to any square he moved through with this chronoshift. This chronoshift requires only a move action, but the chronoshifter cannot use any other chronoshift this round.

Warp

The chronoshifter is treated as flat-footed and takes a -20-foot penalty to all movement speeds for 1 round.

Day's End

Range: 100 ft.

Area: 100 ft. radius emanation, centered on you

Duration: See text

Saving Throw: None

Night falls immediately in the area. Sunlight disappears and moonlight replaces it. Then, time stops in the area until the rest of the world catches up, at which point, it starts again. This power can only be used during the day, not during the night.

Warp

The chronoshifter falls asleep for 1 day.

Forward Motion

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

The chronoshifter moves up to his speed and then marks where he plans on moving next round, projecting his essence forward in time. If he would be subject to harm, he can take an immediate action to move forward to any square he planned on moving to in the next

round. This chronoshifter requires only a move action, but the chronoshifter cannot use any other chronoshift this round.

Warp

The chronoshifter is treated as flat-footed and takes a -20-foot penalty to all movement speeds for 1 round.

Night's End

Range: 100 ft.

Area: 100 ft. radius emanation, centered on you

Duration: See text

Saving Throw: None

Day comes immediately in the area. Sunlight appears and moonlight disappears. Then, time stops in the area until the rest of the world catches up, at which point, it starts again. This power can only be used during the night, not during the day.

Warp

The chronoshifter is blinded permanently, the sunlight burning his eyes as he summons it. Magical aid cures the blindness as normal.

Split Paths

Range: Touch

Target: Touched creature

Duration: 1 round

Saving Throw: Will negates (harmless)

With this chronoshift, the chronoshifter creates a copy of the touched creature for 1 round, which is actually a possible future self called forth to act. During this round, the copy can do anything the creature can normally do. However, it cannot make the same action the touched creature makes. If the creature casts fireball, for example, the copy cannot cast fireball, due to it being from a different path in the future for the creature. Making a full attack and making a single attack are considered different, as are making a full attack after a charge and just making a full attack. This restriction has no bearing on the copy's movement, passive abilities, or defenses. At the end of the round, the copy dissipates into the possible future.

Warp

The chronoshifter takes 3d4 Wisdom damage.

Level 7 Chronoshifts

Cloying Vacuum Bomb

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex partial; see text

The chronoshifter sets the ultimate time explosion on the target, forcing a slew of status conditions on all creatures within 20 feet of the target and pulling all creatures that are hit to within 5 feet of the target. If they cannot all fit in the eight squares around the creature, they are moved as close as possible. All creatures hit are blinded, deafened, fatigued, sickened, and take 4 ability damage to every ability score. In addition, they all take 10d6 + 1/level damage. A successful Reflex save halves damage and ability damage and negates blindness, deafeness, fatigue, and sickening. Each creature hit must make the saving throw.

Warp

Roll 1d2. On a result of 1, the explosion's radius is increased to 100 feet. On a result of 2, the explosion is centered on a square adjacent to the chronoshifter, as determined by a roll of 1d8.

Future Success

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

The chronoshifter prepares himself for success by moving forward and backward in time quickly, allowing him to catch enemies off-guard. This chronoshift adds +5 DC to the chronoshifter's next chronoshift used within 1 round. This chronoshift requires only a swift action.

Warp

The chronoshifter takes a -10 penalty on all saving throws for 1 round.

Reverse Evolution

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

Area: 20-foot cone

Duration: 2 rounds

Saving Throw: Fortitude partial; see text

The chronoshifter causes all creatures hit to revert to earlier forms of themselves. Depending on the setting, different creatures will change into different forms. However, all changes are purely detrimental. Upon changing, creatures in the area lose all class features, including spells, skills, racial abilities, and take a -10 penalty to Intelligence (minimum 1) for the duration. A successful Fortitude save allows the creatures to retain their forms, but each still takes a -4 penalty to Intelligence and all skills for the duration.

Warp

The chronoshifter suffers the same effects as any creatures in the area. He gets a Fortitude save as normal to avoid the brunt of the effects.

DM Note:

If your setting doesn't fit with this chronoshift, consider refluffing it to be like baleful polymorph. The effects should remain the same.

Rewind

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

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

Duration: Instantaneous

Saving Throw: None

The chronoshifter causes the entire last round to replay itself within the area, effectively reversing any effects that happened in the last round. Any damage incurred, spell slot spent, and so on is rewound and restored. The cost of this chronoshift is not restored. The round then starts anew once more. A chronoshifter cannot use this chronoshift in the round after first using it, but any other chronoshift may be used as such, disregarding the normal rules for chronoshifting.

Warp

Any effects the chronoshifter was responsible for in the round before the rewind one are also rewound and he becomes dazed for 1 round. This does not restore any resources the chronoshifter may have used.

Time Knows No Death

Range: Touch

Target: Living creature touched

Duration: 1 round

Saving Throw: Will negates (harmless)

Touching the target, the chronoshifter bends time so that if danger would come to the creature, it would be circumvented. If the target would die during the round this chronoshift is in effect, the target does not die and its hit points are completely restored and all the ability damage, ability drain, and negative levels are automatically removed.

This chronoshift is extremely draining. The chronoshifter gains one negative level upon using it for 1 hour. This negative level never become permanent.

Warp

The chronoshifter gains three negative levels instead of one.

Ultimate Chronoshifts

Erase

Range: 1 mile

Area: 1-mile-radius, centered on you

Duration: Instantaneous

Saving Throw: Fortitude or Will partial; see text

Will DC: 38

Shifting Time: 1 day

Everything in the area is subject to being erased from history. Nothing in the area dies or disappears. It all simply never existed. Every creature in the world's memory of the area and whatever was contained in it is reduced to feelings of déjà vu. The chronoshifter himself cannot be affected, though allies may be. Creatures equal to or of a higher level than the chronoshifter are allowed a Fortitude save in the area to resist being utterly erased. Creatures outside the area of equal or higher level are allowed a Will save to resist the memory erase. If a creature inside the area is not erased, the memories of it stay within everyone's minds as normal. Success on a saving throw to resist this effect still brings terrible consequences, however. Any creature inside the area that succeeds on its Fortitude save takes 3d6 Constitution and Charisma damage instantly. Creatures outside the area that succeed are unaffected.

Warp

The chronoshifter's most recently-attained magical possession worth at least 3,000 gp that he still possesses is erased from existence. If he doesn't have a magical possession worth at least this much, the item with the highest gold value he owns is erased. In addition, he takes 3d6 Wisdom damage.

DM Note:

Warn the chronoshifter of this spell's repercussions if he doesn't consider it carefully. Not only is every creature in the area erased, but since their histories are, as well, everything that came about as a result of that creature is also erased.

Future Rewritten

Range: 10 miles

Area: 10-mile-radius spread, centered on you

Duration: Instantaneous

Saving Throw: Will partial; see text

Will DC: 32

Shifting Time: 1 hour

This chronoshift utterly wipes out the fates and futures of all creatures, living or otherwise, within the radius and replaces them with new ones. These can either be randomly selected destinies for the creatures of the chronoshifter can designate specific futures for the creatures, though he cannot specify futures for particular individuals--only for the entire affected population.

The exact effects of this ultimate chronoshift depend on what the chronoshifter chooses for the creatures within the region specified. Usually, creatures have rewritten skill sets, abilities, and often entirely different careers from then on. The chronoshifter himself cannot be affected, though allies may be if they choose.

Creatures equal to or of a higher level than the chronoshifter are allowed a Will save to avoid personal future rewriting. Success, however, is dangerous in itself, as each creature who succeeds on this saving throw suffers 6d4 Wisdom damage instantly.

Warp

The chronoshifter becomes confused permanently and suffers 5d6 Wisdom damage. Only effects such as limited wish, miracle, and wish can cure the permanent confusion.

Immortality

Range: 1 mile

Area: 1-mile-radius emanation, centered on you

Duration: Instantaneous

Saving Throw: None

Will DC: 30

Shifting Time: 1 day

The chronoshifter and everyone within the radius is rendered immortal, unable to die from old age, starvation, dehydration, and disease. Any other source of death is still possible. While disease cannot outright kill the affected creatures, its other effects still work as normal. Constitution damage from diseases cannot reduce an affected creature's Constitution below 1.

Warp

The chronoshifter suffers 3d6 Wisdom damage as well as 2d6 Strength, Dexterity, and Constitution damage.

Time's End

Range: 10 miles

Area: 10-mile-radius spread, centered on you

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Will DC: 38

Shifting Time: 1 day

The world effectively ends in the specified area. Everything in the area dies except for the chronoshifter and any number of specified creatures within 1 mile of the chronoshifter. This is a death effect. Plant life will never grow in the area again and all sources of water dry up. After 1 week, the area becomes completely uninhabitable and anything entering the area must leave or die in 1 hour (no save), even construct and undead.

Creatures equal to or of a higher level than the chronoshifter are allowed a Fortitude save in the area to resist destruction, even construct and undead must save. Time is not trifled with lightly, though. Success on this saving throw causes the creature to take 5d4 Constitution damage (or 20d6 to creatures without Constitution) and suffer from blinding, deafening, and exhaustion. The blindness and deafness are permanent, though exhaustion works normally. Immunity to death effects only give +4 to the initial save and does not protect against the death in 1 hour.

Warp

Time lashes out at the chronoshifter for causing such destruction. The chronoshifter dies and his soul is trapped in a stasis field that only exists in the folds of time.

DM Note:

The chronoshifter may be allowed to escape this soul trap through an adventure. Perhaps his allies have been trapped as well and they all need to escape. Be creative.



Greater Hound of Tindalos CR 7

N Medium outsider (extraplanar, mythos, time)

Init +5; **Senses** darkvision 120 ft.; **Perception** +18

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 Dex, +5 insight)

hp 85 (10d10+30)

Fort +10, **Ref** +12, **Will** +8

Defensive Ability foresight; **DR** 10/magic; **Immune** mind-affecting effects, poison, unwilling time effect

OFFENSE

Speed 40 ft.

Melee bite +15 (2d6+3), 2 claws +15 (1d8+3), tongue +15 touch (1 Cos damage)

Special Attacks ichor (2d4 acid), ripping gaze, tongue (DC 17)

Spell-Like Abilities (CL 10th; concentration +13)

Constant—air walk

At will—fog cloud, invisibility, locate creature

3/day—dimensional anchor, discern location, greater scrying (DC 20), haste, slow (DC 16)

STATISTICS

Str 17, **Dex** 21, **Con** 16, **Int** 16, **Wis** 21, **Cha** 16

Base Atk +10; **CMB** +13; **CMD** 33 (37 vs. trip)

Feats Blind-Fight, Combat Reflexes, Nightmare Out of Crooked Eons, Vital Strike, Weapon Finesse

Skills Acrobatics +18 (+22 jump), Intimidate +16, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +18, Survival +18

Languages Aklo

SQ angled entry, hunter, otherworldly mind

Angled Entry (Su)

Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use greater teleport (self only) once per round as a swift action and plane shift (self only) 3/day as a standard action (caster level 10th). A Hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or Small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

Foresight (Su)

Creatures with the time subtype are able to see a few seconds into the future preventing them from being surprised, caught flat-footed, or flanked. It also grants the creature an insight bonus to AC equal to its Wisdom bonus.

Hunter (Su)

Once a mortal has contacted with the time energy, the Hound will follow the creature through all times and all places to get to her. After a creature uses mote of time, Aevum, or any time travel, it will be perceived by the Hound of Tindalos who will always know in every moment exactly where he is in the space time. Nothing less of a mind blank spell can hide from a Hound of Tindalos.

Ichor (Ex)

When a victim is struck by two claw attacks during the same round, the victim is smeared with ichor, a bluish pus. This viscous discharge remains alive and active for a moment, reacting to a target's skin as if the ichor were acid. The victim takes an additional 2d4 points of acid damage, after which time the ichor is neutralized.

Otherworldly Mind (Ex)

Any non-outsider (with the exception of his bound chronoshifter) attempting to read the thoughts of a Hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 18 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Ripping Gaze (Su)

5d6 slashing damage, 30 feet, Fortitude DC 18 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by damage reduction, but it bypasses DR/magic and slashing. The save DC is Charisma-based.

Tongue (Su)

With a successful tongue touch attack, a deep and penetrating (but bloodless and painless) hole is formed. The victim takes no physical damage, despite his peculiar wound, but take 1 point of Constitution damage (For 17 negate). The save DC is Constitution-based.

Nightmare Out of Crooked Eons (Feat)

Prerequisite: Hound of Tindalos

Benefit: Choose any one place that you have stood. Each day, your chosen space may be moved to another location that you have stood. If you are dead, your chosen space is automatically moved to a random location that you have stood each day, without requiring an action on your part. While you live, if any creature expends a mote of time, Aevum or use any temporal energy (like the chrono blast)— within 30 ft. of your chosen space, you are treated as if you had seen that creature directly for purposes of hunter and locate creature. You may, if you choose, immediately angled entry or temporal travel to that creature. While you are dead, if any creature expends a number of mote of time (or Aevum, see below) within 30 ft. of your chosen space equal to your total HD (base plus from the animal companion), mote of time can come from multiple creatures and do not need to be spent all at once (you can wait all eternity if need be, after all, that is not dead which can eternal lie and with strange aeons even death may die), you return to life like the *true resurrection* spell. Aevum expend count as two mote of time.

Time Conduit

Conjuration [Teleport, Time]

Level: Sorcerer/Wizard 9

Components: V, S, M (see below)

Casting time: 1 round

Range: 30 ft.

Area: Special

Duration: Special

Saving Throw: none

Spell Resistance: none

Upon casting this spell, a shimmering golden portal appears somewhere close to the caster (though the caster has no idea where the portal appears). The 10-foot circular opening appears to lead into a long tunnel filled with silvery-blue flashes of light. Creatures that gaze into the tunnel for more than one round begin to see glimpses of their past cascading past the walls of the tunnel, though these memories cause no damage. The portal remains for one round per level of the caster or until the caster enters the conduit, whichever occurs first. During casting, the wizard names the age and year that the time conduit is to transport those who enter it. This spell allows travel only to the past, never to the future. For example, a wizard who wanted to visit Thassilon around the time of the schism between the Runelords would state: "During the Age of Legend, in the year -1650 AR." Items that do not yet exist in the time are removed. Stripped items are stored in the conduit and are returned during the voyage home to the time travelers (but the return trip likewise strips travelers of items they have collected during their stay, creating a storehouse on each end of the conduit where time travelers can leave their belongings). Spells that do not exist in the current age appear as blank pages in a spellcaster's spell book and spontaneous spellcaster (like bard and sorcerer) cannot cast them. Scrolls that do not yet exist in the current time are likewise blank. Blank pages return to normal when the time traveler returns to his own time or when the spell becomes available during his stay in the new time (such as by it being created during the year in which they're in the past). There is never a way to determine the precise destination when using a time conduit spell. The only thing for certain is that the time travelers appear somewhere in the lands that they seek. For example, travelers entering Thassilon might appear in the southern city of Xin-Eurythnia or they might appear as far north as Xin-Shalast. Time travelers always arrive during the festivities celebrating the new year; they always return to their own times during the final night of the year. Nothing can prevent a time traveler from being drawn into the time conduit at the close of the year, even spells that negate magic or shield against its effects. Upon returning to their own time, creatures discover that one month has passed since they left (though they have still aged one full year). Items obtained during time travel (including spells written on the spellbook), are not carried over to the present and are left

in the past. Also, time travelers can not exist more than once in a particular time: once a traveler time-travels to a particular year, he can never return to that year again. Any attempt to do so simply fails. The material components for this spell are three scales from three differently aligned great wyrm dragons (one from each), the dust from a slain royal time elemental (Tome of Horrors Complete), soil from the destination land for the time conduit spell, and knowledge of the age and time to be visited. The physical components are consumed during the casting (the knowledge remains).

Special: Time Conduit is different from standard spells. A spellcaster gains access to Time Conduit only by uncovering its secrets in some other way. Some are guarded by jealous archwizard, while others are lost in missing libraries or molder on forgotten scrolls.

A campaign in which modern-day heroes travel back through time to a past age carries with it more than just the knowledge that the player characters bring with them. Fortunately, travel back into past is jealously guarded by the Overgods that carries the portfolio of time. They understood that time traveling would become an interest to spellcasters at some point. Instead of allowing spellcasters to come up with their own methods for time travel, they took it upon themselves to establish how magic and time travel could work together. To this end, they created the time conduit spell to allow travel through time on their terms. Wizards who sought to create new spells that evaded the rules of time travel inevitably failed, their research leading them back to the conclusion that their time conduit spell was the only way to time travel. Its drawbacks, however, made it nearly impossible for time travelers to alter history (which, for many spellcasters, was the only reason to time travel). **The decision as to allow player characters the ability to alter the timeline is left in the hands of the Dungeon Master.** The official timeline remains as detailed, assuming that player-characters were unable to make. Spellcasters and their companions who traveled back in time always arrived at the start of the new year, and they always left on the final night of that year. Nothing, not even anti-magic field or wish prevent the magic from pulling a time-traveler back to his current time. Armor and weapons that didn't exist at the destination likewise couldn't go with the time traveler. Spell books and scrolls could go back in time, but spells that don't exist at the destination time simply appear as blank pages (such spells reappear when the time traveler returns to his own time). The time conduit spell, detailed below, is an extraordinarily difficult spell to obtain; researching the spell could take many years. Abilities granted by a god in one time might not exist in the destination time period: the deities available in the past were few, compared to those existing in modern-day. Clerics, paladins, and inquisitors of a deity who arrive in the past from the distant future find themselves in one of two positions. The first possibility is that their patron exist in this moment of the past. If this is the case, the follower loses only those spells that do not yet exist in this moment of the past. Divine classes that arrive during a time that their god didn't exist lose all of their ability (like if they become an ex member of their former class) until they find a god to worship. Since they are time travelers, Yog-Sothoth is willing to provide spells to them (since time travelers is technically part of its portfolio).