

TEMPORAL CRITTERS

Compiled and Updated to Dungeons and Dragons v.3.5 by Robert Blezard

Many of the descriptions in this document were borrowed (and modified) from [this thread](#) on the **Wizards Community Messageboard**. The member of that board known as Seraph of Babel did the creature descriptions, but the creature stats were done for v.3.0 by an unknown author. I have greatly modified the creature's stats to update them to v.3.5 and added my own tidbits, using the SRD. Seraph's awesome conversions also inspired me to change and add some things. One of the most notable changes I made is the addition of the Temporal subtype to the creatures.

Temporal Subtype: A temporal creature is immune to the adverse effects of a temporal plane's planar features. Thus, a time dimensional on the Temporal Maelstrom isn't adversely affected by that plane's eternal winds, temporal whirlpools, time loops, etc. The same time dimensional on the Plane of Twilight doesn't need to worry about psychic storms. (This subtype is, thus, very powerful and shouldn't be added to just any creature.)

Note: Remember that creatures on a transitive plane aren't considered Extraplanar creatures, and that many temporal-like planes (i.e. Astral Plane) are considered transitive planes. However, the Temporal Energy Plane's description in *D&D Manual of the Planes* doesn't specifically mention that it is a transitive plane. Thus, individual DMs must decide which temporal planes are transitive and which ones aren't. Regardless, a creature on its home plane doesn't have the extraplanar subtype, but a temporal dog from the Astral would be considered extraplanar on the Temporal Maelstrom if the DM decides to not make it a transitive plane.

Mirrored Cosmology: The Temporal Maelstrom is always considered a transitive plane for this cosmology.

THE CRITTERS

Chronovoid

Large Ooze (Extraplanar, Temporal)

Hit Dice: 12d10 (66 hp)

Initiative: -1 (Dex, Improved Initiative)

Speed: 15 ft. (3 squares)

AC: 6 (-1 size, -5 Dex, +2 natural), touch -4, flat-footed 6

Base Attack/Grapple: +9/+14

Attack: Slam +9 melee (2d6+1/19–20 plus 1d6 acid)

Full Attack: Slam +9 melee (2d6+1/19–20 plus 1d6 acid)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Acid, engulf

Special Qualities: Blindsight 60 ft., ooze traits, spell resistance 10, transparent, unique damage reduction

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 13 (+1), Dex 1 (-5), Con 10 (+0), Int 8 (-1), Wis 1 (-5), Cha 1 (-5)

Skills: Listen -3, Move Silently +0, Search +4, Spot +2

Feats: Ability Focus (engulf), Alertness, Improved Critical (slam), Improved Initiative, Lightning Reflexes

Environment: Any plane with non-normal time

Organization: Solitary

Challenge Rating: 8

Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)

Alignment: Always neutral

Advancement: 13–19 HD (Large), 20–33 HD (Huge), 34+ HD (Gargantuan)

Chronovoids are semi-intelligent, temporal oozes, which poses one of the most common hazards on temporal planes. A chronovoid appears to be a large blob of transparent, gelatinous matter. It has a roughly ovoid form, which seems to have an oily texture.

Combat

Chronovoids usually ignore the denizens of their native temporal plane. They attack these denizens only when a creature gets within 10 ft. and appears threatening. Non-natives to the ooze's native plane are attacked as soon as they come in range of the chronovoids blindsight.

Acid (Ex): A chronovoid's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a chronovoid can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The chronovoid merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the void, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 19 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the void moves forward. Engulfed creatures are subject to the chronovoid's acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based.

Transparent (Ex): Chronovoids are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a void and walk into it are automatically engulfed.

Unique Damage Reduction (Su): A chronovoid can only be harmed by magic: Its damage reduction is 5 versus +1 or +2 weapons & 1st – 3rd-level spells, 10 versus +3 or +4 weapons and 4th – 6th-level spells, and 15 versus +5 weapons or 7th – 9th-level spells. Epic magic weapons and spells do full damage to a chronovoid.

Temporal Dog

Medium Magical Beast (Extraplanar, Temporal)

Hit Dice: 4d10+12 (34 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares)

AC: 18 (+2 Dex, +5 natural, +1 dodge), touch 13, flat-footed 15

Base Attack/Grapple: +4/+6

Attack: Bite +6 melee (1d8+3)

Full Attack: Bite +6 melee (1d8+3)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: —

Special Qualities: Haste, plane shift, spell resistance 8

Saves: Fort +7, Ref +6, Will +1

Abilities: Str 14 (+2), Dex 14 (+2), Con 16 (+3), Int 12 (+1), Wis 10 (+0), Cha 8 (-1)

Skills: Hide +6, Jump +9, Listen +4, Move Silently +5, Spot +4, Survival +3*

Feats: Blind-Fight, Track

Environment: Any plane with non-normal time

Organization: Solitary, pair, or pack (2–6)

Challenge Rating: 6

Treasure: None

Alignment: Always lawful neutral

Advancement: 5–8 HD (Large)

Temporal dogs are canine-like creatures, with short, brownish yellow fur, thought to have evolved from blink dogs. It is uncertain whether this is due to experimental, magical breeding by chronomancers or due to natural evolution.

Combat

A pack of temporal dogs slip away if they lose more than one-third of their numbers or fail to bring down an opponent within 5 rounds of the start of melee.

Plane Shift (Su): The temporal dog may *plane shift* into and out of their native temporal plane as a standard action, up to 3 times per day.

Haste (Su): A temporal dog always acts as if under the effects of a *haste* spell while on temporal planes. They lose this ability on any plane with normal time.

Skills: A temporal dog has a +4 racial bonus on Jump checks. *A temporal dog has a +4 racial bonus on Survival checks when tracking by scent.

Temporal Glider

Huge Aberration (Extraplanar, Temporal)

Hit Dice: 10d8+20 (65 hp)

Initiative: +0

Speed: Fly 40 ft. (8 squares) (poor)

AC: 22 (-2 size, +14 natural), touch 8, flat-footed 22

Base Attack/Grapple: +7/+20

Attack: Ram +10 melee (5d4+7)

Full Attack: Ram +10 melee (5d4+7)

Space/Reach: 15 ft. / 15 ft.

Special Attacks: Temporal tides

Special Qualities: DR 5/magic, plane shift, spell resistance 8

Saves: Fort +5, Ref +3, Will +9

Abilities: Str 20 (+5), Dex 10 (+0), Con 14 (+2), Int 9 (-1), Wis 11 (+0), Cha 10 (+0)
Skills: Hide -5, Listen +4, Move Silently +3, Spot +4, Survival +3
Feats: Alertness, Blind-Fight, Endurance, Iron Will

Environment: Any plane with non-normal time
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 11–18 HD (Huge), 19–25 HD (Gargantuan)

Temporal gliders are natives of temporal planes and are never encountered on planes with normal time. They appear to be black, manta ray-like creatures, but without a manta ray's distinctive tail. The tips of their wings flex slightly as they move through the air, but their motion appears to be thought-generated.

Combat

Temporal gliders are indifferent and non-aggressive, ramming into enemies only when provoked and in self-defense.

Temporal Tides (Su): When the temporal glider uses its *plane shift* ability, the backlash does 5d10+2 to all creatures within 30 feet.

Plane Shift (Su): The temporal glider may *plane shift* into and out of their native temporal plane as a standard action, up to 3 times per day.

Temporal Stalker

Medium Undead (Extraplanar, Incorporeal, Temporal)

Hit Dice: 5d12 (32 hp)

Initiative: +4 (Dex)

Speed: Fly 40 ft. (8 spaces) (good)

AC: 18 (+4 Dex, +4 deflection), touch 18, flat-footed 14

Base Attack/Grapple: +2/—

Attack: Incorporeal touch +6 melee (2d4 Con)

Full Attack: Incorporeal touch +6 melee (2d4 Con)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Constitution drain, paradox

Special Qualities: DR 5/magic, incorporeal, spell resistance 8, undead traits

Saves: Fort +1, Ref +5, Will +6

Abilities: Str —, Dex 18 (+4), Con —, Int 20 (+5), Wis 14 (+2), Cha 10 (+0)

Skills: Bluff +8, Concentration +8, Diplomacy +4, Hide +12, Intimidate +10, Knowledge (the planes) +13, Listen +12, Move Silently +12, Sense Motive +10, Spot +12

Feats: Alertness, Combat Reflexes

Environment: Any plane with non-normal time

Organization: Solitary or pack (2–6)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil

Advancement: 6–15 HD (Medium)

Temporal stalkers are the undead spawning from temporal planes that use to be chronomancers or other temporal travelers. They hate creatures not native to temporal planes. They appear to be incorporeal humanoids, and often have red, glowing pinpricks for eyes. Its body is composed of condensed mists that

flash with pulses of silver light.

Combat

Constitution Drain (Su): Living creatures hit by a temporal stalker's incorporeal touch attack must succeed on a DC 12 Fortitude save or take 2d4 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the stalker gains 5 temporary hit points.

Paradox (Su): A temporal stalker may inflict its victim with *paradox* instead of draining a level. This allows it to inflict such blandishments as changing memorization lists for wizards, etc.

Paradox

By unknown author

Transmutation

Level: Chr 6, Time 6

Components: V, S

Casting Time: 1 round

Range: Special, temporal effect (see text)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Paradox allows the caster to alter a minor event from his past that may affect the present. The event changed should not be more than 3 hours in duration and cannot have occurred more than 1 month before the spell is cast. Events such as changing what spells were memorized in the morning, having remembered to buy something at a store, or taking back an insult that led to a fight.

Special: There is a 25% chance of attracting unwanted attention due to temporal turbulence created.

Tether Beast

Huge Dragon (Extraplanar, Temporal)

Hit Dice: 10d12+50 (115 hp)

Initiative: +2 (Dex)

Speed: 40 ft. (8 squares), climb 15 ft., and see text

AC: 35 (-2 size, +2 Dex, +25 natural), touch 10, flat-footed 23

Base Attack/Grapple: +10/+24

Attack: Bite +16 melee (2d6+6 bite plus 2d4 Con)

Full Attack: Bite +16 melee (2d6+6 bite plus 2d4 Con) and 4 claws +14 melee (1d8+3)

Space/Reach: 15 ft. / 10 ft.

Special Attacks: Breath weapon, constitution damage

Special Qualities: Plane shift, spell resistance 10

Saves: Fort +12, Ref +9, Will +8

Abilities: Str 22 (+6), Dex 14 (+2), Con 20 (+5), Int 12 (+1), Wis 12 (+1), Cha 8 (-1)

Skills: Concentration +11, Diplomacy +9, Hide +0, Intimidate +7, Jump +10, Knowledge (the planes) +7, Listen +16, Move Silently +8, Search +14, Sense Motive +7, Spot +16, Survival +1 (+3 on other planes or when following tracks), Use Magic Device +5

Feats: Alertness, Blind-Fight, Endurance, Multiattack

Environment: Any plane with non-normal time

Organization: Solitary, pair, or cluster (2–6)

Challenge Rating: 15

Treasure: Double Standard (no nonmetal or nonstone)

Alignment: Always neutral evil

Advancement: 11–20 HD (Gargantuan), 21–35 HD (Colossal)

Tether beasts are often called Time Dragons, but they are more related to behirs. These creatures are only encountered on temporal planes. A tether beast is one of the fiercest known temporal creatures, eating anything from a temporal glider to chronomancers. A tether beast appears serpentine with eight legs and its body is scaled in iridescent colors. Its reptilian head has a short snout and its mouth is filled with sharp teeth.

They use four of their eight legs to hold on to temporal lifelines, as they move about their native temporal plane. On temporal planes without lifelines, such as the Temporal Maelstrom, a tether beast has evolved wings instead of multiple legs and has a fly speed of 15 with good maneuverability.

Combat

Tether beasts prefer to attack from ambush. They are very aggressive, attacking even when unprovoked.

They often use their breath weapon after the first round of combat and, being intelligent, they prefer to use it on relatively short-lived races, such as humans instead of elves.

Breath Weapon (Su): The tether beast may breathe a 50 ft. cone of temporal smoke, which ages a target 1d10 x 5 years. Anyone caught in the breath weapon must make a Reflex save (DC 18). Even if a character successfully saves, they still take 2d4 points of Constitution damage.

Constitution Damage (Su): Creatures hit by a tether beast's bite attack must succeed on a DC 14 Fortitude save or take 2d4 points of Constitution damage. The save DC is Charisma-based. On each such successful attack, the tether beast gains 5 temporary hit points.

Plane Shift (Su): The tether beast may *plane shift* into and out of their native temporal plane as a standard action, up to three times per day.

Time Dimensional

Medium Aberration (Extraplanar, Temporal)

Hit Dice: 16d8+48 (120 hp)

Initiative: +6 (Dex)

Speed: 5 ft. per Hit Dice, 80 ft. (16 squares) standard

AC: 20 (+6 Dex, +4 deflection), touch 20, flat-footed 14

Base Attack/Grapple: +12/+14

Attack: Temporal blast +20 ranged touch (6d4 plus aging)

Full Attack: Temporal blast +20 ranged touch (6d4 plus aging)

Face/Reach: 5 ft. / 5 ft.

Special Attacks: Temporal blast

Special Qualities: Double lifeline, immunities, plane shift, spell-like abilities (see text), spell resistance 15

Saves: Fort +8, Ref +11, Will +16

Abilities: Str 14 (+2), Dex 22 (+6), Con 16 (+3), Int 20 (+5), Wis 18 (+4), Cha 10 (+0)

Skills: Balance +12, Bluff +7, Concentration +22, Diplomacy +11, Escape Artist +12, Heal +10, Hide +12, Intimidate +9, Knowledge (arcana) +11, Knowledge (the planes) +24, Listen +12, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +8 (+10 to decipher spells on scrolls), Spot +12, Survival +10 (+12 on other planes or when following tracks), Use Magic Device +7

Feats: Alertness, Blind-Fight, Combat Expertise, Dodge, Endurance, Iron Will

Environment: Any plane with non-normal time

Organization: Solitary

Challenge Rating: 18

Treasure: None

Alignment: Always neutral

Advancement: Noble: 17–24 HD (Medium); Royal: 25–32 HD (Medium)

Sometimes called time elementals, time dimensionals are intelligences composed from time. Beyond the

boundaries of a temporal plane, they appear as a cloud of fire, dust and vapor, but on a temporal plane they appear as a translucent sphere of silver light. They are uncomfortable on any plane with normal time, however, and are thus seldom encountered away from temporal planes.

Time dimensionals recognized all languages, but tend to ignore spoken words. They speak by manipulating time and drawing words from a listener's past. The listener hears fragmented sentences spoken in his own tongue.

Combat

A time dimensional never attacks unless provoked. If pressed, it often plane shifts back and forth, knowing that the plane shift ability of most non-temporal creatures is limited.

Temporal Blast (Su): A time dimensional can create a blast of pure temporal energies that damages and ages an opponent. The target suffers 6d6 points of temporal energy damage and ages 1d10 x 5 years. On a successful save (Fortitude DC 21), the target doesn't age, but still takes the temporal energy damage.

A time dimensional's temporal blast is stronger the more Hit Dice the creature has (base damage is 4d4). For every 6 HD the time dimensional has, increase the temporal energy damage by +1d4 points. Thus, a 32 HD time elemental does a maximum of 10d4 points of temporal energy damage. The save DC is equal to 10 + 1/2 the time dimensional's HD + the time dimensional's Constitution modifier.

Double Lifeline (Su): As a free action, the time dimensional may introduce copies of itself from other time periods. Each of these copies may make attacks, but only one has hit points. Damage to one copy, damages all of them, making the creature very susceptible to area spells.

Immunities: Time dimensionals are immune to any non-epic, time-based spell such as *haste* or *time stop*, as well as *dimensional anchor* and *dimensional lock*, but they may choose to be affected by such spells if it would be beneficial. They are also immune to magical aging. Noble and royal time dimensionals are immune to any epic, time-based spell.

Plane Shift (Su): The time dimensional may, at will, *plane shift* into and out of any plane as a standard action. The time dimensional can bring up to 50 lb. of non-sentient material with it, as it plane shifts.

Spell-like Abilities (Sp): Noble and royal time dimensionals can use *dimensional anchor*, *animal growth*, *plant growth*, and *time stop* at will. Royal time dimensionals may also use *dimensional lock* and *temporal stasis* once per hour.

Vortex Spider

Large Magical Beast (Extraplanar, Temporal)

Hit Dice: 8d10+16 (60 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 40 ft. (8 squares), climb 30 ft.

AC: 20 (+1 size, +4 Dex, +5 natural), touch, 13, flat-footed 14

Base Attack/Grapple: +8/+17

Attack: Bite +12 melee (2d4+7 plus poison)

Full Attack: Bite +12 melee (2d4+7 plus poison)

Space/Reach: 10 ft. / 5 ft.

Special Attacks: Poison, slow web

Special Qualities: Spell resistance 8, tremorsense

Saves: Fort +9, Ref +10, Will +2

Abilities: Str 20 (+5), Dex 18 (+4), Con 16 (+3), Int 8 (-1), Wis 10 (+0), Cha 10 (+0)

Skills: Climb +14, Hide +6, Jump +11, Listen +4, Move Silently +6, Spot +8

Feats: Alertness, Improved Initiative, Track

Environment: Any plane with non-normal time

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 9–18 HD (Huge)

Vortex spiders evolved from phase spiders, which somehow migrated to a temporal plane. Some arcanists speculated that the ancestral phase spiders were caught in a time storm while phasing. A vortex spider appears to be a large arachnid with blue-gray chitin, which is waxy to the touch. Vortex spiders are also known as portal spiders.

Combat

Vortex spiders prefer to ambush opponents from behind, and use the environment of their native temporal plane to best use for such ambushes. These vortex spiders don't spin sheets of webs over portals, instead preferring to attack creatures as they enter or exit a portal or near a temporal whirlpool.

Poison (Ex): Fortitude save (DC 17); 1d6 Constitution initial damage, 1d6 Constitution secondary damage.

Slow Web (Ex): A temporal spider may shoot its slow web at a target. If it hits, the target is affected as a *slow* spell. A single strand of a temporal spider's slow web is strong enough to support the spider and one Large or smaller creature. Temporal spiders can throw a slow web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check (DC 13) or burst it with a Strength check (DC 17). Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Tremorsense (Ex): A temporal spider can detect and pinpoint any creature or object within 60 feet while on temporal planes. They lose this ability on any plane with normal time.

Skills: Temporal spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A temporal spider can always choose to take 10 on Climb checks, even if rushed or threatened. Temporal spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

NEW ENTRIES

Time Lord

Medium Humanoid (Human, Temporal)

Hit Dice: 10d4+10 (35 hp)

Initiative: +2 (Dex)

Speed: 30 feet (30 squares)

AC: 23 (+2 Dex, +1 padded, +1 shield, +6 enhancement, +2 dodge, +1 insight), touch 15, flat-footed 18

Base Attack/Grapple: +5/+4

Attack: +1 *speed quarterstaff* +5 melee (1d6-1/x2) or mw light crossbow +8 ranged (1d8/19–20/x2)

Full Attack: +1 *speed quarterstaff* +3/+3/+3 melee (1d6-1/1d6-1/1d6-1/x2) or mw light crossbow +8 ranged (1d8/19–20/x2)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Arcane spells, preternatural knowledge, spell-like abilities

Special Qualities: Arcane spells, bonus wizard feats, conflicted vision, summon familiar, uncanny dodge, extra skills and feat (*) for being human, 10% chance of arcane spell failure (†)

Saves: Fort +4, Ref +5, Will +9

Abilities: Str 8 (-1), Dex 15 (+2), Con 12 (+1), Int 16 (+3), Wis 14 (+2), Cha 11 (+0)

Skills: Concentration +9, Craft (alchemy) +16, Decipher Script +16, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +4, Search +8, Sense Motive –3, Spellcraft +18 (+23 to identify spells as they are being cast), Spot –1, Survival +2 (+4 on other planes), Use Magic Device +4 (+8 involving scrolls)

Feats: Alertness ^B, Combat Casting, Craft Rod ^B, Dodge, Endurance (*), Extend Spell ^B, Magical Aptitude, Scribe Scroll ^B, Two-Weapon Fighting

Environment: Any inner or outer plane

Organization: Solitary
Challenge Rating: 12
Treasure: Standard
Alignment: Often chaotic neutral
Advancement: By character class
Level Adjustment: +1

Time lords are known throughout the planes as great seers and masters of arcane and temporal energies. They know the flow and eddy of time like a normal person knows the back of their hand. Time lords are blessed and cursed from birth with the ability to foresee events both in the past and in the future. Time lords are seers that are both born and made by the cosmos.

A time lord's life is a solitary one, as they often have trouble connecting with other intelligent creatures. However, they have a strong sense of kinship with temporal creatures such as tether beasts and time dimensionals. Time lords know of the group known as the Guardians of Time, but they almost never work with them. They don't like to be tied down to one place for very long, being constantly on the move throughout the planes.

Time lords speak Common, as well as additional languages based on his Intelligence score. Most time lords usually choose Abyssal, Celestial, Draconic, or Infernal.

Combat

Time lords prefer to avoid melee when possible, but with their special abilities they have an uncanny ability to gain the upper hand in almost any situation. They backup these natural talents with their arcane spells, especially *touch of fatigue*, *touch of idiocy*, *magic missile*, *ray of enfeeblement*, *ray of exhaustion*, and *shout*.

Arcane Spells Prepared (4/5/5/4/3/2): 0th—*daze*, *detect magic*, *resistance*, *touch of fatigue*; 1st—*enlarge person*, *expeditions retreat*, *hold portal*, *magic missile*, *ray of enfeeblement*; 2nd—*glitterdust*, *misdirection*, *resist energy*, *spectral hand*, *touch of idiocy*; 3rd—*dispel magic*, *haste*, *nondetection*, *ray of exhaustion*; 4th—*dimensional anchor*, *lesser globe of invulnerability*, *shout*; 5th—*animal growth*, *dismissal*.

Preternatural Knowledge (Ex): Once per round as a free action, a time lord may attempt a DC 15 Concentration check. On a success, the time lord gains a +4 bonus on their next attack roll, check, or saving throw, whichever comes first. On a failure, the time lord misinterprets their vision of the future and takes a –4 penalty on their next attack roll, check, or saving throw, whichever comes first.

Spell-Like Abilities: At will—*augury*; 1/day—*true strike*, *vision*. Caster level: 10th. To use any of these abilities, a time lord must make a successful Concentration check (DC 10 + spell level).

Conflicted Vision (Ex): Before a time lord rolls initiative, they must attempt a DC 10 Concentration check. On a success, the time lord gains a +4 bonus on their initiative roll. On a failure by less than 5, the time lord rolls for initiative normally. A failure by 5 or more imposes a –4 penalty on the initiative roll.

Uncanny Dodge (Ex): A time lord retains its Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker, though they still loses his Dexterity bonus when immobilized.

Skills: A time lord has a +5 racial bonus on Knowledge and Search checks, and a +5 racial bonus on Spellcraft checks made to identify spells as they are being cast. A time lord takes a –5 penalty on Concentration, Sense Motive, and Spot checks.

Possessions: +5 *padded armor* (†), +1 *speed quarterstaff*, *caster's shield* with *haste* spell inscribed (†), *ioun stones* (dusty rose, dark blue), *metamagic rod of lesser silent*, *well of many worlds*, spellbook, and masterwork light crossbow.

The human wizard presented here had the following ability scores before level bonuses and template adjustments: Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 13.

Base Creature: 10th-level human male wizard
Template(s): Time Seer, and added Temporal Subtype