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ENCYCLOPEDIA
ARCANE

CHRONOMANCY

THE POWER OF TIME



Robin Duke

Chronomancy Rules Summary

New Feats

New Feats	Prerequisites
Avoid Paradox	-
Chronomancer	Special
Chronomancy Item Focus	any one item creation feat, must have created a chronomancy item
Ritual Focus	-
Time Sensitive	-

Paradox Feats

Alacrity
Celerity
Oracle
Tactician
True Sight

Prerequisites	Magic Item Cost
<i>Expeditious Retreat</i>	4,000 gp
<i>haste, expeditious retreat, Alacrity</i>	16,000 gp (includes Alacrity)
2 nd level spells	6,000 gp
<i>contingency</i>	14,000 gp
-	2,000 gp

Ritual Chronomancy

Basic Ritual Check: d20 + time magic score + charisma modifier

Base Difficulty	
Sending Ritual	15
Retrieval Ritual	10
Figment Ritual	10

Other Ritual Bonuses

Ritual Focus Feat	+2 bonus
Masterwork Chronomancy Focus	+1 enhancement bonus
Magic Chronomancy Focus	+1 to +5 enhancement bonus
Extended Ritual	+1 per minute (maximum: +10)

Mass +1 per 25 lbs (rounded down)

Range Modifiers

Touch	+0
Close	+2
Medium	+5
Long	+10
Unlimited	+15

Other Modifiers

Anchoring	+5
Displacement	+5
Capturing	+5
Using a Pattern Scroll	+5

DC Modifier

	+5
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Chronomancy Spells

The following spells are usually considered chronomancy. These spells are all on the sorcerer / wizard spell list. At the end of the list is a collection of spells not on the Sorcerer / Wizard spell list that might appear on another arcane spell caster's spell list (a bard for example) that would also be considered chronomancy.

Key

* Spell can be found in Core Rulebook I.

¹ Spell can be found in Necromancy: Beyond the Grave.

² Spell can be found in Seas of Blood: Fantasy on the High Seas, published by Mongoose Publishing.

Cantrip Chronomancy Spells

*Daze**. Creature loses next action.

Moment. Receive the benefits of a refocus action.

1st Level Chronomancy Spells

Awaiting. Prepare and plan before you need to act.

Detect Chronomancy. The caster can sense creatures and objects with paradox scores of 12 or more.

*Expeditious Retreat**. Doubles your speed.

*Feather Fall**. Object or creatures fall slowly.

*Predict Weather*². Predicts the weather.

*True Strike**. Add +20 insight bonus to your next attack roll.

2nd Level Chronomancy Spells

Contingent Action. Prepare a readied action.

Detect Paradox. Caster can sense objects and creature displaced in time using *greater chronomancy*.

Slow Magic. As *dispel magic* but only suppresses magic.

Switch Fate. Steel the initiative score of an opponent.

3rd Level Chronomancy Spells

Alacritous Stride. Caster moves swiftly over any surface.

Bliss. Relive past experiences with perfect clarity.

*Gentle Repose**. Preserves one corpse.

*Haste**. Extra partial action and +4 to AC.

*Slow**. One subject / level takes only partial actions, -2 AC and -2 melee rolls.

4th Level Chronomancy Spells

Ageing Stroke. Ages creature 1d10 + 1 year / 2 levels.

Corrode. Items disintegrate under the stress of centuries.

Glimpse Past the Barrier. See past obstacles by looking into the past.

Time to Act. You may make a single skill check in the same round you cast the spell.

5th Level Chronomancy Spells

Branard's Future Dispatcher. Medium sized or smaller creature is carried ten minutes into the future.

Contingent Spell Immunity. Protect against a specific spell once / 5 levels.

Past's Façade. Return a body to a previous more youthful state.

*Permanency**. Makes certain spells permanent, costs XP.

6th Level Chronomancy Spells

24 Hours. Receive a full day of restful healing.

*Contingency**. Sets trigger conditions for another spell.

Echo of Past State. Retrieve the knowledge of a remnants former glory.

*Legend Lore**. Learn tales about a person, place or thing.

*Longevity*¹. Prevents natural aging.

*Permanent Image**. Includes sight, sound and smell.

*Programmed Image**. As major image, plus triggering conditions.

*Project Image**. Duplicate can talk, cast spell etc.

Rekindle Youth. Removes artificial ageing.

Time to Pause. As *time to act* but take 10 on the check.

7th Level Chronomancy Spells

Branard's Future Banishment. As *Branard's Future Dispatcher* but can affect any size creature.

Déjà vu. Creature experiences lasts round's damage all over again.

Fate of Innocence. Transform a child in the mother's womb, either as a blessing or curse.

Slow Skin. Delays the damage attacks deal you.

*Vision**. As legend lore but quicker and strenuous.

8th Level Chronomancy Spells

20 minutes. As *time to act* but take 20 on the check.

Time's Chariot. Make a one-way journey into the future.

Withering. Everyone within the area of effect is aged 1d6 years per level.

9th Level Chronomancy Spells

Branard's Future Imprisonment. As *Branard's Future Banishment* but carries creature up to one year into the future.

*Foresight**. "Sixth Sense" warns of impending danger.

*Imprisonment**. Imprison an individual in a state of suspended animation.

Temporal Abstraction. Concentrate 5 rounds of time into a single round.

*Temporal Stasis**. Puts subject into suspended animation.

*Time Stop**. You act freely for 1d4 + 1 rounds.

Other Chronomancy Spells

*Augury**. Learn weather an action will be good or bad.

*Divination**. Provides useful advice for a specific proposed action.

*Modify Memory**. Changes 5 minutes of subject's memory.

Encyclopaedia Arcane Chronomancy

Robin Duke

Contents

2	Introduction
3	Overview
8	Acolytes of Time
16	Chronomancy Spells
27	New Feats
29	Ritual Chronomancy
37	Fortune Telling
40	The Paradox of Power
47	New Magic Items
51	A Game Master's Guide to Chronomancy
59	The Denizens of the Void - Between
63	Designer's Notes
64	Licences

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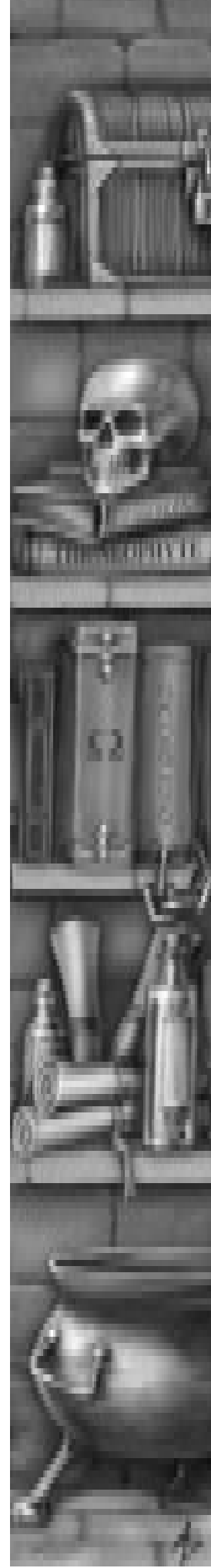
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INTRODUCTION

A forgotten art, a mystery to even the most powerful archmage, chronomancy is a dark corner of magic, in which few dare to tread. Wizards and sorcerers understand chronomancy as the simple manipulation of time through arcane magic. These ignorant fools take the sacred name of chronomancy in vain, having no idea of the forces they could unleash with their meddling. Chronomancy is far more than the control of time; in a world so vast, with so few who really understand, there can be no one to warn fools from the path. Once you open the door on chronomancy and allow its power to flow into your soul, there can be no turning back.

You hold in your hands the only true tome of chronomancy so far written. Those skilled in the arcane arts can begin to muster the powers in this book, learning the spells and incantation herein but be warned, the true power of this tome comes only with an awakening so terrible that it pushes the mind beyond the limits of sanity. The tenuous illusion spun around you will be torn asunder and you will be left with nothing to protect you from the storm raging invisibly about all creation. Fail to survive this test and you will be reduced to the wretched state of the 'shattered'. Success will yield powers others can only dream of as you are reborn as one of the awakened, the chronomancer.

The world is a hallucination, a fragile illusion. Beyond your senses, beyond the magic of the unawakened, there is another world, one without limits - a timeless void powered not by order but by the very forces of creation. Here only the chronomancer can look, touching and drawing upon a power that outstrips any other. These pages reveal all the rituals and incantations needed to focus that power - the essence of the void-between.

Constant exposure to the void-between comes with a terrible price. The chronomancer is slowly changed into something abhorrent. With care and luck, a chronomancer can hope to survive this ordeal for centuries but the more he uses his power, the more terrible the results. An unnatural aura, insanity, the wasting of body and will creep up on the chronomancer, destroying him from the inside. The most powerful have avoided the perils of their art with care and finesse but even they are changed by their magic, somehow alien and distant. They find it difficult to live with the unawakened; their knowledge and insight forever sets them apart from others.

Few chronomancers would claim the cost was not worth the power at their disposal. While necromancers dabble at immortality through some perverted use of negative energy, the chronomancer can stem the tide of time raging through his body, living for millennia if he so desires. Able to step outside of the world completely, the most powerful chronomancers move smoothly back and forth in time. Only they can hope to see all the tomorrows, carrying with them the wisdom of the ancients. No matter their age or appearance, all chronomancers are an enigma of power that stretches across the limits of time. With such knowledge, no other wizard or sorcerer can hope to match them.

ENCYCLOPAEDIA ARCANE

Chronomancy - the Power of Time is part of the Encyclopaedia Arcane series, presenting a new and intriguing form of magic. Designed for easy integration with any fantasy-based d20 games system, the Encyclopaedia Arcane series does far more than merely introduce new spells to extend existing magic-using character classes. Instead, each book covers a completely new form of magic, adding further dimensions to campaigns. Such arts are intended not just for Games Masters to use in conjunction with non-player characters, however. Each book of the Encyclopaedia Arcane gives full details for players themselves to try the new magic system, along with plenty of information to aid Games Masters in the introduction of each book into his campaign.

CHRONOMANCY - THE POWER OF TIME

This volume of the Encyclopaedia Arcane series gives players and Games Masters alike the information they need to begin using chronomancy within their campaign. You will find chapters devoted to the chronomancers and their world view, the rituals and spells they use to manipulate time and the terrible forces of paradox that threatens to quash any foolish enough to threaten reality through the use of chronomancy. You will find paradox feats that allow the direct manipulation of time, and complete rules for the rituals that allow a chronomancer to pass through time as easily as others teleport across space.

OVERVIEW

The world is an apparition. All creation is a dream in which we, all life, as a collective whole, have chosen to immerse ourselves. The truth is a timeless void where distance, memory and sanity are nothing and raw unmanageable power courses through all creation. Peel away the veneer that protects our sensibilities and this force will break through into the world, washing away everything we hold dear.

On Paradox and Creation

The art of chronomancy is far more than the mere manipulation of time. In many respects, chronomancy is not so much a school of magic as an understanding of what lies beyond the world, beneath it and hidden in shadows into which dare not look. This is a truth but it is also madness; a clarity that reaches beyond reason. All chronomancers share this understanding, what they term the 'awakening'. Chronomancers claim complete mastery over time not because they have mastered spells and incantations other have not, but because they have reasoned beyond time, seeing into a place where time can simply be ignored.

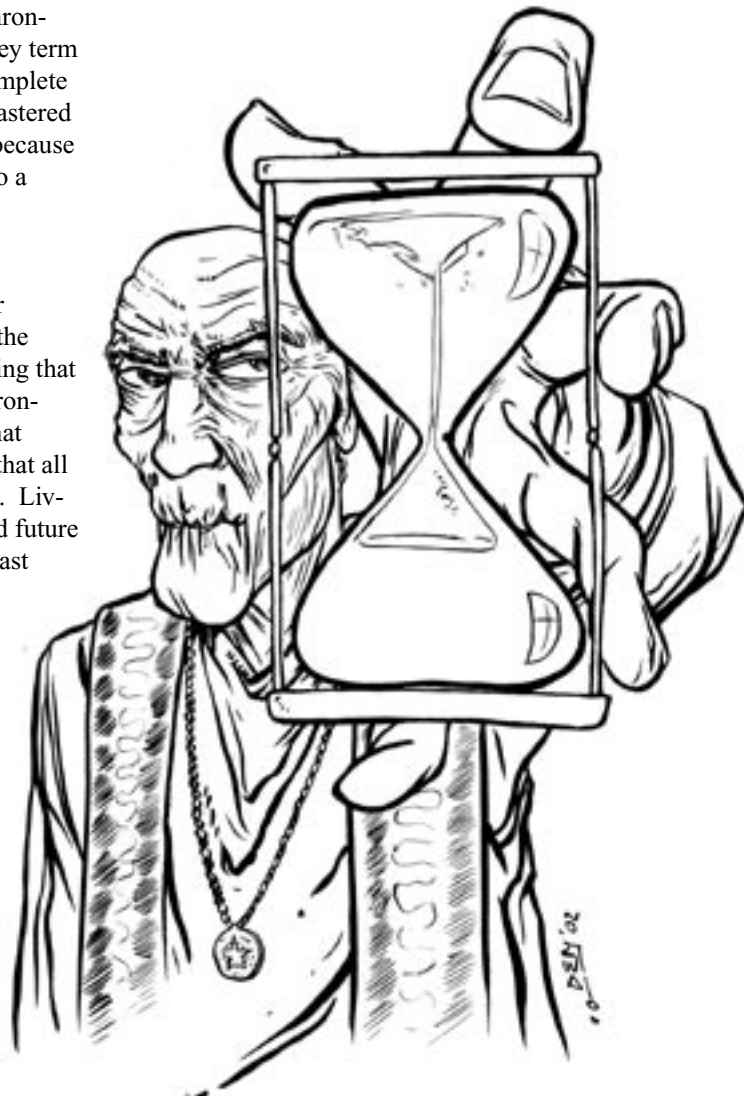
The chronomancer is a specialist in magic. Though other specialists are joined together in their understanding of a specific school, the chronomancers are joined in an understanding that reaches to the deepest core of reality. A chronomancer sees time as only the perception that events occur in an order. They understand that all events, past and future exist simultaneously. Living creatures create time, spawning past and future in the process. In truth, not only does the past and future co-exist with the present but so to do all possible pasts and futures. What would have happened had the king spared your brother? The possibility exists, just beyond your reach. This vast spawning place, where all futures and pasts coincide is called the continuum by chronomancers or, more traditionally, the void-between.

Without time, the world becomes a place without consequences; it is an infinite cauldron bubbling with possibilities. There is no distance because distance implies movement and movement implies time. There is no action or thought because these are based on the concept

that something came before. In truth, living things spawn their own delusion and choice to live in this way because the 'truth' is pure chaos, insanity the likes of which makes the very depths of limbo itself seem ordered in comparison.

It is an uncomfortable idea. It takes some getting used to, and to develop a truly intuitive feel for the void-between. The awakening can be a painful epiphany as the chronomancer realises the true meaning of time.

To awaken is to know the world is a lie that you will be forced to swallow every day of your existence. Something as tenuous and fragile as reality could not exist by pure chance. The power of the living mind is great; the power of all living minds, believing in their past, is almost unimaginable. That is the power that wraps itself about the chronomancer's throat, choking



OVERVIEW

him every moment of his life; the power that resists his every effort to break free and touch the reality just below the veneer of the world.

This force of will holding the world together is a formidable power. Chronomancers call it paradox; it stems from the *belief* of all living things but is far more than simple belief. The forces of the continuum are vast and constant. They would dissolve the world were it not for paradox. This gives some concept of just how pervasive paradox is. In the centuries since it spawned, paradox has grown in power. Once, only the thoughts of simple creatures knew time. Now, the world has spawned the ancient races, the elves and dragons that remember for centuries. Writing has fixed history, literally, in stone. Paradox has taken on a will unto itself, driving everything else onward; it has taken on servants and a form of intelligence. On some planes, the forces of paradox serve, or are, deities. In others, the deities themselves are mindful of its will.



Paradox stems from life and, more importantly, memory. Where creatures disagree or forget, paradox is weakened. If nobody can remember what happened to the ancient king than the event is torn away into the continuum. Since it is no longer part of history, it can have no effect on the world. To be forgotten is to be destroyed.

Unawakened wizards, searching for the secrets of chronomancy, have claimed that if they were to travel back and change even the smallest thing in history, they would change the present irrevocably. The chronomancer can only smile at such foolishness. The reality of the world is self-supporting in its entirety. If you travelled into the past to change something no one remembers, you would be changing something that is not even part of the world anymore. It would have no effect at all. If you tried to change something supported by memory, you would be washed away by paradox.

Things also work the other way. Without the continuum, there would be no possibilities for the future. The world would have nowhere to go, nothing new to incorporate and, in a flash, history would end along with the world. The world stands on a knife-edge. On one side stand the forces of infinite chaos and possibility that is the continuum; on the other, the preserver of history and time, paradox.

THE CHRONOMANCER

The chronomancer has awakened. The chronomancer does not just know the truth; he feels it with his every breath. Some part of him has touched the continuum and it has changed him forever. What does this say about him? Who are the chronomancers of the world?

Chronomancers, like the wizards and sorcerers from whose stock they are called, are a diverse group. They are not inherently evil and there is nothing in the nature of chronomancy itself to draw them to evil over time. Nor are they purely good. They see the world as being spawned from the ravages of law against chaos. Their power grows from a connection to the chaos but would be meaningless without the law of paradox. More than any other specialist, the chronomancer tends towards an inner balance.

Chronomancers are often secretive and this is one of the reasons chronomancy, as a specialisation of magic, is so rare. Knowledge of the future, even knowledge of the continuum, attracts the attention of paradox. Chronomancers are wary to force such

a fate on those unprepared for it. The practice is sometimes feared, and perhaps with good reason. An abuse of chronomancy could threaten not only the chronomancer's existence but also the existence of all those around him. In such a climate, it is wise to keep a low profile. Finally, and perhaps most importantly, chronomancy is one sure way to extend your life, or to experience different centuries at least, and in so doing chronomancers acquire enemies, often powerful enemies. Secrecy is the only real protection against some foes.

If there is one personality quirk common to all chronomancers, it is humility. Even the most powerful chronomancer knows the forces of paradox far outstrip him in might. This humility can lead a chronomancer to careful consideration before action and, since they have the time, a chronomancer's plans can seem long-winded or overcautious to others.

Even the most evil and power-mad chronomancer is usually a subtle opponent. He will take his time to judge where best to attack and choose the moment with care. Humility does not prevent ambition, however; some chronomancers believe that given time, they can match the power of even paradox itself. Though they may take their time about it, even considering the fates of those they would destroy, there is nothing to stop an evil chronomancer reaching too far and destroying everything in his path. If anything, the care and precision with which he moves only serves to make the act more callous.

More than any other race, humans take to chronomancy. Many reasons have been suggested for this and, with one of the shortest life spans out of the more civilised races, it's often said that they have more of an incentive to understand time. For those who fear death, however, necromancy is a far more common choice of magical study. Others have suggested elves and dwarves are too fond of their memories to accept them as fabrications, and so awaken to the truth. Elves find this aspect of chronomancy difficult to grasp for they spend much of their lives reliving the past.

Modest, secretive and distant in his beliefs; the chronomancer is an enigmatic figure and often a lonely one. There have been, and continue to be, lone covens of chronomancers in the world, where they can gather in safety. More often, the chronomancer appears as an old man, alone in his tower,

staying out of the reach of civilisation. Oracles and seers, more than any other chronomancers, often feel the need for solitude, leading the life of a hermit in the wilderness.

The chronomancer is often contemptuous of those who worship deities because he feels the deities themselves are no more real than the rest of reality. He may even reason they exist solely because many living things choose to explain their past using gods and myths. If this is true, paradox is the true source of a deity's power. This lack of belief is another reason why the chronomancer is feared and distrusted, and it has been known for a church to sentence a chronomancer with too loose a tongue to death as a heretic.

CHRONOMANCY SPELLS

The word chronomancy has often been taken in vain by the unawakened of the world many times.

Wizards and scholars spend their years categorising vast lists of spells into all manner of schools, some real and some imaginary. These schools of magic have held up to the demands of history. Others,



OVERVIEW

including the many chronomancy schools devised, did not. Given the disparate and hidden nature of chronomancy, few scholars' collections of their spells would bear many similarities.

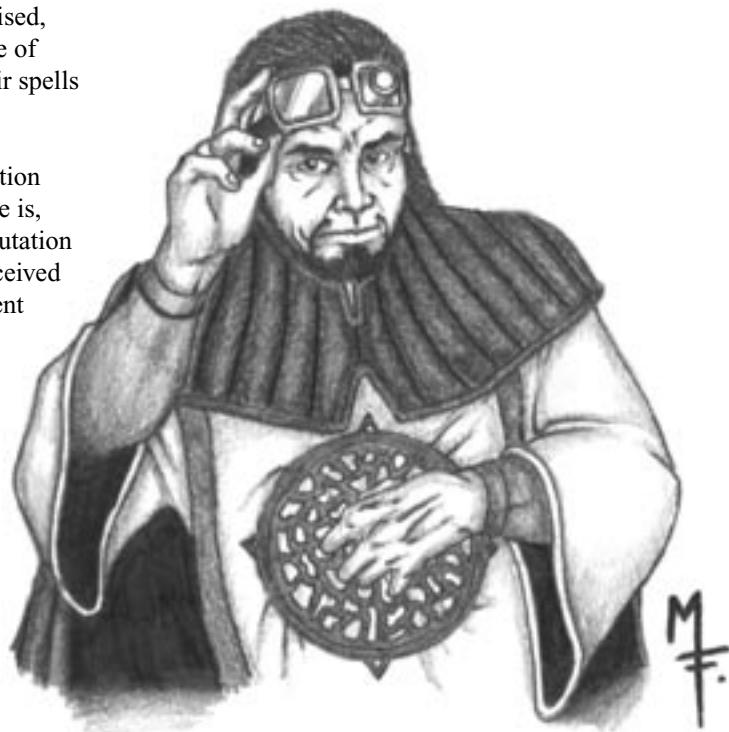
Few spells outside the transmutation or divination schools were ever included in these lists. Time is, however, a matter of perception; while transmutation may be able to change the flow of time as perceived by reality itself, an illusion spell or enchantment can more readily influence a single creature's perception of time. For a chronomancer, one man's perception of time can easily be as important as the whole world's. There are many enchanters and illusionists with interests in chronomancy, some more than casually so.

Of course, true chronomancy reaches beyond spells to touch the continuum itself. Spells, no matter how powerful, are part of the world and they can never influence the continuum directly. There are many things chronomancers can do with spells; both to influence the passage of time and to augment their other powers but to touch the continuum requires the chronomancer to reach into himself, to the very core of his magic and to the moment of epiphany. Only in the awakening can true transcendence be attained.

No matter how powerful, a chronomancy spell will never affect things that have happened before it was cast. Divination spells can reach into the distant past or into the immediate future but they cannot tell you what will happen with any real clarity. Spells can never actually escape time. If they seem to, it is only a clever illusion. Of course, these limitations are not without some benefit to the chronomancer. Since spells can do nothing to offend the forces of paradox, the chronomancer is free to use his spells without fear of repercussions.

THE BACKLASH OF PARADOX

True chronomancy reaches beyond spells. The chronomancer slowly develops an intuitive feel for the boundary that lies between what is and what could have been. Over time, chronomancers abandon spells and channel their magic into forms that can strip away this protection and allow the world to mingle with the raw power of the continuum. It is this mingling of worlds that gives the chronomancer his power. He can slow time, speed it up or twist it into



a tangled loop. For him, time can flow between one creature and another like a tangible energy. As one speeds up, the other slows. With practice, a chronomancer can even undo the immediate past, starting all over again.

This breaking of barriers does not come without a price and the lords of paradox often respond to such intrusions. The more time is disrupted by the chronomancer, the more paradox forces destiny upon him. A chronomancer can find he is unable to keep up with events about him, the world becoming heavy, binding him to his fate. The forces of paradox can even corrupt the chronomancer's magic, warping it until it is of no use to him at all. In extreme cases, he can be dragged out of time completely.

Even the simplest use of chronomancy can change a practitioner permanently. Many chronomancers carry the stigma of paradox with them at all times. The unawakened would not know what they were seeing, but eyes that fail to reflect their surroundings, candles that cease to burn in the chronomancer's presence and the seeming disruption of the passage of time, can all serve to be unnerving to those around him. One chronomancer can nearly always recognise another. They are set aside from the common flock by the burden of their epiphany. These small signs are the burden of the many narrow escapes the chronomancer has had with this terrifying power and, once acquired, he can never escape them.

THE CONTINUUM

Even the lowliest chronomancer can learn to mingle the chaos of the continuum with the world. Such power allows chronomancers incredible freedom with the passage of time, but to transcend it, the chronomancer must be able to step through the boundary completely, to leave reality and enter the continuum. Creating cracks in the very fabric of reality, a chronomancer can move anything he desires between the world and the void-between.

The continuum may be a world of infinite power and possibility but it has its rules or, rather, one must be considerate of its complete lack of them. The continuum is not a plane and does not exist in a higher state. Normal magic cannot touch it and no portal or natural phenomenon can send a creature there. If there ever were permanent cracks in reality, the forces of paradox closed them long ago. The continuum is not even a place, not as we might understand it. There are no absolutes of reality in the continuum – no distance, no up, no down, no left or right. You will not find worlds or even substance there. The continuum is comprised of ideas, all possible ideas, coalesced into a single point of all-time.

When a creature is sent to the continuum, it experiences no passage of time. In fact, since experience itself is the product of time, in the continuum, there is no experience. The very flesh and soul of the creature cannot exist in the continuum but is instead stripped away, leaving only its raw essence, that which makes it unique but which in the world is always cloaked in memory and history. This essence is trapped in the continuum without assistance from within reality and can never enter the world without first being rekindled, filled out with life, flesh and even soul. The power to create all of this exists in the boundary between the world and the continuum but it must be shaped by a proficient chronomancer and even he needs something to model it upon.

You may be wondering where the power lies in all this. What is the benefit of being able to send things to the continuum? Since the continuum exists outside of time, anything sent to the continuum can be retrieved before it was sent there. The chronomancer can reach into the continuum, draw out a sword he has not even created yet and use it freely. He does not even need to ever create it though this too would have ramifica-

tions. Not only is the continuum accessible at any time, it is also accessible from anywhere. Distance is of no meaning in the continuum and every part of the world from the local inn, to the distant planes of light and darkness are growing with its possibilities. No barrier, magical or natural, can block the chronomancer's access to the continuum; only the lords of paradox can do this.

The continuum should not be looked at as a place to simply store things though. It is a mystery; one that many chronomancers try hard to understand. Some theorise, though none have yet proved, that the continuum plays host to an infinite number of realities, all bound by their own internal sense of paradox and protected from the chaos of the continuum by similar boundaries as those protecting our own. It is also thriving with life. How could a place so rich in possibilities not be?

The majority of life in the continuum, if it is aware of us at all, has no interest in normal reality. It is too alien, existing outside of time completely.



ACOLYTES OF TIME

Among all magical study, chronomancy is unique. While all other disciplines reveal themselves through gradual and dedicated research, chronomancy reveals itself in a singular moment of clarity. In the aftermath of the epiphany, the chronomancer is left to learn control of the power he has unleashed, for there is no turning back once the mind has been opened to the truth about reality. Though most practitioners of the temporal arts come to the science through their own dedication, it has been known for chronomancy to thrust itself upon someone with no special understanding of time at all. As often as not, chronomancy picks the chronomancer, not the other way around.

There are not many chronomancer stereotypes. In truth, there are too few chronomancers in the world and they have had little opportunity to enter regular society. Among the loremasters of the world, chronomancy is often considered a forgotten art.

There is one aspect all chronomancers have in common – the moment of awakening, the moment when chronomancy finally uncoils in the

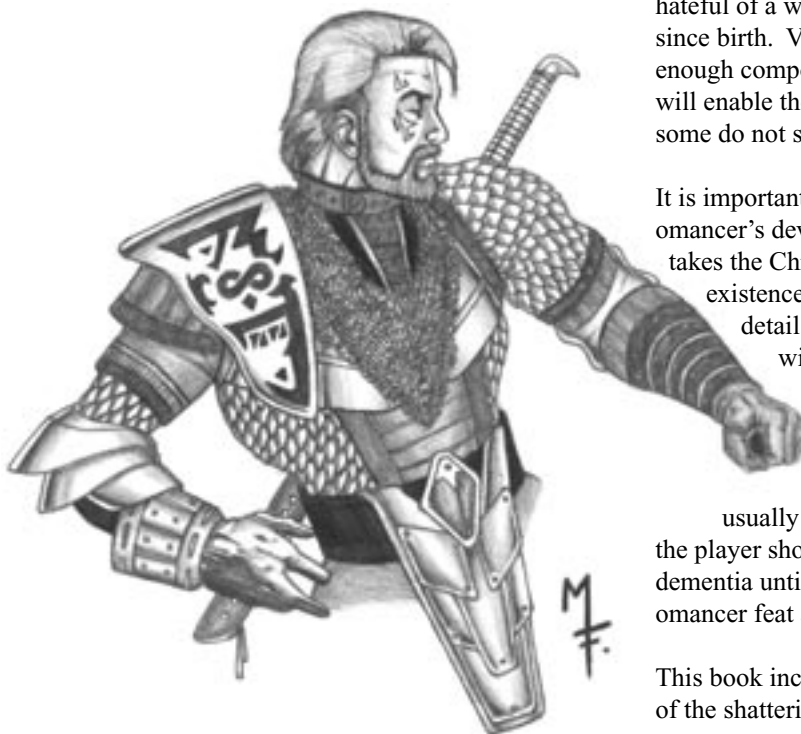
chronomancer's mind. The awakening can come at any time, after years of dedicated research into ancient tomes of chronomancy or without warning in a mind completely unprepared for it. When it comes, it is a terrible shock that drives many wizards completely and irrevocably insane. Even those who survive the epiphany are rarely left unchanged.

A practitioner can awaken at any time. A character who takes the Chronomancer feat is assumed to have awoken, though a character can also awaken without it. True chronomancers calls such individuals 'the shattered'. Having awoken to the truth, the poor unfortunate has yet to develop the faculties he will need to control the forces he has unleashed. All chronomancers pass through a short period as a 'shattered'. The longer the episode lasts, the more likely the practitioner will never break through the madness that grips him.

Only non-player characters shatter without a reason. Players usually shatter in the downtime during which they take the Chronomancer feat. At first, this shows as heightened aggression and obsessive behaviour, such as unusual dedication to their research. The early signs can be missed by all but those closest to the chronomancer-to-be, who will certainly recognise the change in character. Most chronomancers find their own balance and gain some control of their power very quickly, though others become increasingly violent and dangerous - even outwardly hateful of a world they now believe has lied to them since birth. Very few of the truly demented retain enough composure to complete the vital research that will enable them to master their newfound power, and some do not see it as power at all.

It is important to remember this stage in a chronomancer's development. When a player character takes the Chronomancer feat, this stage in his existence should be at least outlined in some detail, or preferably role-played. If a player wishes, he can tell his Games Master he intends to take the Chronomancer feat and have the Games Master invoke the shattering at an appropriate time during play. Something dramatic usually triggers the shattering and, in this case, the player should roleplay his character's growing dementia until such time as he acquires the chronomancer feat and learns to control the power.

This book includes no details about the exact effects of the shattering on a character, leaving it entirely



in the hands of the Games Master and players to determine the effect of the truth being suddenly revealed to their characters. Nor are there any triggers for the shattering included, for anything may trigger it; death, exposure to chronomancy or a particular potent work on chronomancy might be more likely to trigger the shattering but, in truth, any character with an understanding of the arcane arts, and at least a few chronomancy spells, may suddenly just awaken without warning. How much the actual shattering is to be used in the campaign is left to the player and the Games Master to decide.

For many shattered, there will come a time when they have developed a reasonable control of the power the awakening released. They still know the truth and still feel the war between paradox and the continuum raging all about them but they can control their reaction to it. When the character takes the Chronomancer feat, he immediately acquires a single quirk (see the Paradox of Power chapter) to represent the strain of the shattering and develops all the abilities of a full chronomancer, though he will of course be only a novice.

They speak of an epiphany, an awakening to some great Truth. When they choose to speak of it at all, they ramble on about our world being a dream or delusion. All that can be said for sure is that they channel a power that threatens the stability of creation. They call it an epiphany. In truth, it is insanity. Why else would they risk their very existence and that of the whole world in their pursuit for power – surely no one is that conceited?

The Morals and Ethics of the Arcane

THE CHROMOMANCER

The following are the game features of the chronomancer specialist. Any character with the Chronomancer feat may take advantage of these abilities.

Paradox Feat (su): The chronomancer is allowed to select paradox feats as a means of directly influencing the void-between. Paradox feats are described in the New Feats chapter.

Ritual Chronomancy (sp): The chronomancer may practise ritual chronomancy. Ritual chronomancy allows the practitioner to reach through the boundary between our world and the continuum and move

whatever he desires between the two alternate realities. Ritual chronomancy requires the chronomancer to turn his magic away from spells and toward the continuum directly.

All chronomancers have a Time Magic score. They begin with a Time Magic score of +0 but may increase it as they advance. Every time the chronomancer increases his casting level *after* purchasing the Chronomancer feat, he may choose to increase his Time Magic score by one point. Increasing the Time Magic score requires the chronomancer to sacrifice a spell slot of a level higher than his current score. This spell slot is lost forever and may never be used to prepare or cast spells. Slots from school specialisation or from the use of magic items such as a *ring of wizardry*, or a *pearl of power* cannot be used to increase a character's Time Magic score.

For example, a 3rd level human wizard purchases the Chronomancer feat and acquires a Time Magic score of +0. On advancing to his 4th level as a wizard, he decides to increase his Time Magic score to +1 by sacrificing a 1st level spell slot. On advancing to his 5th character level, the character purchases a level of fighter and is not eligible to increase Time Magic score. On advancing to 7th character level, he purchases a level of sorcerer. Though he has increased his sorcerer spell casting level, he does not have a sorcerer spell slot of sufficient level (2nd) to



ACOLYTES OF TIME

Time Sense

To make a Time Sense check, a chronomancer must roll a d20, adding his wisdom modifier and one half his casting level as a bonus. The difficulty of Time Sense checks is determined by how much time has passed since the event and how accurately the chronomancer wishes to measure it.

Approximate Period of Time	Base DC
Up to ten minutes	5
Up to one hour	10
Up to one day	15
Up to one week	20
Up to one month	25
Up to one year	30
Up to ten years	35
More than a decade	+5 per 10 year span

The base difficulty is modified using the following table based upon what unit the character would like to measure duration in.

Unit	Modifier
Seconds	+10
Minutes	+5
Hours	+0
Days	-5
Weeks	-10
Months	-15
Years	-20
Decades	-30
Centuries	-40

A character can also determine the hour of the day (DC 20) or the exact minute of the day (DC 25) he is currently in using this ability, even though he has no specific event from which to measure the time.

Finally, a chronomancer using an aura detection spell (i.e. *detect magic*) can determine the age of the aura with a successful Time Sense check.

increase his Time Magic score and so it remains at +1. Finally, at 8th level, he increases his wizard class to 5th level and purchases an increase in his Time Magic score to +2 by sacrificing a 2nd level spell slot.

Resist Paradox (su): The chronomancer spends much of his time attempting to decrease his paradox score so he might freely use chronomancy. Through exposure to chronomancy, any creature or object might acquire an advanced paradox score. Temporary paradox fades over time but permanent paradox and some fixed paradox is difficult to reduce. A chronomancer, and only a chronomancer, can adjust to the forces of paradox and remove either a single point of permanent or fixed paradox. He may do this once per month but doing so costs 1,000 XP and results in a quirk (see the Paradox of Power chapter).

Time Sense (ex): The chronomancer's close association with the continuum has a beneficial effect on the character's ability to sense the passage of time. A chronomancer may attempt to determine how long has passed since a particular event using the Time Sense ability (see side bar).

SPECIALISTS

The field of chronomancy can appear, at first, a very narrow field of study. To the unawakened, chronomancy is thought of as little more than the study and manipulation of time. In truth, it reaches to the foundations of reality and comprises a vast collection of interconnected disciplines.

The master chronomancer tries to develop all the intricacies of his art. It takes spirit, an incredible depth

of will and knowledge to master chronomancy. In truth, there are few people in the world able to master the whole of chronomancy.

As with the larger fields of magic, chronomancers often specialise in a discipline; others find themselves drawn to the higher calling of paradox, to protecting the world from the powers other chronomancers unleash.

PRESTIGE CLASSES

Chronomancers may be few, but they are a diverse group. What follows is a selection of prestige classes open to practitioners of chronomancy.

THE ENLIGHTENED

The world is an illusion, one fabricated by the needs and desires of creatures that live within it. By simply observing the world in a different and startlingly simple way, the chronomancer learns to send his magic forth into a realm our perceptions tell us should not exist. If a simple epiphany can grant a wizard such power, then what might a wizard dedicated to the twisting of his own perceptions achieve?

The enlightened has abandoned his arcane spells in pursuit of this tenuous state of perception, a state of mind that will liberate them completely from destiny, fate and time. This mythical state of being is achieved through meditation, self-mutilation and the inhalation, ingestion and injection of herbs, incense and all manner of narcotic substances. An enlightened is often found hanging upside down from a tree by his ankle, blood still dripping from his severed wrists, the smoke of candles floating all around him.

To many, the enlightened is simply insane, and perhaps they are indeed on a quest to a form of sanitised madness. As their senses and perceptions drift fur-

ther from what anyone else would consider normal, the enlightened prefer to find solitude in the wilderness far from cities and other settlement.

While the enlightened are often denigrated, or even feared for their state of mind, there is no denying that those who master this state of being are capable of incredible feats of temporal power. Non-player character enlightened are often found living alone or in small groups far from civilised states, as those that do not understand often hound them..

Hit Dice: d6



The Enlightened

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Suppress Paradox
2 nd	+1	+3	+0	+3	Mind Clock
3 rd	+1	+4	+1	+3	Insightful Attack
4 th	+2	+4	+1	+4	Quirk, Toughened
5 th	+2	+4	+1	+4	Slow Motion
6 th	+3	+5	+2	+5	Heart of Paradox
7 th	+3	+5	+2	+5	Toughened
8 th	+4	+6	+2	+6	Quirk
9 th	+4	+6	+3	+6	Timeless Body
10 th	+5	+7	+3	+7	Suppress Time

Requirements

To become an enlightened, a character must fulfil the following criteria:

Ability Scores: Wisdom 13+

Feats: Iron Will, Blind-Fight, Chronomancer

Skills: Alchemy 5 ranks, Heal 5 ranks, Profession (apothecary) 5 ranks, Knowledge (arcana) 10 ranks, Knowledge (continuum) 10 ranks

Spells: Ability to cast 5th-level arcane spells.

Special: The character must apprentice under a true enlightened for one full month before he can take a level in the enlightened prestige class.

Class Skills

The class skills of the enlightened prestige class (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (all skills, taken separately) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int), Spellcraft (Int), and Swim (Str).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are the class features of the enlightened prestige class.

Weapon and Armour Proficiency:

The enlightened is proficient with all simple weapons. He gains no proficiency with armour or shields.

Suppress Paradox: The enlightened receives a permanent one-point reduction to his permanent paradox score for each level he takes in the enlightened prestige class.

Mind Clock (ex): The enlightened receives a +4 competence bonus to all Time Sense checks due to his intimate connection to the continuum.

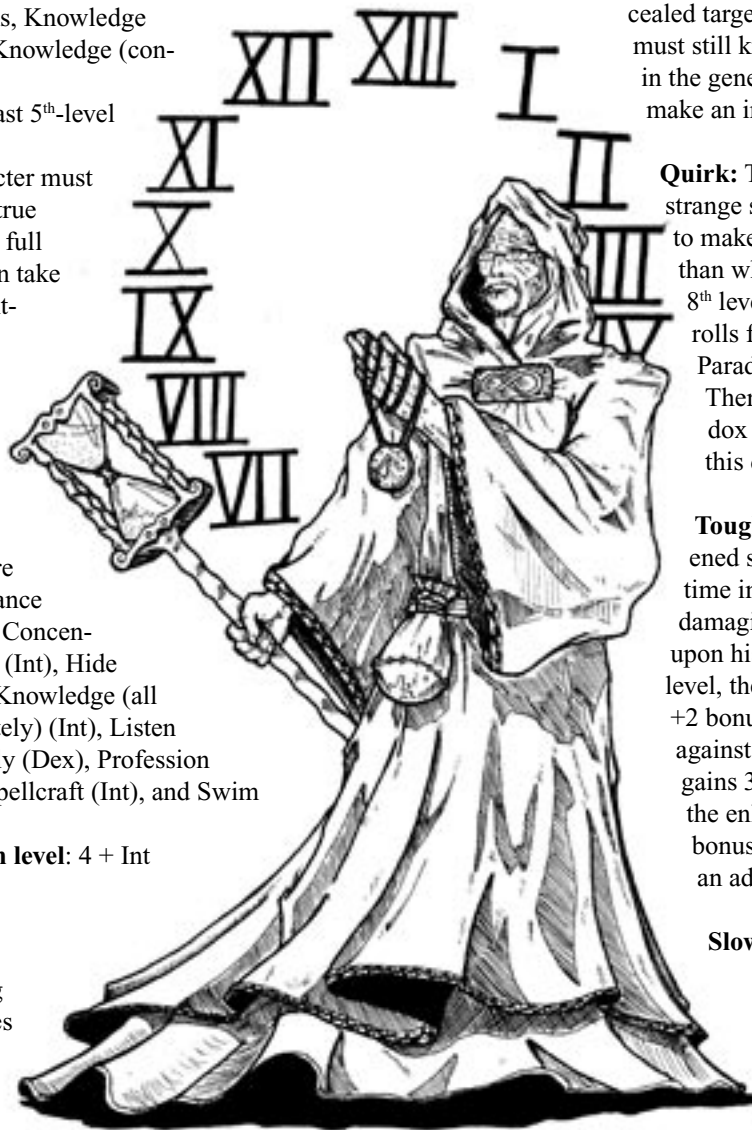
Insightful Attack (ex): At 2nd level, an enlightened with a paradox score of 9 or less, may ignore any miss chance that applies to an attack against concealed targets. The enlightened must still know there is someone in the general area before he can make an insightful attack.

Quirk: The enlightened's strange state of mind begins to make him something other than what he was. At 4th and 8th level, the enlightened rolls for a new quirk (see the Paradox of Power chapter). There is no additional paradox loss from acquiring this quirk.

Toughened: The enlightened spends much of his time inflicting poisonous or damaging experimentation upon his own body. At 4th level, the enlightened receives a +2 bonus to all Fortitude saves against poison and disease and gains 3 hit points. At 7th level, the enlightened increases this bonus to +4 and he receives an addition 3 hit points.

Slow Motion (su): The enlightened can slow time for a critical moment during certain physical actions.

Only an enlightened with a paradox score of 5 or less can use this ability. The enlightened and everything else in the area seems to stop for a few moments, the whole world going into slow motion. The mental faculties of everyone present perceive the change in time flow but, unlike the enlightened, they cannot take advantage of the shift. The enlightened is able to make use of the



change in the perception of time. For the next 1d4 rounds after use, this ability gives the enlightened a +2 circumstance bonus to any attack roll, reflex saving throw, balance, climb, jump and tumble check. Slow motion may be used a number of times per day equal to the enlightened's wisdom modifier.

Heart of Paradox (su): An enlightened who has reached 6th level recovers from temporary paradox faster than most. Each day, he loses a number of points of paradox equal to his Wisdom modifier.

Timeless Body (ex): After reaching 9th level, an enlightened no longer suffers penalties for ageing and cannot be magically aged; any penalties he may have already suffered remain in place. Bonuses still accrue, and the enlightened will still die of old age unless other means are used to prolong his life.

Suppress Time (su): At 10th level, an enlightened with a paradox score of 0 or less can use *time stop* as a spell like ability as cast by a 17th sorcerer. The enlightened receives a point of temporary paradox for each use of this ability and can only use this ability once per week. There are no verbal components for suppress time as the enlightened simply refuses to be carried forward in time for 1d4 + 1 rounds.

THE TEMPORAL DEFENDER

Few understand the perils that chronomancy presents to the world were it to get out of control. Less know its principles and it often seems there is some force intent on destroying all knowledge of it. The temporal defender is just such a force. He might have come upon his understanding of the peril before or after he took up the practise himself but he explores chronomancy for one reason only – to track down and stop gross misuse of its power. The very forces



The Temporal Defender

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Detect Paradox
2 nd	+1	+3	+0	+3	Fighter of Paradox
3 rd	+2	+3	+1	+3	Smite Paradox 1 / day
4 th	+3	+4	+1	+4	Voice of Paradox
5 th	+3	+4	+1	+4	Paradox Immunity +1
6 th	+4	+5	+2	+5	
7 th	+5	+5	+2	+5	
8 th	+6	+6	+2	+6	Paradox Immunity +2
9 th	+6	+6	+3	+6	
10 th	+7	+7	+3	+7	Smite Paradox at will

of paradox have led the temporal defender to be their servant in reality.

The temporal defender always has some understanding of chronomancy and magic but he is also a soldier. It is quite common for martial orientated spellcasters to lean towards this prestige class. Though all have mastered elements of chronomancy and, in some ways, are freer to use its power, the temporal defender lives by a code of principle that he only uses its power to undo damage other chronomancers have perpetrated.

Hit Dice: d8

Requirements

To become a temporal defender, a character must fulfil the following criteria:

Alignment: Any lawful

Base Attack Bonus: +4

Feats: Chronomancer, Power Attack, Cleave, any one paradox feat

Spellcasting: The temporal defender must be able to cast arcane spells of 4th level. This must include *haste* or *slow* and *true strike*.

Special: The character must petition a representative of paradox to become a temporal defender. In almost all worlds, this agent will serve the deity of time or perhaps another temporal defender (one who has achieved at least 4th level).

Class Skills

The temporal defender's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), and Spellcraft (Int).

Skill Points At Each Level: 2 + int modifier

Class Features

The following are the class features of the temporal defender prestige class:

Weapon and Armour Proficiency: The temporal defender is proficient with all simple and martial weapons but not with any form of armour or shield.

Code of Paradox: A temporal defender who grossly abuses his power over time or who threatens the world's stability without good long-term cause in its defence, loses all class abilities and cannot progress until he receives an *atonement* spell cast by a servant of a deity of time or a representative of paradox.

Spells per Day: A temporal defender's training includes a continuation of his study of magic. Thus, when a character gains the 3rd, 6th and 9th levels of temporal defender, he gains new spells per day as if he had also gained a level in whatever arcane spell casting class he had belonged to before he added the prestige class. He does not, however, gain any other benefits a character of that class would have gained (metamagic or item creation feats, for example). If a character had more than one spellcasting class before he became a temporal defender, he must decide to which class he adds each of these levels of temporal defender for purposes of determining spells per day when he adds the new level.

Detect Paradox (sp): The temporal defender may use *detect paradox* at will, as a free action.

Fighter of Paradox: The temporal defender only applies his paradox modifier to attack and damage rolls if the result is a bonus.

Paradox Immunity: The temporal defender receives this bonus to saving throws to avoid the effects of high levels of paradox and to the concentration check to overcome the spell disrupting effects of paradox.

Voice of Paradox (sp): Once each month, the temporal defender may call on the powers of paradox, asking advice and guidance on a particular problem. This functions as a *commune* spell cast by a 10th level cleric. The temporal defender does not need to spend any experience to use this power and need not use any other components. In addition, the forces of paradox may contact the temporal defender at any time.

Smite Paradox: Once per day, a temporal defender may make a smite attack against an individual, turning the forces of paradox against them. The temporal defender adds his Charisma modifier to the attack roll and twice the target's paradox modifier to the rolled damage. Note that for a negative paradox modifier (for paradox score less than 10), this will reduce the damage. At 10th level, a temporal defender may Smite Paradox whenever he makes an attack.

CHRONOMANCY SPELLS

Chronomancers all begin their study of time as practitioners of other arcane arts; even the most specialised chronomancer is still proficient with normal spells. True power might lie in the continuum but a chronomancer often finds that true power is simply overkill and, to get things done, a good old-fashioned spell can often be the best solution. The chronomancer usually has more than enough magical resources and the cost of learning a new spell, for a wizard at least, is nothing compared to the effort involved in learning a new paradox feat.

Through his extensive manipulation of the continuum, a chronomancer finds his insight into time so extended that he can indeed research and use spells that affect time in ways that a normal wizard can only marvel at. Though a chronomancer does not get to memorise an extra chronomancy spell at each level (in fact, he often has less spells per level), he does have an aptitude that shows in his spell research.

USING CHRONOMANCY SPELLS

The following chapter includes a multitude of new spells that can be used by any sorcerer or wizard who desires to learn them and a few which only a

character with the Chronomancer feat is permitted to learn. A few can also be learnt by bards and a couple are available to other spellcasting classes. Chronomancers with 8 ranks or more in Knowledge (continuum) receive a +2 bonus to researching these spells and other spells deemed to be in the province of chronomancy.

This chapter introduces the spell designators Age and Chronomancy. Age spells relate to magical aging or rejuvenation (see *The Games Master's Guide to Chronomancy* chapter for rules on magical aging). Chronomancy is a designator applied to all spells to do with the manipulation, perception or investigation of time. A list of chronomancy spells is included in the appendix.

20 Minutes

Transmutation [Chronomancy]

Level: Sor/Wiz 8

This spell is the same as *time to act* except that it gives the caster sufficient time to Take 20 on his check. He may still only make one skill check, and the caster must still abide by all the restrictions of the lesser spell.

24 Hours

Transmutation [Chronomancy]

Level: Sor/Wiz 6

Component: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell greatly accelerates time for a single creature. In an instant, the creature experiences a single day's worth of rest and relaxation. The target receives all the benefits of a single day of rest, including hit point recovery, ability damage repair, etc.

As a by-product, the creature ages one full day. Spells and other external forces with a fixed duration do not experience the day but poisons, diseases and other internal forces progress as if a day had passed. If *24 hours* was cast on a bleeding individual, for example, this spell would kill them.

For reasons not properly understood even by chronomancers, this spell does not allow a spellcaster



to prepare spells after it is cast. Its original creator, a mysterious chronomancer whose name has been lost, is rumoured to still be working on a spell that will allow just this kind of freedom. So far, he has not succeeded.

Material Component: A broken hourglass.

Ageing Stroke

Necromancy [Age, Chronomancy]

Level: Sor / Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A beam of grey brilliance bursts from your finger. With a successful ranged touch attack you may hit any one creature within range, immediately ageing the creature 1d10 + 1 year per 2 levels (maximum 1d10 + 10 years). All gained years fade after a week.

Material Component: The spell requires the tooth of an elderly woman.

Alacritous Stride

Transmutation [Chronomancy]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute / level (D)

This spell allows its caster to move with complete agility along almost any surface. The character triples his normal movement rate. If he does not already have them, he receives a climb and swim movement rate equal to triple his normal movement rate. If he does have one or both, he triples their values or increases them to triple his conventional movement rate, whichever is higher. The increase in speed is an enhancement bonus.

The caster does not lose his dexterity bonus to his armour class while climbing and need only make climb or swim checks when performing difficult or intricate manoeuvres, for which he receives a +8 bonus to the roll. Finally, the character triples his



maximum jumping distance while under the influence of this spell.

Material Component: The material component for this spell is a leaf of ivy.

Awaiting

Transmutation [Chronomancy]

Level: Sor/Wiz 1

Component: V, S, M

Casting Time: special

Range: Personal

Target: You

Duration: 1 round

This spell twists the caster's perception of time. He may wait and absorb all the actions of others, planning and preparing and then, when he is ready, he may act without any perceivable delay. This spell may be cast as a free action.

Under the influence of this spell, the caster receives two benefits. Casting this spell fixes the chronomancer's initiative. In the following round, the character acts on whatever initiative this spell was cast, immaterial of any actions on his part that would normally change his initiative. The spell *switch fate* still functions on the chronomancer, though it

CHRONOMANCY SPELLS

switches with this fixed initiative. Additionally, the chronomancer may delay his actions in a round for as long as he wishes and never forfeit those actions.

This spell gives the caster time to prepare and plan. He may observe all the actions of his opponent before acting and he has time to consider what to do if he waits until everyone else has acted. This spell does not mean the Games Master must stop the game while the player plans but he should give the player a few minutes if he is willing to let everyone else act first.

Bliss

Divination [Chronomancy]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The name of this spell can be misleading but it gives some idea of what the spell is commonly used for by less reputable casters. *Bliss* probes the memories of a single creature, allowing it to relive in complete detail

a time in its life. This period can be up to one hour in length and from any time in the creature's life.

The caster may either specify the time exactly or allow the target to experience any moment in his life he desires. If the target is given free rein, it must succeed at a Wisdom check (DC 10) or be sent to an emotional moment in its life it did not choose. The creature is likely to be sent to a time it regrets or memories it tries to avoid consciously.

If the creature lacks memory of the event, it will find complete clarity with the casting of this spell. If the creature is dealt damage in its memory, it must succeed at a Will save or take 1d6 points of subdual damage for every source of damage it experiences. *Bliss* can be used as a drug, a means of restoring lost memory or helping a person to overcome tragic loss. It can also be used as a method of torture, without actually injuring the target.

Material Component: A stem of a rose bud. The petals are removed. During the casting of the spell, the bud reforms and blossoms only to fade into dust as the casting is completed.

Branard's Future Banishment

Transmutation [Chronomancy]

Level: Sor/Wiz 7

Targets: One creature

This spell is identical to the spell *Branard's future dispatcher* in all ways except where noted above. The spell may transmit any single creature ten minutes into the future.

Branard's Future Dispatcher

Transmutation [Chronomancy]

Level: Sor / Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Targets: One creature of medium size or smaller

Duration: 10 minutes

Saving Throw: Fortitude negates

Spell Resistance: Yes

This powerful spell thrusts a single creature of medium size or smaller forward in time ten minutes. The creature simply vanishes from his current location and reappears in exactly the same spot ten minutes later. The creature experiences no



perceptible time lapse. Instead, the surrounding scene appears simply to change in an instant to that of the future.

If the creature's original spot is occupied when the ten minutes elapses, it reappears in the nearest available location. For locations an equal distance from the original, roll randomly to determine in which spot the creature appears. While the creature is absent, no magic can affect it. A *dispel magic* targeted at the location where the creature was will bring it back prematurely but an *antimagic field* has no effect on this spell.

Material Component: The material component for this spell is a grasshopper trapped in a small glass bottle.

Branard's Future Imprisonment

Transmutation [Chronomancy]

Level: Sor / Wiz 9

Duration: One year

Targets: One creature

This spell is identical to *Branard's future banishment* in all ways excepted where specifically noted. This spell is a curse worse than death for many as the caster projects the unfortunate victim into the future, never to return. This spell may transmit any single creature up to one year into the future.

Material Component: The material component for this spell is a silver statuette of a grasshopper worth at least 500gp, trapped in a glass bottle.

Corrode

Evocation [Chronomancy]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: One object

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: No

This spell exposes an inanimate object of up to 25 pounds in weight to decades of time in an instant. Even the best-constructed item crumbles to dust under the exposure of eons. Magic or psionic items are entitled to a saving throw to avoid this effect.

Material Components: A single silver coin dropped into a glass of water.



Contingent Action

Transmutation [Chronomancy]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

An advancement of the *moment* spell, *contingent action* allows the caster to prepare himself in an instant. The caster of this spell prepares a readied action. Though he may cast this spell, readying the action and still move, the readied action otherwise follows all the normal rules.

CHRONOMANCY SPELLS

Conjuration and Illusion

Though neither of these two schools offer many chronomancy spells, chronomancers see these schools as special. This is because they can both create something from nothing.

Conjuration, and the creation sub-school in particular, is the one school of magic chronomancers believe touches the continuum. When a wizard calls something into existence from nothing, it is the continuum's infinite possibilities that provide it.

The illusion school is special because it calls something into existence from the mind of the caster. The creation of something from the mind as opposed the continuum is no different as far as the chronomancer is concerned. In particular, glamour, pattern and shadow spells can be accepted by our world as real. The caster knows the truth, so do those who successfully disbelieve the spell but chronomancers believe that if an illusion is completely accepted, by everyone who interacts with it, it may become real.

Only the longest duration illusions would have any chance of becoming real. Illusions that imitated self-aware things (anything with an Intelligence score) could never become real because much of what makes such a creature is its belief in itself. So long as the caster is alive or sane, the spell cannot become real because the caster would know it was not real.

If an illusion can survive without anyone successfully disbelieving it for sufficient time, without anyone alive knowing it is fake or even suspecting it, it will become part of our world. Chronomancers believe this has indeed happened.

Like much of the chronomancers' philosophy, neither of these two contentions can even be proved.

Contingent Spell Immunity

Evocation (Chronomancy)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 day/level, until discharged (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This powerful, protective spell is similar in effect to the *contingency* spell. When he casts this spell, the

caster must designate a spell against which it will be effective. The spell must be on his spell list and he must possess the spell in the form of a scroll, though he need not have created it himself. The spell can be no higher than 4th level.

If the recipient of this spell is affected by the designated spell while under the influence of *contingent spell immunity*, the spell's effects are completely negated as if by Spell Resistance. *Contingent spell immunity* protects from one use of the spell per 5 levels of the caster before discharging. A single target may only benefit from one casting of *contingent spell immunity*. A second casting of this spell negates all previous castings.

Focus: A gold, diamond-studded scroll case in which you place the scroll for the spell to be protected against. The case must be specially crafted and is worth at least 200gp. If the case is separated from the target after the initial casting, or the scroll is removed from the case, the *contingent spell immunity* is lost.

Deja Vu

Illusion (Shadow) [Chronomancy]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

In an instant, the subject of this spell experiences the ravages of the previous round over again. Only forces that directly inflict hit point damage are experienced again. The character receives in an instant all the damage he received in the previous round. For example, if the character receives 20 points of fire damage after successfully saving from a *fireball* and 8 points from a dagger attack, he receives 20 points of fire damage and 8 points of dagger damage when this spell is cast.

Material Component: A magnifying glass.

Detect Chronomancy

Divination [Chronomancy]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Effect: Quarter circle radiating out from caster up to the maximum range of the spell

Duration: concentration, maximum 1 minute/level (D)

This powerful spell allows you to sense ritual chronomancy. The power of the spell radiates out from the caster in a quarter circle that reaches to the edge of the spell's range. The caster can change the orientation of the spell as a free action. Objects, spells and creatures dislodged in time using ritual chronomancy radiate an aura visible only to the caster of this spell. The amount of information the caster receives about the effect of the ritual is dependant on how long the chronomancer looks at the aura.

Round	Information Gained
First Round	The caster senses a ritual as it is used. The caster can sense that a chromantic aura is present and to which object or creature the aura belongs.
Second Round	The caster detects who drew the object or spell through time but only so long as they are themselves within the range of the spell.
Third Round	If the aura results from an object, spell or creature having been displaced forward in time, the chronomancer can detect how far through time it was moved with a Time Sense check (DC 15).

Only someone with the Time Sense ability can use the advantages of the third round.

Detect Paradox

Divination [Chronomancy]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Effect: Quarter circle radiating out from caster up to the maximum range of the spell

Duration: concentration, maximum 1 minute/level (D)

This spells allows the caster to sense paradox. The power of the spell radiates out from the caster in a quarter circle that reaches to the edge of the spell's range. You can change the orientation of the spell

as a free action. All creatures and objects radiate an aura detectable to this spell. The amount of information the character attains about the paradox is determined by how long the caster studies the creature or item.

Round	Information Gained
First Round	The caster senses any powerful paradox aura within the range of the spell. Creatures or objects with a paradox rating of 12 or higher glow with a light blue aura.
Second Round	The caster can sense how strong an aura of paradox the creature or object possesses.
Third Round	The caster can sense the exact nature of the paradox the creature or object possesses: temporary (normal), fixed and permanent.

Aura Strength Approximate Paradox Rating

Dim	12 - 15
Faint	16 - 20
Moderate	21 - 30
Strong	31 - 45
Overwhelming	46 +

During the third round and following rounds, a chronomancer can determine what condition will cause any fixed paradox to begin to fade. For each source of fixed paradox, the chronomancer makes a Time Sense check (DC 15). Success reveals the condition that will cause the aura to fade. The chronomancer can also make a Time Sense check (DC 15) for each point of permanent paradox to determine the reason for the paradox. After the first check, every additional Time Sense check requires an additional round to reveal the relevant information.

Echo of Past State

Divination [Chronomancy]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: Touch

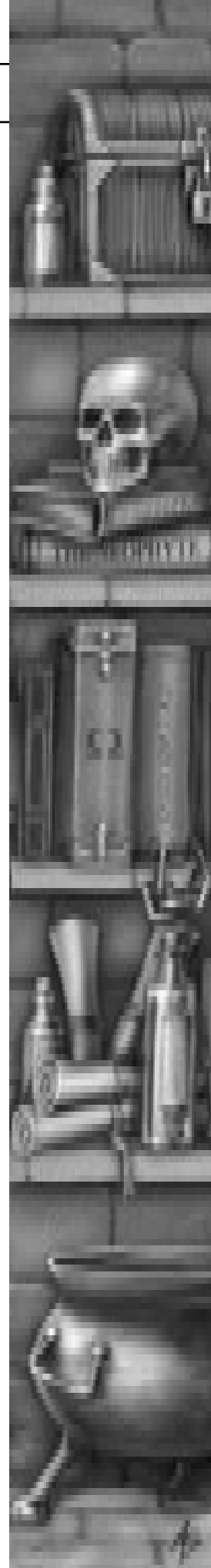
Target: Remains of one creature or object

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Echo of past state allows its caster to sense the previous 'whole' form of an object or creature



CHRONOMANCY SPELLS

as it was before its destruction or death. The chronomancer only needs a small remnant of the object or creature to use this spell.

With the casting of this spell, the chronomancer receives an impression of the object or creature as it was at the height of its existence. For living creatures, the spell gives an impression of the creature in full health. For objects, the newly-crafted item in its full splendour is revealed. If the remnant has in the past been part of more than one object or creature, only the last is revealed, as previous incarnations are hidden from the chronomancer.

Most importantly, for the duration of the spell, the chronomancer retains this vision and can use it to stabilise the object or creature if he brings it forth from the continuum. For objects, the chronomancer receives a +10 competence bonus to his Craft checks to repair or construct a replica of the object and can make his Craft check untrained but only so long as all the work is completed within the duration of the spell. If the work requires more than one day to complete, the chronomancer can recast the spell each morning. When the spell ends, the vision fades but

the chronomancer retains his knowledge of what the creature or object looked like.

Each casting of this spell works on only one remnant.

Focus: The object's or creature's remnant. This remnant must be kept on the caster's person for the duration of the spell or the vision fades.

Glimpse Past the Barrier

Divination [Chronomancy]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

This spell allows the caster to see through any barrier or boundary within 60 ft. so long as the barrier or obstruction was clear at some time in the past. Essentially, the caster sees through the door or barrier when it was open, shifting his senses back to the present on the other side. If the barrier has been firmly in place for longer than one day per caster level, the caster's senses cannot bypass it.

Moment

Transmutation [Chronomancy]

Level: Sor/Wiz 0, Brd 0

Components: V

Casting Time: 1 free action

Range: Personal

Target: You

Duration: Instantaneous

This spell grants the caster a brief moment of time in which to catch his breath and take measure of his situation. The caster gains the benefits of a Refocus action. *Moment* can be cast as a free action.

Past's Façade

Transmutation (Age, Chronomancy)

Level: Sor/Wiz 5, Brd 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: one hour / level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms the touched creature's body, returning it to a more youthful form. The creature



can be rejuvenated back to its adult age but no further. Only the creature's physical age is affected, its mind remains untouched.

Any penalties the creature has experienced due to aging can be undone using this spell. An old hag can be returned to a beautiful and youthful maiden, an aged warrior whose strength has left him can be returned to his physical prime but with all the benefits of his well-earned experience.

It is often said that chronomancers do not age. While, to some extent, this is true, more often than not, chronomancers simply use this spell. This spell cannot prevent death from old age and the creature ages normally while it operates. When the spell wears off, the creature is exactly the same age as he would have been had the spell never been cast.

Rekindle Youth

Transmutation (Age, Chronomancy)

Level: Clr 6, Sor/Wiz 6, Drd 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell can remove any unnatural ageing the creature has experienced within one hour per level before this spell is cast. This duration is based on the creature's own personal experience of the passage of time. Time spent under the influence of one of the spells that carries a subject into the future (*Branard's future dispatcher* or *time's chariot*) is added to this duration. Artificial ageing induced before this duration cannot be removed using this spell.

Material Component: A lock of hair from a young, healthy child.

Slow Skin

Abjuration [Chronomancy]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Targets: You

Duration: 1 round / level (D)

This spell delays the onset of damage. While this spell operates, any damage the caster takes is delayed



for a limited number of rounds. The casting level of the spell determines the onset delay.

Caster Level	Onset Delay
13 - 16	2 rounds
17 - 20	3 rounds
20 +	4 rounds

The player should record all damage the character takes in a round as normal but he does not actually remove the hit points until the onset delay has elapsed. Even if the spell is suppressed or dispelled, the damage retains its delay in much the same manner as a *fly* spell wears off gradually.

This spell only affects hit point damage. This spell normally offers no protection against special effects or ability drain, unless the effect would be negated by damage reduction; if so this spell delays the effect until the duration has elapsed.

Damage is calculated at the time of the attack or effect. Nothing the character does after that time can change the amount of damage he will take when the onset-delay elapses.

Material Component: A flywing dipped in honey.

CHRONOMANCY SPELLS

Slow Magic

Abjuration [Chronomancy]

Level: Sor/Wiz 2

Slow magic is a chronomancer's version of the *dispel magic* spell. The spells are identical except where specifically noted. Spells successfully affected by this spell are not *dispelled* but are instead suppressed for 1d4 + 1 rounds.

Magic items and spells with an instantaneous duration are unaffected by *slow magic*.

Slow magic can be used with a counterspell but only against spells with a duration other than instantaneous. The countered spell begins to operate normally after 1d4 + 1 rounds.

A suppressed spell can still be detected using *detect magic* and the time spent suppressed counts against the spell's duration.

Switch Fate

Transmutation [Chronomancy]

Level: Sor/Wiz 2

Component: S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Using a melee touch attack, the caster of this spell can steal the target's initiative. If the spell is successful, the chronomancer and the creature he targets switch initiatives.

For example, if a chronomancer with initiative 14 cast *switch fate* and successfully touched an orc with initiative 22, they would switch initiative scores. In the following round, the chronomancer would go on initiative 22 and the orc would go on initiative 14. In essence, the chronomancer has stolen time from the orc.

Temporal Abstraction

Transmutation [Chronomancy]

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 5 rounds

Range: Personal

Targets: You

Duration: Instantaneous

This spell concentrates time, releasing it in a single burst in the round the chronomancer finishes casting the spell. Following the completion of this spell, the chronomancer receives his normal action for that round (plus any additional actions the character may be receiving from *haste* spells etc.) In addition, the chronomancer receives 1d10 bonus partial actions that he may use either before, or after, his normal actions that round.

Material Component: A small glass prism.

XP Cost: 250 xp.

Temporal Disjunction

Illusion (Phantasm) [Chronomancy]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

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

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Temporal disjunction causes the subject's own perceptions to lag moments behind actual events. The creature suffers a -2 penalty to his Armour Class,



attack rolls and saving throws, is considered to be flat-footed at all times and suffers a 20% miss chance on all his attacks. Targeted spells suffer a 50% chance of failure but area effect spells can be cast normally.

This spell may be removed with a successful *dispel magic* or *remove curse* but it is otherwise permanent. As a side effect, the creature will always be moments late. There is no way to adjust for the lag in this spell as it fluctuates randomly.

Material Component: A sealed glass vial containing a mixture of belladonna and hemlock in oil.

Time's Chariot

Transmutation [Chronomancy]

Level: Sor/Wiz 8

Component: V, S, M

Casting Time: 1 round

Range: Personal or touch

Target: You and up to 50 lbs / level

Duration: See text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Safely travelling into the future using ritual chronomancy can be a problematic endeavour, often entailing even more danger from the forces of paradox than normal. This spell, while far from perfect, has more often been used by chronomancers wishing to see the future with no real desire to return to the present.

The chronomancer casting this spell is pushed forward through time. As he casts the spell, he must declare how far forward the spell will push him. To successfully judge the time, the character must make a Time Sense check (DC 20). On a natural 1 or a failure, the duration is instead between 50% and 150% of the intended duration (1d% + 50%). It is impossible to use this spell without the Time Sense ability.

Once he finishes casting the spell, he will have no further control over its duration. He experiences no time for the duration, he does not age, heal wounds or change in any way. The caster and up to 50 lbs of equipment and allies per level simply vanish from their current location and reappear in exactly the same spot at the predetermined time.

A *dispel magic* or *greater dispel* targeted at the exact spot where he was standing can return the



chronomancer prematurely and a *detect magic* will note that the area radiates a magical aura indicative of Transmutation magic. *Antimagic* fields and other effects have no effect on this spell as the caster is suppressed with the spell and, when the duration expires, he is simply released even if the spell was currently suppressed.

If the caster's original location is occupied when the predetermined time elapses, he reappears in the nearest available location. For locations an equal distance from the original, roll randomly to determine in which spot the caster appears.

It is possible to use *time's chariot* to follow another casting into the future. If cast on the same spot or within 10 ft. of another *time's chariot* spell, the chronomancer can choose simply to follow the first caster. The chronomancer must succeed at a Time Sense check (DC 10). Failure will result in the chronomancer falling short by 1d10 years. A natural 1 causes the duration to fluctuate randomly between 50% and 150% of the intended duration (1d% + 50%) as before. Success causes the chronomancer to appear in the same spot as the other chronomancer 1d10 hours later.

Material Component: A small stick of marble worth no less than 20 gp that dissolves to sand and flows through the chronomancer's fingers as he casts the spell.

CHRONOMANCY SPELLS

Time to Act

Transmutation [Chronomancy]

Level: Sor/Wiz 4, Brd 3

Components: V

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Time to act gives you the time to perform a single skill check. The skill check must be an actual action, you must have at least one rank in the skill; all necessary equipment must be on your person and ready to use. Skill checks that require extensive time or bulk materials cannot be used with this spell. The skill check cannot be a reaction to outside actions or the actions of others.

During the action, you cannot move from your current position but you can perform any other physical aspects of the skill use. You cannot make use of any spell, supernatural or even extraordinary ability-related skill check. You could, for example, use this spell to disable a trap you are kneeling next to or pick a lock. You could not use it to Read Lips, Balance, Jump or Tumble. You cannot even Hide unless already in a suitable place to do so.

While you perform the skill use, the world appears to stop about you. It could even be a Search check as long as the search does not require you to move. To others you seem to blur and then the action is complete.

Time to Pause

Transmutation [Chronomancy]

Level: Sor / Wiz 6, Brd 5

This spell is the same as *time to act* except it gives the caster sufficient time to take 10 on his check. He



can still only make one skill check and the caster must still abide by all the restrictions of the lesser spell.

Withering

Necromancy (Age, Chronomancy)

Level: Sor/Wiz 8

Component: V, S, M

Casting Time: 1 action

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

Area: Spherical blast with a radius of 10 ft. / level

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This horrendous spell ages every living thing in the area. All living things in the area of this effect are aged 1d4 years per caster level (maximum 20d4) in the blink of an eye. The chronomancer cannot age himself using this spell.

Material Component: The branch of a 100-year-old elm tree.

The old woman finished her hand motions and a wave of energy blast outward from her body. Incandescent waves of black light flowed across the scenery, rippling like some unnatural curtain. Trees wilted as it past, grass withered and died. The woman smiled as the wave hit the battalion head on. Youthful features faded in an instant. The men, many in the prime of life, collapsed under the weight of their armour and aged joints. The general's loyal hound collapsed to its knees. Whisks of grey sprouted from beneath its muzzle and rippled out through the velvet smooth fur. The corner of the dog's eyes turned white and opaque, flesh withered on its bones, and as the wave burst forth from its body to continue its relentless march, the skeleton that remained fell to the floor and crumbled to dust.

NEW FEATS

The following feats were designed with the practice of chronomancy in mind and supplement the feats in *Core Rulebook I* following all the rules in that book for determining how many may be chosen and how often a character may do so. The character still needs to meet all prerequisites to obtain the feat.

PARADOX FEATS

While all chronomancers are wizards and sorcerers in their own right, the power they seek to control can only be harnessed by redirecting their magic away from the real world and into the continuum – a place spells cannot normally reach. The Paradox feat is the means by which a chronomancer surpasses the limitations of arcane magic, enabling him to harness the powers of the void-between. This power does not come without a price. The learning and use of these feats transforms the wizard into something adherent to the forces of paradox. Slowly, with every use, the tides of this force build about him, buffeting him as though he were trapped in some tremendous storm.

There is nothing a chronomancer can do to reduce or control these forces. The chronomancer must hold his own against these tides until the storm passes, which it invariably does. Many consider the dangers of Paradox feats to far out weigh the benefits of using them, while others have immersed themselves in their discovery to the exclusion of all else.

Acquiring and Using Paradox Feats

Only a character with the Chronomancer feat may purchase Paradox Feats, and then only if he fulfils the prerequisites. Paradox feats are gained and used in the same way as those listed in *Core Rulebook I*. Unless specifically stated otherwise, Paradox feats are considered supernatural abilities and require only a free action to use.

A chronomancer may only safely purchase a number of Paradox feats equal to his Wisdom modifier. Any additional Paradox feat purchased grants the chronomancer one point of permanent paradox as he overreaches himself. If he later increases his Wisdom modifier, he does not lose this point of paradox (the mishandling of arcane power cannot be undone) but he may purchase the new Paradox feat safely.

A wizard may purchase a paradox feat using one of the bonus feats he receives every 5 levels but,

in doing so, always acquires a point of permanent paradox from the intensive study involved. This point may be in addition to a point received from purchasing more Paradox feats than his Wisdom allows. In addition, such intense study of the void-between comes at the expense of all other forms of magical research, preventing the wizard from adding the spells he would normally acquire at that level to his spell book, as described in *Core Rulebook I*.

Alacrity (Paradox)

Your control of time allows you to move more swiftly than normal.

Prerequisites: *Expeditious retreat*

Benefit: Invoking this feat is a free action. For one round, you may double all your movement rates, including any acquired through magical means (*fly* for example). This is considered an enhancement bonus. You acquire one point of temporary paradox by using this feat.

Avoid Paradox (General)

You have worked with time magic for so long that you have developed some defence against the forces of paradox.

Benefit: You receive a +1 bonus to Fortitude and Will saving throws to avoid the effects of high levels of paradox. In addition, you receive a +1 bonus to Concentration checks made to overcome the spell disrupting effects of paradox. Unawakened characters that take this feat receive only subdual damage from fixed paradox in the same manner as an awakened character.

Celerity (Paradox)

Your control of time allows you to act more swiftly than normal.

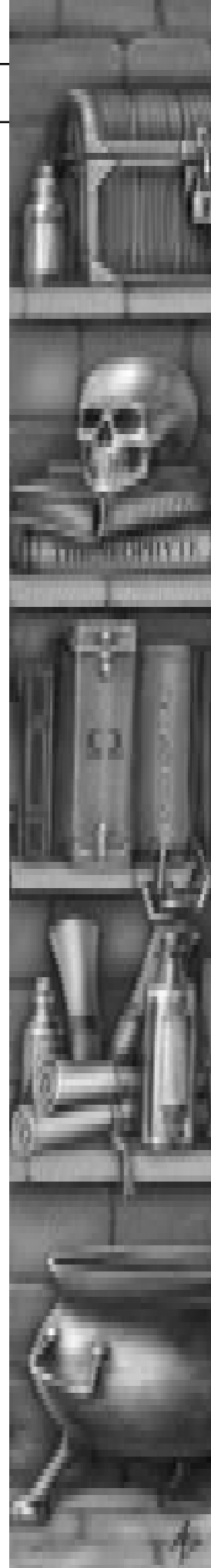
Prerequisites: *Haste*, *expeditious retreat*, Alacrity

Benefit: For one round, you receive an extra partial action and a +4 haste bonus to your Armour Class. This feat does not stack with *haste*, or any similar spells or psionic powers. You acquire one point of temporary paradox by using this feat.

Chronomancer (General)

You have specialised in the study of chronomancy and opened yourself to the truth about the world and the void between.

Prerequisites: Spellcraft 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (continuum) 5 ranks, the ability to cast 2nd level spells, two feats from the following list; Delay Spell, Extend Spell, Persistent Spell, Quicken Spell and Repeat Spell





Benefit: You become a chronomancer specialist, gaining the abilities and bonuses detailed in the Acolytes of Time chapter.

Chronomancy Item Focus (General)

You are especially proficient at creating magic items that incorporate chronomancy in their design.

Prerequisites: At least one item creation feat, the character must have made an item incorporating ritual chronomancy

Benefit: You receive a +2 bonus to your chronomancy item checks, and apply a 25% reduction to the base cost of all items that include ritual chronomancy before calculating material and experience costs for the item creation.

Oracle (Paradox)

The chronomancer has fine-tuned the ability to use his magic to see into the near future.

Prerequisites: The ability to cast 2nd level spells

Benefit: The chronomancer can use *augury* or *divination* as cast by a 5th level cleric as a standard action. The chronomancer receives one point of temporary paradox when he used *augury* and three points when he uses *divination*.

Ritual Focus (General)

You have mastered many of the intricacies of ritual chronomancy.

Benefit: You receive a +2 bonus to all ritual chronomancy checks.

Tactician (Paradox)

You are a master of defensive magics and are never without spells to defend you from all possible contingencies.

Prerequisites: *Contingency*

Benefit: You may have one more *contingency* spell operating on your person at one time. This second *contingency* costs you four points of paradox. This paradox is fixed and only becomes temporary once the *contingency* spell has either ended or been triggered. No two contingencies in operation on a

chronomancer can have the same trigger conditions and any one event can only trigger one *contingency*.

Special: This feat affects only the *contingency* spell, not more powerful spells with similar effects. You may purchase this feat more than once.

Each purchase allows you to have one additional *contingency* in operation at any one time. Every additional *contingency* spell grants you four points of fixed paradox.

Time Sensitive (General)

You have been gifted with an acute sense of the passage of time.

Benefit: You may use the Time Sense ability even if you are not a chronomancer. In addition, this feat grants a +4 competence bonus to Time Sense checks.

Normal: Only a chronomancer can use the Time Sense ability.

True Sight (Paradox)

You may stretch your senses into the immediate future. To others, you seem to know what is going to happen just moments before it does.

Benefit: Invoking this feat requires no action on the part of the chronomancer. At any time, the chronomancer may apply a +2 insight bonus to any saving throw he has to make, but doing so grants the character a point of temporary paradox.

RITUAL CHRONOMANCY

Beyond spells and paradox feats, the true power of the chronomancer lies in his ability to perform ritual chronomancy. Paradox feats can use the power of the continuum to produce all manner of spectacular effects; from overcoming the unfortunate results of bad luck to immortality should the chronomancer desire it. In comparison, ritual chronomancy is deceptively simple – the chronomancer fractures the foundation of reality, allowing him to draw something out of the continuum into the world or to send something in the world there.

Though many initiates, new to the art, find ritual chronomancy long and tiresome with little actual



benefit, the masters of chronomancy know ritual chronomancy to be the source of real power. The paradox generated from its use is terrific, the time, cost and patience required to achieve even the simplest thing is vast, but ritual chronomancy opens the doorway to almost unlimited power, for it allows the chronomancer to move anything they desire back and forth through time.

Concentration and Ritual Chronomancy

Rituals require concentration just like spells. When a chronomancer performing a ritual makes a concentration check, he uses one half of the ritual check DC in place of a spell level. Concentration is very difficult to maintain during a ritual and it is extremely dangerous if a chronomancer is distracted. If a chronomancer fails a concentration check, the ritual fails immediately. The chronomancer is stunned for one full round but may then act normally thereafter. In addition, the character receives a point of temporary paradox. On the roll of a natural 1, this paradox is permanent.

A stunned character cannot act and loses any dexterity bonus to Armour Class. Attackers get a +2 bonus on attack rolls against stunned opponents.

WHY GO THERE?

The continuum is a place without law or order of any description. Anything that enters the continuum is reduced to its essential nature, a hollow outline that could potentially be real but is not. Living things sent to the continuum experience nothing while they are there. They do not change in any way. Retrieving them is difficult, because the essence of a living creature cannot exist in the world. The chronomancer has to build that essence back into a living, breathing, being with his magic, a formidable task. All this before the chronomancer considers the paradox that will result from sending something to the continuum; the cost of performing the rituals and the real risk that something from the continuum will try to intrude onto the world through his magic.

To a beginner, it can seem a daunting and unprofitable endeavour. In truth, there is only one reason for sending something to the continuum. Anything sent to the continuum may be retrieved anywhere and, more importantly, at any time, even before it was sent there if the chronomancer desires. This, alone, makes ritual chronomancy worth it.

THE RITUAL

Generally, unless specified otherwise, ritual chronomancy uses the rules for a spell-like ability useable at will. Unlike a normal spell-like ability, a chronomancy ritual has verbal and somatic components. Rituals are considered arcane magic and suffer from the chance of spell failure when performed in armour (due to the somatic components). Due to the esoteric nature of chronomancy rituals, *dispel magic* and spell resistance have no effect on ritual chronomancy.

Most importantly, the chronomancer using ritual chronomancy must make a ritual check to determine the success or failure of the ritual. The player must roll 1d20 and add his time magic score and Charisma modifier. The exact ritual the chronomancer is attempting determines the difficulty.

There are three basic types of ritual available to chronomancers.

Sending Ritual

A sending ritual is used to send something into the continuum. The chronomancer may send a collection of living creatures and inanimate objects into the continuum. The sending ritual follows all the normal rules for a targeted spell unless otherwise specified.

Retrieval Ritual

A retrieval ritual is used to bring something from the continuum into the world. This can be something that was sent there previously or something that will

be sent there later. The retrieval ritual follows all the normal rules for an effect spell unless otherwise specified.

Figment Ritual

A figment ritual draws a figment of the past or future out of the continuum. These rituals follow most of the rules for a retrieval ritual. The objects and creatures are not stabilised and the paradox generated is calculated differently (see the Paradox of Power chapter). A figment ritual follows all the normal rules for an area effect illusion (figment) spell unless specified otherwise.

It is only possible to move objects and creatures into or out of the continuum. The effects of spells cannot be called from the continuum or sent there. If an object or creature currently under the influence of a spell is sent to the continuum, the spell effect is dispelled immediately.

Step 1: Ritual Preparations

Before a chronomancer can begin his ritual, he needs several things. Even the simplest ritual requires the chronomancer's ritual focus. A chronomantic focus can be made by a chronomancer using the Craft (chronomancy focus) skill. Foci are usually staff shaped but they vary greatly between chronomancers. Competent chronomancer craft-masters can make masterwork foci. Chronomancers with the Craft Rod feat can make magic foci. Though a chronomancer can have another

Ritual Guidelines

There are several stages to each chronomancy ritual.

1. **Ritual Preparation:** A chronomancer needs a ritual focus and special chronomancy components to perform a ritual.
2. **Choose Ritual Type and Duration:** A chronomancer needs to choose what type of ritual he is performing and how long the ritual will take to perform.
3. **Determine Weight Modifier:** The weight of the materials a chronomancer moves between the real world and the continuum applies a penalty to the difficulty of the ritual check.
4. **Apply Metamagic:** Three metamagic feats can be used in concert with ritual chronomancy though using them increases the difficulty of the ritual chronomancy check.
5. **Determine Range of the Ritual:** The chronomancer must determine how far his chronomantic magic reaches.
6. **Choice Special Options:** A chronomancer has several special options available to him when he performs his rituals. The chronomancer must choose which to apply at this stage.
7. **Make Ritual Check:** At this check, the chronomancer determines the success or failure of the ritual.
8. **Maintaining the Figment and Stabilisation:** A chronomancer compensates for the corrupting influence of the continuum (retrieval and figment rituals only).
9. **Calculate Paradox Cost:** The penalty of ritual chronomancy is the paradox it generates. Once the character has successfully completed a ritual, he calculates the paradox generated as a result.
10. **Saving Throws against Ritual chronomancy:** Objects in the possession of creatures and creatures themselves receive saving throws against sending rituals.

chronomancer enchant his foci, a chronomancer can only use a focus he made himself in ritual chronomancy.

Ritual chronomancy also requires special materials to perform. The ritual consumes these materials. Each chronomancer has his own special ingredients, a result of his unique and individual relationship with the continuum. Anything from the sand from a broken hourglass mixed in equal measure with diamond dust and the wax from a candle used to tell the time in a distant land has been used by chronomancers in the past. These materials cost 50gp plus an additional 10gp for each minute the ritual takes to perform. The materials must be specially prepared by the chronomancer ahead of time but, when he begins to perform the ritual, he simply needs a quantity of his personal materials of sufficient value.

A masterwork chronomancy foci grants a +1 enhancement bonus to all ritual checks made using it. A magic chronomancy focus must be a masterwork focus and grants an enhancement bonus between +1 and +5 to all ritual checks made using it and to the difficulty of saving throws made to resist the ritual.

Example: The following example is designed to guide players and Games Masters through a standard chronomancy ritual. The chronomancer in this scenario requires a silver sword to aid him in an adventure against a pack of rather unpleasant werewolves. He readies the 500gp of chronomancy materials he has on hand and his trusty masterwork chronomancy focus. The focus will give him a +1 bonus to his ritual check.

Step 2: Choose Ritual Type and Duration

When a chronomancer begins his ritual, the player must declare what type of ritual he will be performing and how long the ritual will take to perform. The type of ritual determines the base difficulty for the ritual check. A standard ritual requires a full round action but a chronomancer can spend up to ten minutes performing the ritual, greatly increasing his chance of success.

The character needs to identify what he will be using the ritual on. For a sending ritual, he needs to target creatures and objects within range using the normal rules for a targeted spell. For a retrieval or figment ritual, the

character needs to identify the creature or object clearly. For objects particularly, the chronomancer faces some options. The chronomancer can obviously call any object he has seen, or specifically heard of, in the past. The chronomancer could also choose to call an object he only deduces must exist. In this case, if the Games Master determines the deduction is wrong, the ritual fails, inducing a single point of paradox. Finally, the chronomancer could say he is calling an object that has not yet been created. He must outline the object in some detail, specifying any identifying marks (a complete lack would count). The chronomancer should be careful to specify something he can actually make or he might have difficulty getting rid of the generated paradox (see later).

Ritual Type	Base Difficulty
Sending Ritual	15
Retrieval Ritual	10
Figment Ritual	10

A character that spends one full minute performing his ritual acquires a +1 circumstance bonus to the ritual check. Every additional minute, up to a maxi-



RITUAL CHRONOMANCY

mum of 10 minutes, grants an additional cumulative +1 bonus.

Example: The chronomancer determines that he needs to perform a retrieval ritual. The chronomancer decides he only has time to use a full round ritual. This will cost 50gp and has a base difficulty of 10. The chronomancer decides he is calling a masterwork silver bastard sword that does not yet exist (with no distinctive marks).

Step 3: Determine Weight Modifier

A chronomancer can move up to 25 lbs of materials, either alive or inanimate, between our world and the continuum without any additional difficulty. Trying to move anything heavier than 25 lbs places an additional burden on the chronomancer. The chronomancer must apply a +1 penalty to the difficulty of the ritual check for every 25 lbs beyond the first he attempts to move using a single ritual. This applies even to figment rituals.

Example: A silver bastard sword has a weight of 10 lbs so there is no additional penalty.

Step 4: Apply Metamagic

Three metamagic feats; Inner Focus, Silent Spell and Still Spell can be used in conjunction with chronomancy rituals. Using these feats, a chronomancer can use rituals with somatic or verbal components, perform rituals without his focus and even use less material components during his rituals.

Metamagic Feats	Difficulty Modifier	Notes
Inner Focus	+0	A chronomancer with this feat may perform his rituals without using a chronomantic focus.
Silent Spell	+2	May perform rituals without speaking.
Still Spell	+2	A chronomancer with the Still Spell feat can perform his rituals without somatic components.

Step 5: Determine Range of the Ritual

Chronomancy rituals use the same range categories as normal spells as cast as a sorcerer with a level equal



to the chronomancer's time magic score. The range adjusts the difficulty of the ritual chronomancy as follows.

Range	Difficulty Modifier	Notes
Touch	+0	A chronomancer may retrieve only inanimate objects with a weight of less than one half his light load carrying capacity.
Close	+2	A character can manifest any weight of object (inanimate or alive).
Medium	+5	-
Long	+10	-
Unlimited	+15	When using a sending ritual, the character must use all the normal rules for a targeted spell, which generally limits him to line of sight.

Example: The chronomancer has a strength of 9 and a light load capacity of 30 lbs. He can use a touch range ritual to recall an object of up to 15 lbs to him. The silver sword fits within these criteria, so he may

use a touch range. There is no additional penalty for touch range.

Step 6: Choose Special Options

There are several special options available to a chronomancer when he uses his magic. Each of these options increases the difficulty of the chronomancy ritual. Guidelines on using these special options are included at the end of this chapter.

Special Option	Difficulty Modifier	Notes
Anchoring	+5	Object is tethered to its original time and place.
Displacement	+10	Object displaces its current time version, replacing it.
Capturing	+5	Retrieve an object lost to history or sent to the continuum by another chronomancer.

Step 7: Make Ritual Check

Once the character has completed the ritual, the player must make the ritual check, incorporating all the modifiers outlined in the previous stages. The player rolls 1d20 and adds both his time magic score and Charisma modifier to the result. If the ritual check fails, any material components are consumed and the chronomancer receives a single point of temporary paradox. If the chronomancer rolls a natural 1, he automatically fails and receives a point of permanent paradox instead of temporary paradox. The chronomancer also faces the possibility that a creature from the continuum will use the disruption to intrude on the world. Guidelines for

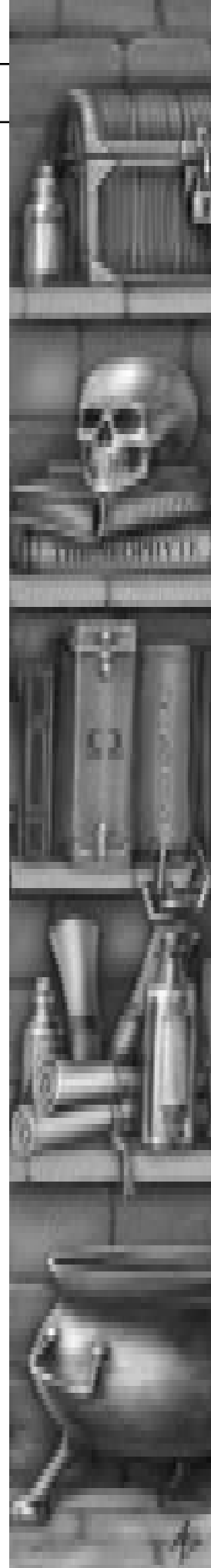
continuum intervention are included in the Games Masters Guide to Chronomancy chapter.

Example: The chronomancer is 6th level. He has a time magic score of +3 and a charisma modifier of +2 for a bonus of +5. For the masterwork focus, he receives a +1 enhancement bonus. This gives a final bonus of +6. With a base difficulty of 10 and no other modifiers, the chronomancer need only roll a 4 or higher to successfully bring the sword to him.

Stage 8: Maintaining the Figment and Stabilisation

Anything that has been sent to the continuum has been reduced to what chronomancers call its *essence*. On returning to the real world, these items fade very quickly if the chronomancer does not sustain them somehow. There are two approaches to this problem. A chronomancer can attempt to sustain the essence by will alone (maintenance) or he can attempt to reconstruct what was lost (stabilisation).

Maintenance: Only figment rituals use the maintenance method. The objects or creatures called retain a ghostly appearance. In all ways, these figments



obey the rules for an illusion (figment) spell. All creatures within range of the chronomancy ritual can see the figment, but there is no need to disbelieve these figments as they are obviously not real – too much detail has been lost in the continuum.

The chronomancer must sustain these illusions, drawn from the continuum, using concentration. Once the character stops concentrating, the illusion immediately fades. Sometimes, these figments know something of the future. By using these figments, chronomancers can receive visions from the future or past.

Stabilisation: Stabilisation is used at the end of a retrieval ritual. It is not a separate action but instead included in the ritual although it may require additional checks. To stabilise a living creature, the creature's current time duplicate needs to be within range of the chronomancy ritual. If there is no cur-

rent time duplicate, the stabilisation is not usually possible. In this case, the creature appears in exactly the same condition as its current time duplicate. It has the same HD, same skills, level and current hit points, even the same experience etc.

Pattern scrolls offer one way to get round this difficulty. Using a scroll, a chronomancer can stabilise a creature without its current time duplicate being available. See the New Magic Items chapter for details on *pattern scrolls*. In this case, the creature appears as it was at the time the *pattern scroll* was created, including hit points, experience points, level etc.

There are two ways to stabilise an object. As with living creatures, if the object's current time duplicate is within range of the chronomancer's ritual, it can be stabilised without further difficulty. In this case, the object appears in exactly the same state as the object's current time duplicate, including possible damage. Again, a *pattern scroll* can be used to simulate the object being present. In this case, the object appears in exactly the same condition it was in when the scroll was written.

In addition to this means, the chronomancer can attempt to use his knowledge of the object's construction to re-create it. To do this, the character must make an appropriate craft check. The difficulty is between 5 and 20, 5 for very common objects the character is familiar with and 20 for objects the chronomancer has never before seen. If the check fails, the ritual fails and the character receives a point of temporary paradox. On a roll of a natural 1, the chronomancer receives a point of permanent paradox instead. If the check is successful, the item forms in newly-minted condition, literally as though the chronomancer had just made it.

Example: Since the sword does not exist yet, the chronomancer needs to use his own knowledge of sword construction to stabilise the sword he has summoned. He has no ranks in Craft (weaponsmith) but does have an intelligence of 18 for a +4 modifier. The Games Master decides the difficulty is 10, since the chronomancer has never seen a silver sword; the chronomancer needs to roll a 6 or higher to successfully stabilise the sword.

Stage 9: Calculate Paradox Cost

Once a ritual has been successfully completed, the Games Master calculates the paradox generated. The



chronomancer and all the separate creatures or objects affected by the paradox receive all the paradox. Obviously, this has little effect on creatures or objects under the influence of a sending or fragment ritual but it is very important during retrieval rituals.

Sending and Retrieval Rituals: When calculating the paradox cost for living creatures in either a sending or retrieval ritual, total their HD and round up to the nearest whole number. The paradox generated by an object depends on its innate value. The more valued an item, the better paradox can protect it from chronomancy. Divide the base cost of the object by 1,000 (rounding up) to determine the paradox. For groups of objects and creatures, simply total the two paradox results.

The continuum is without time. This is the source of the chronomancer's power. The chronomancer can call a spell from the continuum before or after he sends it there. When the chronomancer first deals with a particular selection of objects and creatures – be that to send it to the continuum or to bring it back into our world – the paradox generated is fixed. This paradox disappears the moment the chronomancer successfully completes the complementary ritual - sending an object already retrieved from the continuum there or retrieving something that he has already sent there. Of course, this second ritual generates paradox. This new paradox is temporary and can fade normally.

Figment Rituals: During a figment ritual, the chronomancer receives a single point of temporary paradox for each round he sustains the image. Normally, a chronomancer can ask one question for every round he maintains the figment, assuming he does nothing but concentrate and question the apparition. The wise chronomancer should also be wary that anything he might learn from such a figment might come with a paradox cost. There is more information on this in the following chapter.

Example: Once the sword has been successfully stabilised, it appears in the chronomancer's hands, freshly minted. The player now needs to calculate paradox. The bastard sword costs 1,335 gp, making it worth 2 points of paradox. The chronomancer adds 2 points to his total paradox score. Not having dealt with the sword before, the paradox is fixed.

Stage 10: Saving Throw against Ritual Chronomancy

Though chronomancy can be used benevolently, it has been known for a chronomancer to try to send a creature into the continuum against its will. Unattended inanimate objects do not receive saving throws against ritual chronomancy. A living creature can make a will saving throw for itself and any objects (magical or otherwise) in its possession. If it is successful, it resists the ritual and remains in the real world. The difficulty for this saving throw is $10 + \text{time magic score} + \text{Charisma modifier}$.

There are two possible results of a creature successfully saving against ritual chronomancy. If the ritual is designed to affect more than one creature, of which only some succeeded the save, he may choose to have the remaining creatures sent to the continuum anyway. In this case, paradox is calculated as though the saving creatures were not originally targeted. Often though, a sending ritual is designed to complement a retrieval ritual already performed. The result will allow the chronomancer to shed the generated paradox. If the chronomancer fails to send exactly the right creatures and objects into the continuum, the ritual will fail to dispel original paradox and will in fact produce more. In this case, the chronomancer can simply declare the ritual null, taking a point of temporary paradox for the attempt instead.

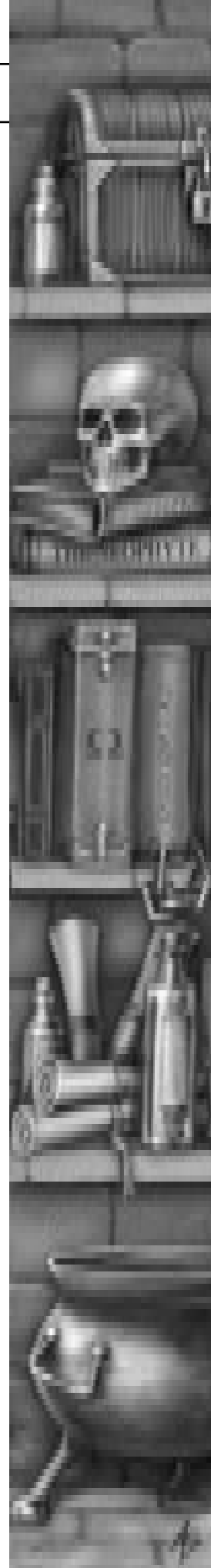
Special Option: Anchoring

Anchoring is a special option available to chronomancers when they use ritual chronomancy. A powerful thread of arcane energies connects the object or creature to its original time and place, weather that be in the future or past.

When an object is sent into the continuum using an anchoring ritual, chronomancers usually call this 'presenting' because the object does not vanish but instead remains after the ritual is complete.

When an object is called into our world using an anchored retrieval, the chronomancer's will keeps it from returning to its original time. If the chronomancer falls unconscious or dies, the object bounces back to its original time and place. A chronomancer may release his mental grip on an object as a free action.

Chronomancers may will themselves into the world. A chronomancer called forth using a ritual can keep himself in the world for as long as he remain conscious and can return to the continuum as a free action.



In the unusual circumstances that an anchored object or creature is called by a chronomancer who is himself displaced in time and anchored, when he returns to the continuum, so to does anything he is holding in the world.

If an object or creature being held out of time using anchoring is destroyed or killed, the paradox resulting from the ritual becomes fixed and can only be removed by performing a proper sending ritual, sending the object or creature to its doom. In effect, it is as though the object were not called using an anchoring effect. This is the price of allowing the object or creature to be destroyed. If the presentation ritual had been performed before the retrieval, it is simply wasted and a completely new ritual needs to be performed.

Special Option: Displacement

Displacement can only be used with an anchoring ritual and so, follows all the normal rules for anchored chronomancy. In addition, if the current time version of the object or creature is within range of the chronomancy ritual, it is displaced. Effectively, it is moved into the continuum and held there so long as the retrieved object remains in its new time. Spells in effect on the original are suspended but reactivate when the creature returns. Creatures are allowed a Will saving throw to avoid being displaced or to avoid having an object in their possession displaced. Objects do not receive a saving throw when unattended.

The moment the object is destroyed or returned to the continuum, the original returns. A displaced creature receives an additional saving throw to return to the world after one hour and every hour thereafter, receiving a consecutive +1 bonus to the roll for each hour that passes.

Special Option: Capturing

Capturing can be split into two different types. A chronomancer might attempt to capture something sent to the continuum by another chronomancer or he might attempt to capture something lost to history. It is possible to capture anything another chronomancer sends to the continuum but only if it was sent there in the past and has as yet not been retrieved. The chronomancer uses his life energy to capture things sent to the continuum and, as a part of the real world, his life energy can only sense things sent to the continuum in the past. The chronomancer

must identify the creature or objects being captured exactly. For anything more complex than a single object or creature, this usually requires the chronomancer to have actually observed the sending ritual. If the object or creature was sent to the continuum using an anchoring ritual, the chronomancer must retrieve the object or creature as such. The chronomancer does not need to state he is calling it via anchoring; the difficulty is simply higher in this case.

If the capturing attempt is successful, the original chronomancer receives a Will saving throw to avoid his link being severed. If the saving throw fails and the chronomancer fulfils all the criteria for stabilising the object or creature, he must establish his own link by expending experience. The amount of experience required equals the paradox value of the item to be captured x 50.

If the experience is paid, he receives the paradox appropriate to object or creature. This paradox is temporary. The original chronomancer finds the paradox he gained from sending the item to the continuum has become temporary. The original chronomancer is aware of the capture.

Additionally, objects lost to history can also be captured. An object is lost to history if only legends and myths as to its location remain. The vast majority of creatures must know nothing of its existence or consider the object a myth and nothing more. Nobody can own the item or know its exact whereabouts.

Living creatures are never lost to time; they always know their own location. Deities can know of the item's location and, if they do, they can block the chronomancer if he attempts to bring it forth. When capturing an object lost to history, it is difficult to stabilise the object since no one knows for sure what it was. The Games Master has final say on whether something can be captured and whether or not the chronomancer has what is needed to stabilise the object. The relic master's Relic Lore ability makes this easier but the Games Master still has final say on whether an object the character has heard of is truly lost to history.

With no rival chronomancer to worry about, there is no saving throw. The paradox gained is temporary and the chronomancer must still spend the experience points.

FORTUNE TELLING

The vast majority of wizards and sorcerers grossly misunderstand chronomancy. Among the common folk of any world, it is completely unknown. Even so, one of its disciplines is understood and even embraced by the most superstitious peasant. Fortune telling, though surrounded in the doubt spun by charlatans and madmen alike, has always been trusted as a less overt form of magic. Unlike the chronomancer's ability to halt time, draw forth swords that were never made, or twist a man's perception of time to breaking point, a chronomancer can always make a good living as a fortune teller.

For chronomancers, awakened to the truths of our reality, this is almost too ironic to bear. Fortune telling is not only inherently dangerous but also highly unreliable. When done properly, by a true master of ritual chronomancy, fortune telling can see into the far distant future and reveal all the secrets of what has not yet come to pass. It is rarely done properly and even when it is, the fortune of any man is like water in his cupped hands, liable to run away.

RITUAL CHRONOMANCY AND PRECOGNITION

Any chronomancer can attempt to use his ritual chronomancy to gain some insight into the future. In fact, ritual chronomancy has a way of dumping unwanted information on the chronomancer when he least expects it. At first glance, it may well appear that ritual chronomancy is, by its nature, incapable of revealing things about the future. After all, any creature or object sent the continuum in the future is reduced to its essence. When the essence is drawn into our world in the past, the chronomancer's past self provides all the information to give the creature or object form. It is not that simple.

Though the continuum reduces an object to its essential nature, some information can make it into the form of the creature or object moved into our world. Memories of things that have not yet happened, an odd scratch on the sword's hilt that was not there before, almost any sign of the future creature's real nature might travel through time with it. When an object or creature is not stabilised but instead sustained by the will of the chronomancer for

a short time, these signs of the future are even more pronounced and, when intentionally viewing the future, it is this method chronomancers use.

The future has not yet happened. Anything that might appear in these creatures or objects is only a possible future. It is usually the most likely future or the future with the direst circumstances but it is only one possible future.

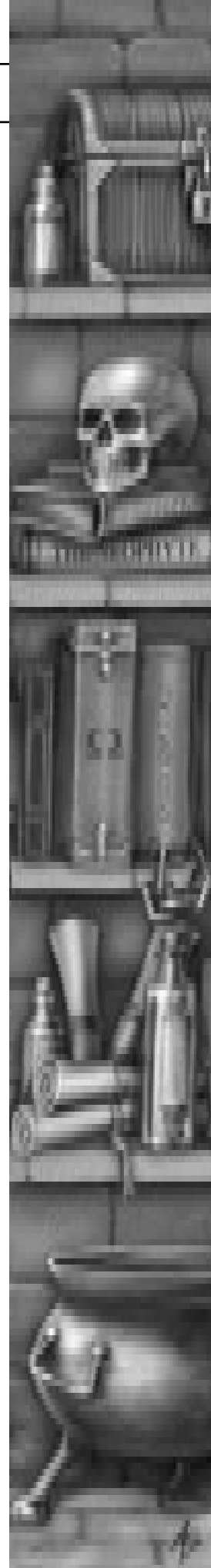
USING FORTUNES IN THE GAME

The Game Master completely controls what information might slip into the hands of the chronomancer. Events of little significance or where the outcome is highly variable are unlikely to be remembered if a creature is brought back in time and questioned. Events that are an absolute certainty should definitely manifest themselves in the creatures and objects the chronomancer brings back in time. For every piece of information a creature knows about the future, he should receive 1d6 point of paradox. This paradox only needs to be rolled when the character remembers (when the Games Master decides he knows it, which could be any time after the creature re-enters our world). This paradox is fixed until the event either happens or until it cannot happen, at which point the paradox begins to fade. The Games Master decides when something is unlikely or cannot happen. Those the manifestation reveals this information to, also receive 1d6 points of paradox (with the same condition). This paradox should be re-rolled every time the information is relayed to another person.

At other times, an object or creature will carry some less clear warning or premonition. Should the warning be clear, the chronomancer receives the paradox as above and relays that paradox on to whomever he tells. At other times, though, these signs will be enigmatic but helpful. There is no paradox inherent in this, as the sign could be coincidental or meaningless.

THE RIDDLE SOLUTION

Information can leak into the past for the chronomancer to uncover but anyone he tells will be afflicted with the same paradox as him. This has been the bane of the true fortune teller since the dawn of time. There is a solution, though. It has been the frustration of heroes for millennia that those who see the future insist on talking in riddles and





paradigms instead of answering a question frankly. If chronomancers thought the unawakened would understand, they would have explained that it was to protect them. Likely, the unawakened would not understand so, instead, they face the frustrated heroes with a blank face and another riddle.

A riddle can protect the listener from the truth but it can still guide his actions. When the time is right, the riddle will fall into place and the information the hero needs will be there to help him. A chronomancer does not tell the king he will die in a week's time. Firstly, it might not happen and the king would be angry. Secondly, the king might react dangerously, searching out the offender who has not actually done anything yet. Most importantly, the king would be afflicted (if only mildly) by paradox. Instead, the chronomancer warns him that the day will bring great misfortune. With luck, the king will be a little more cautious and will uncover the murder plot before its completion.

The Oracle Feat

Chronomancers have means other than ritual chronomancy to aid them in fortune telling. Even simple ritual chronomancy can be long, expensive and tiring. The Oracle feat offers another means for the chronomancer to foresee the future.

Chronomancers who specialise in fortune telling usually purchase this feat, calling themselves oracles. Using this feat for quick flashes of the future and ritual chronomancy or tarocchi decks for longer term readings, oracles are some of the most respected and admired practitioners of the art.

Tarocchi Cards

Chronomancers spend much of their time and effort avoiding the perils of accumulating paradox. The chronomancer no more wants to know exactly what will happen than anyone else. To avoid this and so that others might be taught to read the future, chronomancers have created tarocchi decks (see page 49). Tarocchi decks have come in many forms down the centuries. Each deck has a magical connection to the continuum, allowing it to be influenced by the most likely futures. Unlike reading the future directly, though, this information can only ever influence the pattern of the tarocchi deck.

Using a tarocchi deck requires some training in the tradition of the deck, as created by the original chronomancer. Chronomancers and mundane craftsmen have both copied many of these traditions. Most tarocchi decks encountered in a game world are fakes created by myriad craftsmen that are no more magical than a pack of playing cards. The validity of these traditions has no effect on how the cards of a true Tarocchi deck work. They are used solely to wrap the truth of the future into a pattern that can guide the reader without inundating him with paradox.

Learning a new tarocchi philosophy requires one full month of practising with the cards each day. To use the cards properly, the fortune teller should use them every day, ever observant for patterns.

Reading the cards requires a peaceful location – anywhere the character could prepare spells will suffice – and 10 full minutes. When the ritual starts, the reader may declare a question of some particular interest but there is no guarantee the deck will reveal the answer to that question, or any information

for that matter. The character shuffles the cards, possibly turning a certain number upside down before beginning, and then proceeds to lay the cards in a specific pattern determined by his personal taste and the philosophy of the deck. The reader need not have any magical ability at all. The reader is looking for patterns, a card or group of cards that sticks out from the patterns he is used to observing.

To successfully gain any information, the character must make a Profession (fortune teller) check. The difficulty depends on the type of reading the character is attempting.

DC	Reading
15	General reading in relation to own personal future.
20	General reading in relation to a family member or close friend.
25	General reading in relation to complete stranger.
Modifier	Situation
+5	Reading to answer specific question.
-5	Has spent an hour preparing the place of the ritual using the tradition of the deck. (Incense, crystals and specially placed images etc.)
+1	For each day since you last attempted a reading in relation to that person. (Max: +5)
+5	For the first ever reading for a specific individual.

If the Games Master has any information to relay or is inclined to answer the question being asked and this check is successful, the reader notices the card or cards that will guide him on his way. Otherwise, the reader notices nothing. On a natural 1, the reader sees a pattern that is not there. Many chronomancers with tarocchi decks use them every morning just in case fate has something useful for them.

The Unawakened Fortune Teller

Not all fortune tellers are chronomancers or even using chronomancy items. The vast majority are charlatans with no true abilities at all. A small number are diviners or other arcane practitioners using divination spells to foresee the future. Due to the limited nature of magic, very few spells can predict the future at all. The 9th level arcane spell *foresight* can see into the immediate future. Some spells can predict the weather. The rest are divine spellcasters who use their connection to the gods to find the answers to their questions.



Tea Leaves, Incense and Candles

Historically, there have been many means of reading the future, most of which did not involve decks of cards. Games Masters are welcome to introduce an alternative to the Tarocchi Decks into their games but there are some reasons why cards were chosen over other traditional fortune telling means.

The cards are a magic item that incorporates the powers of Ritual chronomancy and envelop them in riddle. An alternative would have to include a central physical object that could act as a magic item and a form that could be used to form a guiding riddle or clue without revealing what was actually going to happen. This protects the chronomancer from paradox.

Bibliomancy (fortune telling through books being opened to random pages) or dice, runes, sticks or coins might offer a viable alternative, for example.

THE PARADOX OF POWER

Since the dawn of time, a war has raged silently through the world. From the depths of abyss to the great celestial courts, nowhere is safe from the silent struggle. The battles are fought in the minds and souls of living creatures. The competing powers have built their forces over the centuries, refining themselves into something singular and terrible. On one side, the storm of the void-between boils over, with its infinite possibilities, forcing ideas and concepts on the world it cannot cope with, breaking down the foundations that hold us aloft the chaos. In response, the world has spawned the lords of paradox, a silent pervasive force that defends reality with refined callousness.

The world is spun from the triumphs of this endless struggle. With the rise of the continuum, vigorous and startling change sweeps through the world. With the rise of paradox, peace, order and prosperity brings the world down into a deep restful slumber. Reality needs both the void-between and paradox to survive. It needs the struggle to continue and only the silence that pervades this war protects the inhabitants of the world from its merciless ferocity; a terror few would have the strength of personality to survive.

In the entire world, only the chronomancer can sense this storm, from the moment of his epiphany, he is aware of the struggles all around. Each perceives the war differently. To some, the war is an incandescent storm of brilliance shattering the very fabric of the world. To others, they can feel the struggle pulsating through them, ripping through muscles and shattering bone. Most of the time, the chronomancer can block out the torrential forces he has unlocked, however he cannot sever his bond to these forces without losing his ability to touch the continuum.

As the chronomancer sends his magic coursing through the fabric of reality to touch the continuum beyond, the war raging through his person and surroundings builds. The chronomancer's powers draw down the full impact of the raging war between the continuum and the Lords. As this storm builds, the chronomancer finds it more difficult to ignore its growing power. A chronomancer cannot resist these forces indefinitely.

Using Paradox

All living creatures and physical objects have a paradox score. Without the use of chronomancy, the paradox score is always 10 - representing the endless rumble of the paradox storm that pervades the world. Paradox comes in four distinct types: inherent, permanent, fixed and temporary. Each character totals all four types to determine his total paradox score. Only the total paradox score has any affect on the character, but the type determines how the character acquired the paradox and how he might shed it again.

Inherent Paradox

Inherent paradox represents either the creature's inner sense of perception or how an object or item is viewed by the world at large. All objects and creatures have 10 points of inherent paradox unless some specific force causes it to change. Some people, wrapped up in their own sense of fate or destiny, acquire inherent paradox while other creatures, with



particular alien perceptions or concepts of time have an inherent score of less than 10. There are no rules for this in Chronomancy: The Power of Time. It is left entirely in the hands of the Games Master and has little or no effect on the game unless the character awakens. It is advised that no player be allowed to start the game with an inherent score of less than 10.

Using the *wish* spell, a character can reduce his inherent paradox by one point. Two to five *wish* spells cast in immediate succession can grant a creature a -2 to -5 reduction to their paradox score. This reduction is instantaneous, so it cannot be dispelled. Note: This inherent reduction cannot exceed -5. A character taking levels in the enlightened prestige class reduces his inherent paradox score by one point for each level he attains.

Permanent Paradox

Permanent paradox represents an offence to reality, a perversion of time, either perpetrated by the creature or on the creature or item by a chronomancer. Nothing can be done to undo this perversion of time. Normal creatures and objects can never rid themselves of permanent paradox. Permanent paradox is always generated by chronomancy or creatures with powers based on chronomancy.

A chronomancer may reduce his permanent paradox score. Once each month, by spending 1,000 XP and rolling to acquire a new quirk (see below), the chronomancer may remove a single point of permanent paradox as his mind and body adjusts to his changed relationship with the forces of paradox, lessening the storm raging about and through him.

Fixed Paradox

Fixed paradox represents a lesser offence against reality. Though the simple passage of time is insufficient to undo the strain this offence is having on reality, there is at least one action that can be performed by the chronomancer or effected creature that will reduce the strain. At this point, the fixed paradox will become either temporary paradox or vanish altogether. Unless stated otherwise, assume any fixed paradox becomes temporary paradox. When fixed paradox becomes temporary paradox, the creature does not suffer any additional subdual damage nor does any damage due to the fixed paradox become subdual. Instead, any damage the creature suffered due to the fixed paradox can begin to heal in whatever fashion befits its type (subdual damage for awakened creatures, normal for all others).

A chronomancer may also reduce his fixed paradox score in place of a point of permanent paradox. This follows all the rules outlined above but a single point of fixed paradox is removed instead of permanent paradox. If a character received more than one point of fixed paradox from a certain act, all of which will fade when a specific action is performed, the remaining paradox will still fade once that action is performed, even if one or more points have been removed using this method.

Temporary Paradox

Temporary paradox is the most common sort a chronomancer accumulates. Through tempering with the continuum and the boundaries of reality, the chronomancer has induced a discrepancy that only amplifies the tide of battle for a short period. Over time, the relevance of the offence lessens and the strain induced fades, allowing the force of the battle to subside. All creatures and objects remove one point of temporary paradox from their total each time. Some enlightened reduce their paradox score by more than one point each day.

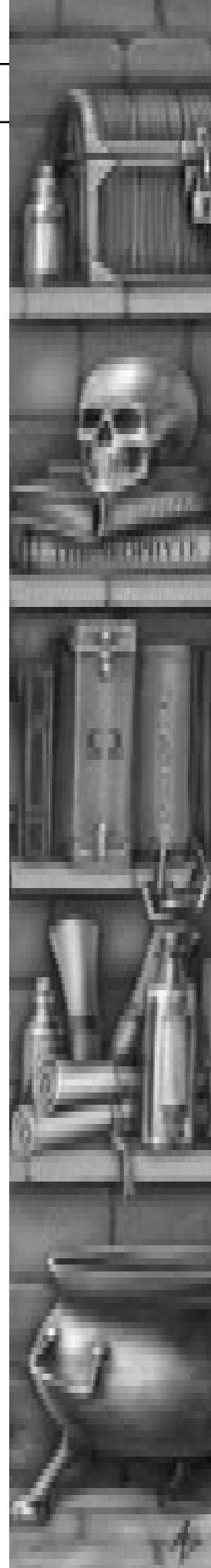
The Effect of Paradox

The paradox score has different effects on chronomancers than it does on normal creatures and objects.

Whenever a normal creature takes paradox, the sudden and momentary awareness of the forces raging around him is completely beyond his ability to control. He must make a Fortitude saving throw against a difficulty of 10 + the amount of paradox or be stunned for one full round.

Even if the character makes the check, he takes 1 point of damage for each point of paradox. If the paradox is permanent, the damage is permanent hit point damage and can never be healed so long as the permanent paradox remains. If the paradox is fixed, the damage is normal but can only be healed once the fixed paradox is removed. If the paradox is temporary, the damage is subdual and heals very quickly. Objects and inanimate matter, of all forms, are generally unaffected by paradox.

Awakened creatures can ignore the shock of being hit by paradox. They are always aware of the energies struggling about them. Awakened creatures only take subdual damage from fixed paradox (though this damage will still not heal until the fixed paradox is removed).



THE PARADOX OF POWER

In addition to the damage, an awakened creature can easily be distracted by the forces raging about him. He subtracts his paradox modifier from his initiative rolls, attack rolls, damage rolls and Time Sense checks. If the modifier is negative, this adds a bonus to these checks. When casting a spell or using ritual chronomancy, the chronomancer must make a concentration check as if he was damaged while spellcasting, with the paradox replacing the damage for the concentration check. Finally, the paradox modifier is subtracted from any of the following skill checks a chronomancer might make; Animal Empathy, Balance, Climb, Concentration, Handle Animal, Intuit Direction, Listen, Perform, Ride, Search, Sense Motive, Spot and Tumble.

Paradox Modifiers

Paradox Score	Paradox Modifier
1 or less	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
For every two points	+1 to modifier

Very High Paradox

Very high paradox is dangerous to living creatures and items alike. When an item or creature's paradox modifier exceeds the following paradox thresholds, it faces a very real risk of being torn from reality by the forces of paradox. An object torn from reality can never be brought back. It has been rejected by the Lords of Paradox and no magic can bring it back. Even a *wish* or *miracle* cannot be used to bring the creature back, as he is not actually dead.

Paradox Threshold

Inanimate Object: 10 + its hardness rating (magic items receive a +1 bonus to their thresholds)

Unusual chronomancers

Chronomancers with immunity to subdual damage (from being undead for example) do not suffer any damage from temporary or fixed paradox. These characters still suffer all the other penalties due to the paradox, including the need to make a concentration check when they cast a spell or use ritual chronomancy.

For chronomancers that do not age for any reason, other than the Immortality feat, the following Quirks can never be taken and should be re-rolled: all ageing Quirks and Merlin's fate.

Undead never remove a point from Constitution if they roll the ravage body quirk.



Living Creature: 10 + ½ HD

When a mundane item passes this threshold, it is immediately banished from reality. Creatures and magic or psionic items receive a Fortitude saving throw (DC 10 + new paradox modifier) when they first cross the threshold and each time they gain fixed or permanent paradox after that. Only once their paradox score drops below the threshold again can they gain anything other than temporary paradox without having to make the saving throw. If the creature passes the saving throw, nothing happens. If it fails, it is forcibly rejected from reality. Awakened that fail this saving throw can attempt a second Will save at the same difficulty. Success grants the awakened a reprieve but they must immediately roll for a new quirk.

Co-Existence

The threat of paradox does not end with the chronomancy ritual. One object or creature existing in more than one place at one time is quite enough of an affront for paradox to respond. While spells can be called through time without any threat of co-existence, a chronomancer dealing with anything physical must be careful to consider this force in his plans.

Co-existence comes into operation whenever the same object or creature exists in more than one place at once. It does not matter how this situation arose. For every additional manifestation of the same object or creature existing at the same time, all the manifestations receive a point of paradox each round.

For example: If a powerful chronomancer brings a magic +3 longsword into the past, so that it exists in two places at once, both the original longsword and the new one would receive one point of paradox each round. If the chronomancer succeeded in bring a third manifestation of same sword into existence, all three would receive two points of paradox each round.

The paradox created by co-existence is fixed until the source of the co-existence vanishes. At this point, the remaining manifestation's paradox becomes temporary and begins to fade.

Quirks

Over time, a chronomancer adjusts to the paradox he generated. The wizard's perceptions and preconceptions change. Constant exposure to the forces of paradox turns the chronomancer into something alien and different. At first, these changes are subtle but, as a chronomancer advances in his career, these manifestations become increasingly pronounced. There are no specific rituals involved in acquiring a quirk. These strange manifestations come over the chronomancer gradually. Sometimes the chronomancer intentionally creates these changes as part of an attempt to rid his mind and body of paradox. At other times, these changes are forced on him by the sheer weight of paradox beating down on him.

Acquiring Quirks

When the character qualifies for a quirk, the player rolls 1d20, adds the number of quirks he already possesses to the roll (maximum: +10). The result is than compared to the New Quirk table.

The following describes each of the quirks listed on the table. They become more pronounced and detrimental the higher on the table they appear. Games Masters are encouraged to write their own, using the following as a guideline and to include them on the table as desired. Quirks vary wildly from individual chronomancer to individual chronomancer, as they are a manifestation of their particular sense of reality.

New Quirks

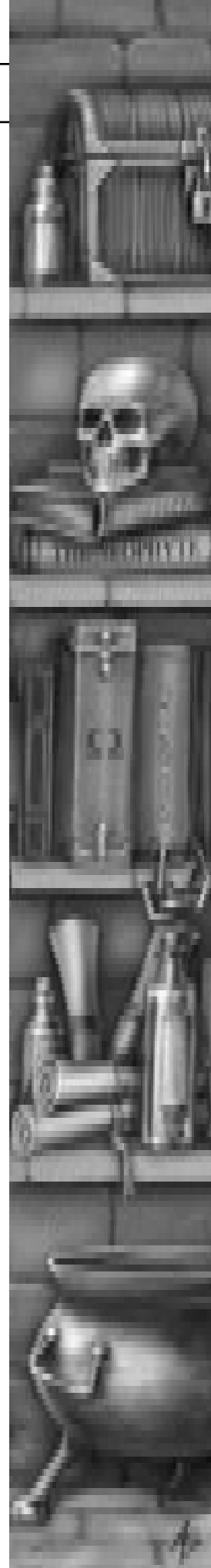
D20 roll	Quirk
1	-
2	Unseeing Eyes*
3	Shock*
4	Stillness*
5	Unnatural Aura*
6	Shattered Mirror*
7	Minor Phobia
8	Clock Failure
9	Minor Spell Loss
10	Minor Temporal Disjunction*
11	Minor Ageing
12	Amnesia
13	Death Sight*
14	Moderate Spell Loss
15	Insomnia
16	Moderate Ageing
17	Minor Bad Luck
18	Merlin's Fate*
19	Major Temporal Disjunction*
20	Corrupting Touch
21	Insanity
22	Major Spell Loss

Unseeing Eyes

The chronomancer's eyes can become lost in some past moment and cease to reflect the scenery around them. Once a week the chronomancer can become lost in their past. A Will saving throw at DC 15 returns them to the present, this save may only be made once per turn. Whilst lost in the past the chronomancer is effectively blind, as their eyes reveal nothing to them but a past memory. An observer can notice this peculiar facet by succeeding a spot check (DC 25).

Shock

The chronomancer develops an odd electrical field that can be felt as a static discharge by anyone within 5 ft. of his person. Anyone within range receives a spot check (DC 20) to notice the effect. Anyone who touches the chronomancer receives a spot check (DC





10) to notice a sudden jolt as the field discharged into his person.

Stillness

The chronomancer develops a strange ability and habit of standing or sitting perfectly still when not actively involved in physical movement. While enveloped in this stillness, the chronomancer has no idea that he is doing it and appears not to even be breathing. Anyone observing the chronomancer will notice this oddity with a Spot check (DC 15). As an up side, the chronomancer no longer cramps due to prolonged periods of inactivity. This stillness lasts for 1d4 rounds.

Unnatural Aura

The chronomancer has an extended and strange effect on the temporal nature of unattended objects. The aura reaches to a range of ½ mile and is strongest at the chronomancer's immediate location. Milk sours, bread refused to rise and objects that are unwatched but hanging on the edge of a table refuse to fall until someone enters the room. The effects are all related to the passage of time. A knowledge (arcana) check (DC 20) alerts a scholar to these signs and that

something unusual is happening in their midst. A wilderness lore check has the same effect in a natural setting.

Shattered Mirror

The chronomancer has a most unfortunate effect on any mirror within twenty feet. It shatters immediately. Not only that, but a mirror shatters with such force that it inflicts one point of piercing damage on anyone within five feet.

Minor Phobia

The twisted sense of perception the chronomancer has developed leads him to believe that something insignificant is far more powerful and terrifying than it actually is. The character develops an irrational fear related to some specific creature or type of object.

Clock Failure

A five foot aura radiates from the chronomancer's body, influencing any device designed to, or used to, measure time. The sand in hourglasses refuses to run, candles burn irregularly making them useless, clocks and mechanical devices simply stop. Only devices completely immersed in the field are affected. The Games Master can decide, based on each incidence, whether the device begins to work again once the chronomancer has left the area. Generally these devices do, but need some recalibration. Each time this Quirk is taken, the field increases its radius by five feet.

Minor Spell Loss

In attempting to contain the forces of paradox building around in his body, the chronomancer loses some of his arcane potential. The character must sacrifice a spell slot (any level). The spell slot can be from any arcane spellcasting class. If the character has no suitable spell slot, he needs to re-roll.

Minor Temporal Disjunction

The chronomancer finds it difficult to keep track of time. Even the chronomancer's connection to the continuum has been twisted slightly. The chronomancer is always 1d10 minutes late for any deadline he chooses to meet. When the chronomancer uses his Time Sense ability to measure accurately to the minute, he is 1d10 minutes off. The Games Master chooses in which direction he is off. When he attempts to measure time accurately to the second, the chronomancer is 1d100 seconds off. Again, the Games Master chooses whether the chronomancer falls short of the real time or exceeds

it. Finally, the chronomancer suffers a permanent -2 penalty to his initiative checks.

Corrupting Touch

The chronomancer develops an unusual charge of entropic energy. This charge releases itself into any inanimate object the Games Master desires the next time the chronomancer touches it. The Games Master may choose whatever he likes though it is usually something of some personal value. The chronomancer has no idea he has developed this charge and certainly has no idea what object it is tuned to. The next time the chronomancer touches the object it is effected as though by a *corrode* spell (DC 25 for magic or psionic items) and disintegrated. The character can accumulate any number of corrupting touches but each only operates once.

Minor Ageing

The chronomancer ages 1d6 years in the course of a month. This is purely physical ageing.

Amnesia

The chronomancer loses a part of his memory when he acquires this Quirk. The period is usually about 2d100 days in length and centred on an important event. A quick love affair with a beautiful maid could be completely removed from the chronomancer's memory or the visit to the king's chamber could be forgotten, for example. This quirk requires good roleplaying on the part of the player and some thought on the part of the Games Master, especially if it is developed in the middle of the game. The quirk can be taken numerous times and has been known to reduce a chronomancer to an empty husk, with skills and languages intact, but personal memories completely missing. Amnesia never affects the character's level, skills or any other class-based feature.

Death Sight

The chronomancer is confronted with the decay and ageing all around him. The character suffers from a -2 morale penalty to his will saving throws from the terror he sees all about him. As a benefit, he permanently benefits from the effects of the *deathwatch* spell cast by a 5th level cleric as a supernatural ability.

Moderate Spell Loss

In attempting to contain the forces of paradox building around his body, the chronomancer loses some of his arcane potential. The character must sacrifice a spell slot (of at least 1st level). The spell

slot can be from any arcane spellcasting class. If the character has no suitable spell slot, he needs to Re-roll.

Insomnia

The chronomancer suffers from a mild form of insomnia. Time seems to fly by without giving the character any rest. To get a good night's rest, the character must successfully make a Will saving throw (DC 15). A roll of a 1 is always a failure. On a failure, the character cannot rest for 12 hours, when he can try again. Every time this quirk is taken, the character increases the difficulty of the Will saving throw by +2.

Moderate Ageing

The chronomancer ages 3d6 years in the course of a month. This is purely physical ageing.

Minor Bad Luck

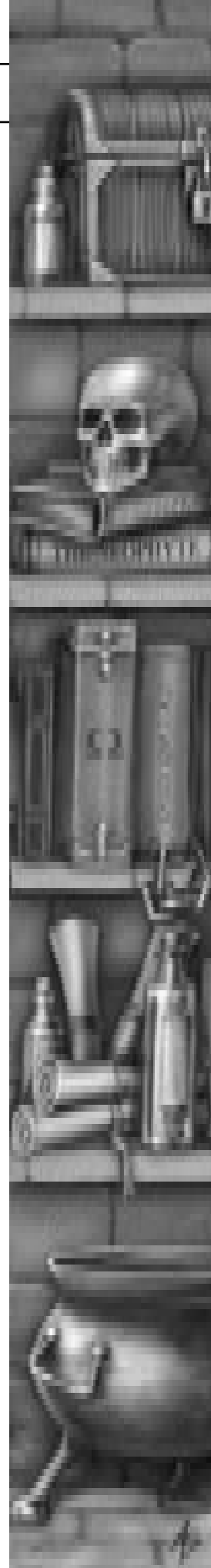
The chronomancer develops a moment of bad luck that waits to happen. Just once, the Games Master is entitled (at any time and whenever he desires) to apply a -1 penalty to check. Once the moment has passed, the effects of this quirk are no more. The Games Master should record the bad luck. He is entitled to use it when he feels it would have the worse effects and can wait as long as he desires before doing so. A character can acquire multiple moments of bad luck before even one is used.

Merlin's Fate

The chronomancer that develops this Quirk begins to age backward – albeit very slowly. The chronomancers physical ageing penalties accumulate as normal but by the time the character reaches old age he has devolved to the physical form of an adolescent. By the time the chronomancer is venerable, he has the body of a child. At this point, the chronomancer begins to make his Fortitude save as normal but failure results in his devolving mentally and physically over the course of one full ageing interval until he reaches the age of newborn child.

Major Temporal Disjunction

The chronomancer's sense of time becomes even more tangled than with minor temporal disjunction. He suffers a -4 penalty to his initiative check and suffers all of the other effects of minor temporal disjunction. If the character has both minor and major temporal disjunction he tends towards oversleeping and requires an additional 1d4 hours of rest each night before he can prepare his spells. In addition, the character will be unable to understand



THE PARADOX OF POWER

why others think he is late and unable to perceive a difference between the time he thought he arrived and the time he did.

Insanity

The forces of paradox clashing about the character's mind finally fracture it. He is considered to have gained a form of insanity as determined by the Games Master. The effects of the insanity are of the Games Master's choosing. There are some guidelines included on page 53.

Major Spell Loss

In attempting to contain the forces of paradox building around his body, the chronomancer loses some of his arcane potential. The character must sacrifice a spell slot (of at least 2nd level). The spell slot can be from any arcane spellcasting class. If the character has no suitable spell slot, he must re-roll.

Major Ageing

The chronomancer ages 5d6 years in the course of a month. This is purely physical ageing.

Moderate Bad Luck

As minor bad luck, but the Games Master may apply a -2 penalty to any check he desires.

Spatial Distortion

The chronomancer's sense of distance is distorted slightly. Whenever he casts a spell, the chronomancer must succeed at a Will saving throw (DC 10) or ½ the range of his spell. Each additional time this quirk is acquired, apply a cumulative +2 penalty to the difficulty of the will saving throw.

Destiny Haunt

The chronomancer attracts the attention of a destiny haunt. This creature will hound the chronomancer until it has succeeded in destroying him or has been destroyed. Once a character acquires a destiny haunt, he cannot acquire a new one until the old one has been destroyed. Instead, each time the character roles for this quirk; his destiny haunt acquires 1d6 Hit Dice. See page 60 for information on destiny haunts.

Heretic

With magic that influences all of reality, the chronomancer can step on the toes of beings far more powerful than himself. In acquiring this quirk, the chronomancer has become a specific offence to a particular deity. His name will be known to all clerics of the deity and should he be recognised by a cleric, he will be attacked and hounded for the rest

of his days. Until he is noticed, the chronomancer has no idea that he has become such an offence to this religion. There is no reason to assume the deity is evil and sometimes even a deity the chronomancer worshipped or followed is offended by his power. The details of this perceived indiscretion are left to the Games Master. Note that deities of Time are never offended in this manner, as they see through the Quirk.

Wither Limb

Some portion of the chronomancer's body withers in an instant, becoming increasingly useless. Roll 1d6 to determine which limb is affected.

1. Left Hand
2. Right Hand
3. Left Leg
4. Right Leg
5. Left Arm
6. Right Arm

The character suffers a permanent -1 penalty to all checks associated with this limb. See the effects of damaging specific areas table in *Core Rulebook II* for the checks associated with each limb. If the character acquires this quirk more than once with the same limb, the penalty is cumulative.

Major Bad Luck

As minor bad luck, but the Games Master may apply a -5 penalty to any check he desires.

Ravage Body

The forces of paradox ravage the chronomancer's body. This inflicts permanent damage to his vital systems. The chronomancer loses 1 point of any one physical ability score. The Games Master should roll randomly to determine which of Strength, Dexterity and Constitution receives the damage. This damage is permanent and cannot be healed by any known magic. If any of these scores are reduced to zero, the chronomancer dies; such is the risk of trying to adjust to the forces of paradox.

NEW MAGIC ITEMS

Where there are spellcasters, there are magic items. Magic items of one description or another have always been an important way for wizards and sorcerers to add to their power. Chronomancers are no different. As though spells, paradox feats and ritual chronomancy were not enough, chronomancers have often pursued this means of enhancing their power. Chronomancers can create magic items that include some of the more esoteric disciplines of chronomancer, allowing them to surpass lesser magic items.

Creating Magic Items using Chronomancy

There is always a limited quantity of space in a book such as this. This has limited the number of new magic items presented. With chronomancy, though, there are an almost infinite number of possibilities, especially once the possibilities of ritual chronomancy are included in a magic items design. It is strongly advised that Games Masters create their own unique magic items for chronomancers in their campaigns to own and create using their magic.

Generally, creating a chronomantic magic item follows exactly the same rules as creating normal magic items. The new spells presented in this book can be included in magic items without difficulty. Both chronomancers and normal practitioners alike will have created *wands of ageing stroke* or *corrode*. Just like spells, paradox feats and ritual chronomancy can also be part of the prerequisites for a magic item. For paradox feats, this is simply dealt with by including the paradox feat in the prerequisite list. Only if a character with this paradox feat assists in its creation can the item be made.

It is possible to produce magic items that provide an enhancement bonus to ritual chronomancy checks. Craft Wondrous Item can be used to provide a +1 enhancement bonus only at a cost of 2,000gp. Craft Rod can be

used to create a bonus of between +2 and +5 at a base cost of the bonus squared x 2,000gp (see Magic Foci for more details).

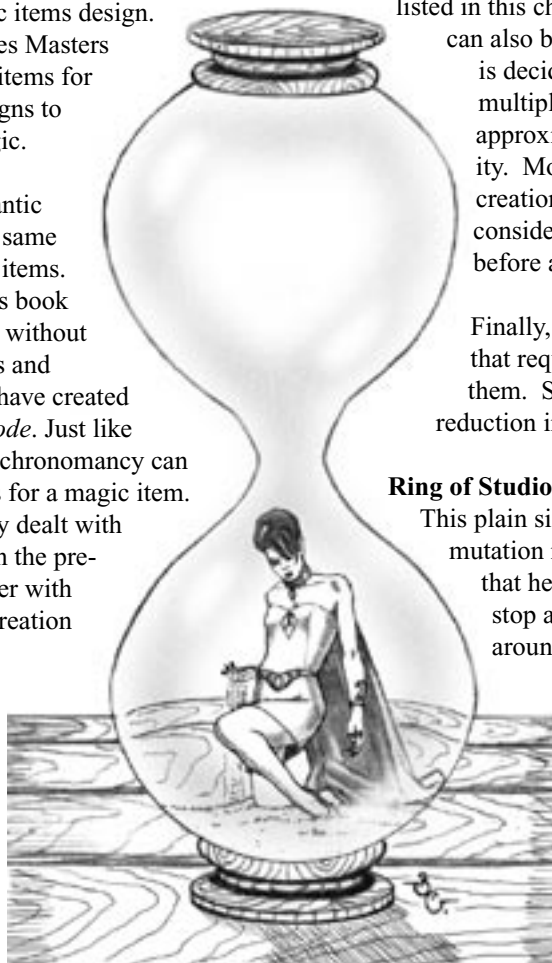
Lastly, we come to ritual chronomancy. Certain items include an entry such as Chronomancy (15) in their prerequisite list. In this case, at the end of the production process, the creator must make a Chronomancy Item check. The chronomancer rolls d20 and adds his intelligence modifier and time magic score. In the example case, the difficulty would be 15. If the check fails, the materials are consumed but the experience is not and the item is flawed. In this case, the Games Master can declare the item lost or have an appropriate cursed item created instead. If the roll is successful, the item is produced as normal.

In the case of ritual chronomancy, the difficulty of producing the item is left entirely in the hands of the Games Master. There are no easy answers here. Certainly, the more the item drifts from the norm for ritual chronomancy, the higher the difficulty should be. Using the difficulty for performing a ritual for the same effect as a guide can help. Using the items listed in this chapter and in *Core Rulebook II* can also be helpful. Once the difficulty is decided, square the difficulty and multiply the result by 100gp to get an approximate starting cost for the ability. More than any other form of item creation, this often requires serious consideration by the Games Master before a price can be fixed.

Finally, it is possible to create items that require a chronomancer to use them. Such a restriction entails a 20% reduction in the base cost.

Ring of Studious Initiative

This plain silver ring radiates mild transmutation magic. The wearer notices that he always seems to have time to stop and consider what is happening around him, allowing him to react to even the most surprising situation with ease. The wearer of this ring can take 10 on his initiative checks.
Casting Level: 7th, *Prerequisites:* Forge Ring, *Moment;*
Market Price: 30,000 gp



NEW MAGIC ITEMS

Staff of Temporal Passage

This potent item appears to be made from twisting wood ornately shaped and carved. The staff of temporal passage allows the user to activate the following spells and powers:

Time's Chariot (2 charges)

Glimpse Past the Barrier (1 charge)

Warp the Barrier (2 charges)

Haste (1 charge)

Teleport without Error (2 charges)

Warp the Barrier grants the holder the abilities of *glimpse past the barrier* but also allows the wielder and up to 50lbs of possession (no other living creature) to walk through any barrier and obstruction he can see through. This ability lasts one round.

Caster Level: 15th, *Prerequisites:* Craft Staff, crafter must be a chronomancer, *time's chariot*, *glimpse past the barrier*, *haste*, *teleport without error*; *Market Price:* 125,000 gp

All Seeing Crystal Ball

This crystal ball looks like any other magic *crystal ball*, a sphere of crystal about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with a normal *scrying* spell. Unlike a normal crystal ball, though, the stand on which the ball rests is also magical and engraved with strange arcane symbols. A character making a successful Knowledge (arcana) check (DC 20) can determine a way to use this crystal ball to see into the past as well as the present. Using the *all seeing crystal ball* to see into the past follows all the rules as though the user had the Scry Past feat. The user and *crystal ball* both receive the paradox this generates. Certain *all seeing crystal balls* have additional powers that can be used through the *crystal ball* at targets viewed.

Crystal Ball Type	Market Price
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<i>All seeing crystal ball</i>	60,000 gp
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<i>All Seeing Crystal ball with see invisibility</i>	72,000 gp
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<i>All seeing crystal ball with detect thoughts</i>	73,000 gp
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<i>All seeing crystal ball with true seeing</i>	115,000 gp
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Caster Level: 12th, *Prerequisites:* Craft Wondrous Item, Scry Past, *scrying* (plus any additional spells put into item) *Weight:* 7 lbs.

Cloak of Youth

This light cloak is sewn with silver and gold threads. When worn, the cloak offers the benefits of a *past's*

façade, returning the wearer to starting adult age for his race. This benefit fades the moment the cloak is removed.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *past's façade*; *Market Price:* 90,000 gp; *Weight:* 11b.

Robes of the Master Chronomancer

These lightweight and decorative robes have a delicate gold and silver trim. The inner surface is covered in intricate arcane symbols. The main centrepiece on the back of the cloak is a single hourglass encircled by a gold inlaid mobius strip. When worn by a chronomancer, these robes grant the following powers:

+5 armour bonus to AC

+1 insight bonus to all saving throws

+1 enhancement bonus to all ritual chronomancy checks

+4 to Time Sense checks as though the character possessed the time sensitive feat.

+6 enhancement reduction to the character's paradox score

If donned by anyone but a chronomancer, she immediately gains three negative energy levels. These negative energy levels never result in lost levels but remain as long as the garment is worn and cannot be removed in any way (including *restoration* spells).

Caster Level: 14th, *Prerequisites:* Craft Wondrous Item, Time Sensitive, *mage armour*, crafter must be a chronomancer; *Market Price:* 54,000 gp, *Weight:* 1 lb

Pedestal Vase

The *pedestal vase* appears to be exactly that; a single long, narrow-mouthed vase supported on a five-foot pedestal of ornate silver and copper. The vase itself is fashioned from blue-and-white china and filled with fresh-smelling herbs and incense. These fragile vases have only 2 hit points, no hardness to speak of and a break DC of 5. In years past, the great colleges of chronomancy constructed such vases to redirect and control the paradox created by their students. Now, they sit in the workrooms and towers of aged chronomancers, doing what little they can to stem the tide of paradox. Each *pedestal vase* can store up to 20 points of temporary or fixed paradox. The chronomancer must either be touching the vase or have it within range of his ritual when he generates the paradox. During ritual chronomancy, the chronomancer can redirect the paradox generated for the subject of the ritual or himself, but not both. Any paradox consumed by a vase becomes permanent and when the vast itself reaches its maximum capacity,

it crumbles to dust. Any excess paradox the chronomancer is forced to retain. Up to 10 vases may be used to absorb the paradox generated by a ritual but only one can be used when the paradox is generated by a paradox feat.

Caster Level: 20th, *Prerequisites:* Craft Wondrous Item, crafter must be a chronomancer; *Market Price:* 220,000gp; *Weight:* 2lbs (stand), ½ lb (vase).

Tarocchi Deck

Though few chronomancers learn to travel in time or master all the facets of Ritual Chronomancy, one aspect of chronomancy has always been common even among the unawakened, especially those who specialise in the school of divination; fortune telling. Though the means to create these packs is still known, it has been many centuries since the last one was crafted. Each pack consists of between 12 and 90 cards, each approximately four inches high and two wide, each engraved with a specific pictograph. Though mundane craftsman down the years have copied these packs, only those original packs crafted by chronomancers have any real power.

Each deck is crafted around two concepts and designed to act as an intermediately between the two. The pack calls on the power of the continuum and connects it to a series of rituals, ideas and philosophies. Those who know the philosophies around which the pictographs of the pack are designed can use the pack to gain some knowledge of the future. Details on how to use a *tarocchi deck* are found in the Fortune Telling chapter.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *scrying*, at least 5 ranks in Profession (fortune teller); *Market Price:* 2,250gp, *Weight:* -

Temporis Orbis

The *temporis orbis* has almost as many names as it has creators. That is to say so many chronomancers have claimed to have been the creator of this mystical object that all hope of finding its true master is lost to history. Among chronomancers, the *temporis orbis* represents the holy grail of time seekers. Were it to ever be rediscovered, it would almost certainly be disappointing in appearance. The orb appears approximately 3 inches in diameter and has a dull grey surface. Forged from the very essence of the void-between and sealed by magics lost even to the chronomancers, it is said that the orb grants its owner the power to destroy paradox itself.

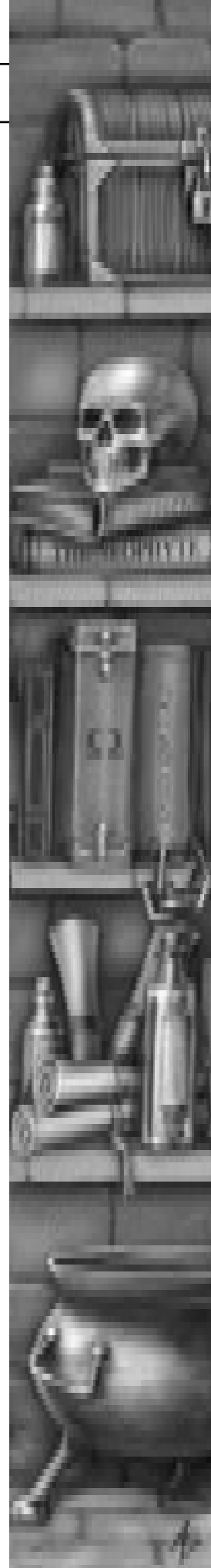
An exaggeration to be sure, the *temporis orbis* is an artefact not to be reckoned with none-the-less. In the hands of anyone but a chronomancer, the orb offers no power at all. To a chronomancer, the orb offers a +10 enhancement bonus to all ritual chronomancy checks, access to the *alacrity*, *celerity* and *true sight* paradox feats and, most impressively of all, the power to stop time. While time is stopped, the chronomancer who holds the orb may function as though under the influence of a *time stop* spell; using the orb however, it is reality that has stopped, not the chronomancer who has sped up. So long as the orb is used to stop time, the forces of paradox cannot act against the user. There is no limit to how long time

Paradox Feat Item Costs

Paradox Feats	Required Item Creation Feat	Magic Item Cost
Alacrity	Craft Wondrous Item	4,000gp
Alternate Fate	Craft Staff (50 charge)	5,000gp
Celerity	Craft Wondrous Item	16,000gp*
Hasten Spells	Forge Ring	22,000gp
Immortality	Forge Ring	30,000gp
Manipulate Spell	Forge Ring	2,000gp
Oracle	Forge Ring, Craft Wondrous Item	6,000gp
Scry Past	Craft Wondrous Item	14,000gp
Tactician	Craft Wondrous Item	14,000gp
True Sight	Forge Ring, Craft Wondrous Item	2,000gp

* When creating an item incorporating Celerity, it must also incorporate Alacrity. Alacrity is included in the cost presented here.

When two item creation feats are listed, either may be used to incorporate the feat into an item. The cost listed is for use activated (except for Alternate Fate which is for a 50-charge wand). Any chronomancer can use an Alternate Fate wand as a free action. The above is only a guideline to creation, Games masters should feel free to adapt it for their own campaigns.



NEW MAGIC ITEMS

can be stopped. The user ages normally. When the user stops the effect, he receives a point of paradox for every minute he experienced outside the flow of time. If the user dies, the effect ends.

There are many rumours circling the ancient communities of chronomancers concerning the *temporis orbis*. Any of them may or may not be true but two in particular seem popular. It is widely believed by those who feel the orb did exist, that the Lords of Paradox long ago captured the orb to protect it from foolish chronomancers who abused its power. It is also said that the chronovoires search relentlessly for the orb and that, should they ever find it, a chronovoire lord (should such a thing actually exist) could use the orb to destroy our world. Indeed, it has been whispered that the creator found the power to create it by trafficking with the chronovoires and that they had it created for this very reason.

Temporis orbis is a Major Artifact.

New Types of Magic Item...

As well as the normal types of magic item that any wizard or sorcerer might produce, there are two special types of magic item only a chronomancer could make. The *pattern scroll* allows the chronomancer to record everything about an item or creature he needs to bring it safely back from the continuum. A *magic focus* increases the likelihood that chronomancy rituals will be successful.

Pattern Scrolls

A *pattern scroll* records the details of an item with such detail that it can be used to stabilise an object or creature drawn from the continuum using ritual chronomancy. If the chronomancer can read the scroll during his ritual, he need have nothing else to stabilise the object or creature, though using a *pattern scroll* does increase the difficulty of the chronomancy check by +5.

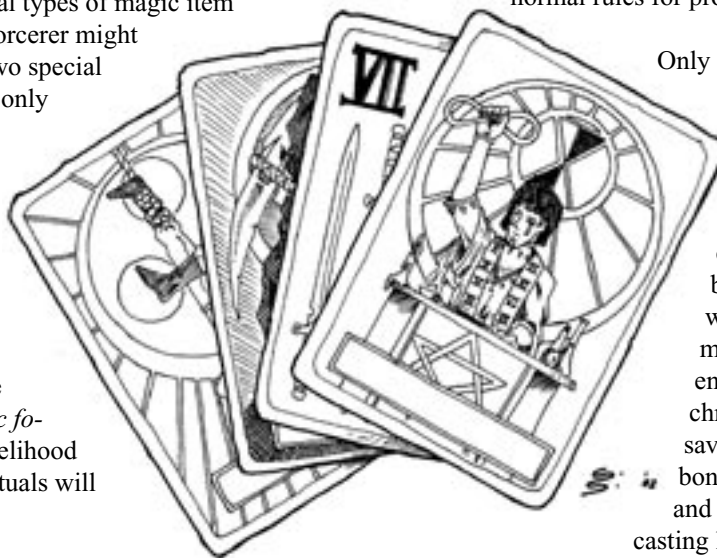
To prepare a *pattern scroll*, the chronomancer must have the Scribe Scroll feat. Only a chronomancer may prepare a *pattern scroll*. The chronomancer

needs a supply of choice writing materials, the cost of which is subsumed in the cost of scribing the scroll (25gp multiplied by the paradox value of the item to be scribed). In addition, the process consumes an amount of experience equal to twice the paradox value of the item. The item, object or creature, needs to be present during the creation process.

Pattern scrolls stabilise the item as it was at the exact moment the scribing process completed. This should be recorded in detail (including hit points, level, exact experience points etc). The pattern scroll is destroyed when first used.

Magic Foci

Chronomancers wishing to perform ritual chronomancy make use of a chronomancy focus. These rod-like objects allow the chronomancer to focus his magical energies as he directs them into the void-between. A chronomancer with the time and inclination can produce a magical focus. This requires a non-magical masterwork focus to be constructed and then enchanted in a separate process that follows all the normal rules for producing a magic rod.



Only a chronomancer with the Craft Rod feat can enchant a magic focus. As with normal foci, only the chronomancer that created the focus can use it, though it can be enchanted by anyone with the Craft Rod feat. A magic focus can provide an enhancement to the ritual chronomancy check and saving throw difficulty. This bonus can be between +1 and +5. The base cost and casting level of the magic focus is dependent on its enhancement bonus.

Enhancement

Bonus	Casting Level	Cost (gp)
+2	11 th	8,000
+3	14 th	18,000
+4	17 th	32,000
+5	20 th	50,000

In all other ways, a magic focus follows all the normal rules for manufacturing a magic rod though only a masterwork focus can be enchanted.

A GAMES MASTER'S GUIDE TO CHRONOMANCY

By now, you have read the vast majority of *Chronomancy: The Power of Time*. As a Games Master, you will look on this book in a very different way from your players. Chronomancy can raise certain feelings of trepidation in even the most experienced Games Master. As a form of magic, chronomancy has a very bad reputation among Games Masters. Simply perusing those spells already outlined in *Core Rulebook I* will reveal those spells involved in the manipulation of time as some of the most potent in the game. *haste*, *slow* and *true strike* are among the most popular spells used by mid-level wizards and sorcerers and with good reason.

That said, many others will come to this book looking for a way to incorporate one of the most interesting and roleplaying-worthy aspects of fantasy literature into their games. Since William Shakespeare's *Julius Caesar* and the forever-immortalised *Merlin*, there has always been room in fantasy for the fortune-teller or enigmatic wizard that simply seems to know what is going to happen.

Just how does the old blind woman in the forest know that the demons are on the rise and the powers of darkness will return? Perhaps, more interestingly, why does she insist on talking in riddles at all times? Essentially, this book has aimed to keep the answer what it always was – because you want her to. The first book in the *Encyclopaedia Arcane* series said it best when it said to remember that the Games Master is always in control. It is your game and chronomancy has been designed with your needs in mind as well as those of the player. Just as it can be fun for a player to explore the powers of the chronomancer, so is it intended that the Games Master will enjoy having chronomancers in his game world.

TIME TRAVEL

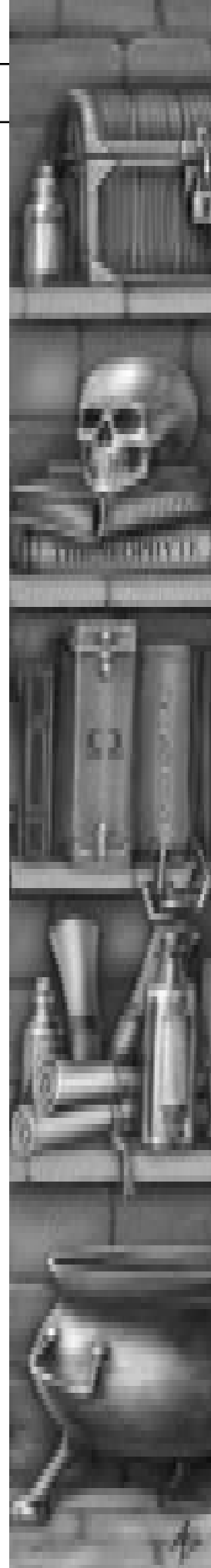
The first thing to worry about is time travel. In some games, time travel in its truest and freest form may have a place but, in most fantasy game settings, time travel can be very damaging. A novelist can control the fate of his characters and settings completely and even they find time travel difficult. A Games Master has no such freedom with the players. At its best, it is a headache for the Games Master. At its worst, it can restrict the enjoyment of players.

Note, before we begin, that time travel is not easy. This book presents two different ways to travel in time, both limited to very powerful chronomancers, both extremely limited in their own way. The first is the *time's chariot* spell. As an 8th level spell, the Games Master does not need to worry about the spell falling into the hands of his players until high level. The first thing to note about *time's chariot* is that it is one way. A character casting the spell can leap a few moments into the future to escape an enemy or he can send himself hurtling into the distant future. Either way, there is no coming back.

In most games, a character's ties to his world, friends and family will keep him from moving too far into the future. In many campaigns, it will be an unspoken rule that a character who separates himself from the rest of the party by eons is effectively gone from the campaign.

Of course, in some settings and some games, the whole party might decide to leave their time forever. The game is for the players to enjoy. If they want to visit the future of your world, it is little different than if they decided to teleport themselves to a completely different continent. In many respects, this is less likely, since the characters could never go back. This can be a very enjoyable game format, not to mention a liberating one for the Games Master. Freely travelling into the future, you can redesign your game world every session. As time progresses, your party will still acquire long-term villains in the form of cults and organisations with a long life. Interestingly, these enemies would have time to solidify their power during the characters' extended absences. More interestingly, a rival chronomancer could make the perfect enemy for such a group, tracking them through time.

In the hands of a non-player character, *time's chariot* can be a wonderful tool for the Games Master and his evil machinations. Desperate for a new start, the Games Master could have his most potent enemy to



date escape into the future using *time's chariot*. Will the heroic and noble party sacrifice their lives, friends and family, even fortunes, to follow him and defeat him before he can destroy the world? The future is a very large place to get lost in. The possibilities for this spell's use are vast.

The second method for travelling in time presented in this book is ritual chronomancy. Any chronomancer, given sufficient time to perform the rituals involved, might try to enter the continuum but doing so is an extremely dangerous business even for the most experienced chronomancer. Though ritual chronomancy does allow time travel, into both the future and the past, it has certain specific restrictions built in.

A chronomancer can send something to the continuum but he must make sure he is still around or was around to bring it back. The chronomancer can bring himself into the past and later enter the continuum, completing the cycle. The character cannot travel back to a time unless he has already brought himself into the world. Essentially, the aspect of foresight has been removed from ritual chronomancy. No going back to undo a past mistake. Travelling into the future faces similar restrictions. A character can enter the continuum but then he is not there to bring himself back out. Stepping into the continuum in this fashion is suicide. The chronomancer cannot even be brought back using *wish*, *resurrection* or similar spells as he has not died.

On top of this very severe limitation, using ritual chronomancy usually faces two other restrictions. It is important to keep in mind the need to stabilise anything drawn from the continuum. This restriction has many ramifications. The most important is that to travel into the past is to become as you were in the past. The chronomancer may retain some memories of the future but, in many respects, he is identical to his current time version. Usually a character only remembers those things about the future that the Games Master wants him to. If the player wants to remember something he feels he should know, the Games Master can allow him a Wisdom check against a difficulty he feels is appropriate. It is completely in the Games Master's control how much information and what information survives the continuum.

Co-existence is the final restriction that greatly hinders ritual chronomancy. A chronomancer who travels into the past faces an ever-building quantity

of paradox that threatens to destroy both the original and the 'future' self. This build-up of paradox is very quick. Anchoring and displacement offer limited means of overcoming Co-existence and allow a character to travel into the future.

As far as pulling a character out of your campaign, ritual chronomancy offers less of a problem than *time's chariot*. The paradox costs involved in ritual chronomancy will keep most players under control. Players not careful to keep track of the build up of paradox or who do not take into account the risks of co-existence will quickly destroy themselves, ending the Games Master's problems. With ritual chronomancy, the real problems and the real fun for the Games Master lies in the information that could leak back through time about the future.

KNOWLEDGE OF THE FUTURE

A chronomancer might come across knowledge about the future in any manner of way. Performing a ritual to 'present' himself to the continuum so that he may later call himself into our world might leave the chronomancer with some impression of what will happen when he is next most likely to use that power. A character can use figment rituals to bring back manifestations from the future and question those he brings forth. Be it by accident or intentionally, much of the mystery and interest in playing the chronomancer lies in the mysterious smile that comes when you know something no one else can ever know.

How does a Games Master deal with this in game? There are two important aspects to ritual chronomancy that a Games Master should keep in mind. Firstly, because an object or creature sent to the continuum is reduced to its essential nature, a great deal of detail is lost. Memories in particular are susceptible to this effect. Skills, levels, experience are always lost when something is brought back into our world. Secondly, the future has not happened; information that slips back into the past comes from only the most likely or most dangerous future; Gods of Time, the forces of Fate etc. may have some control over these random forces, aiding and guiding chronomancers. On the hand, they may not. It is entirely in the Games Master's hands.

If a player feels his character should have some information about the future, you may wish to give him your 'best guess' or you may not. You are

always entitled to shrug and say the memory did not survive the journey in time. If you give information that later turns out to be completely wrong, you simply say that when the information arrived that was the most probable future. More often than not, information from the future arrives when the player least expects it.

With chronomancy, the Games Master has only three obligations. Firstly, the Games Master should aim to make his predictions as useful as possible. As 'useful' as possible does not mean the most accurate, but the prediction most likely to assist the chronomancer – it's his magic after all. Secondly, the Games Master should be fair. A chronomancer pays dearly for his power. The Games Master should aim to give the chronomancer prescience as often as possible. If the chronomancer specifically aims to touch the future, he should be able to come away with something.

Finally, the Games Master should always aim to be subtle. When a chronomancer call his future self into the present, it is far more interesting to have the future self appear with burnt scars on his body than to have him shout out that the insane man who has been accompanying the party is a red dragon in disguise. The fates work in subtle ways. This is important because it adds to the flavour of the chronomancer but it also keeps them difficult to play. The fact that the scars are there should be sufficient hint for the player. If it is not, then the player should consider playing something other than a chronomancer.

QUIRKS

Quirks should have a noted presence for any chronomancer character. Many of the quirks are open to interpretation by the Games Master. A simple rule of thumb, the Games Master should consider that the lower on the new quirk table a quirk appears, the more severe the quirk is intended to be. A simple comparison of the multiple ageing and spell loss quirks will reveal this to be true.

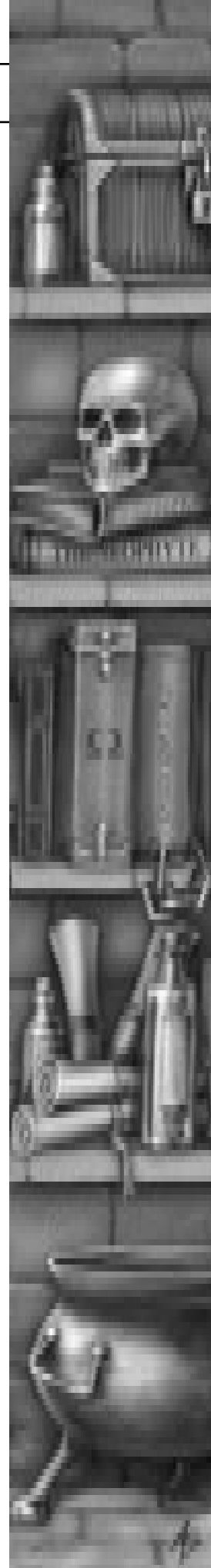
The lower level quirks are designed to be fun or interesting qualities that a chronomancer might develop early in his career. In fantasy literature, it is very common for chronomancer characters to have certain alien qualities. At higher levels, the quirks become flaws that can be quite dangerous. Even a starting chronomancer can roll minor bad luck for a quirk, a flaw that could easily result in his death. Such is the risk that any chronomancer takes when he starts to explore this esoteric field of magic.

Though a games master should take this order of seriousness into consideration, even the minor quirks should have an impact on scenarios. Remember to have non-player characters notice the strange quality of the chronomancers' eyes, especially in circumstances where the effect can either work directly against or into the player's hands, shifting the scenario's outcome. Is the prince intimidated by this subtle, inconsequential sign of the chronomancer's power or does it only anger him further that yet another aspect of the chronomancer is a mystery to him?

Phobias and insanity both rely heavily on the roleplaying abilities of the player. This may give some Games Masters pause for thought; many players might prefer death to having to play an insane character. This is a valid objection for some players and a Games Master is, of course, welcome to remove these options from the new quirks table for all or some of his players. Taken seriously, though, insanity and phobias can be both enjoyable and restricting for the player and group as a whole. For Games Masters and players that embrace the responsibility for these forms of quirk, the rewards in game can be great.

More so than general insanity, phobias are easier to roleplay because they do not demand constant attention. Though it is always a good idea to let a player suggest ideas for his phobia or insanity, remember always that it is the Games Master that chooses the insanity. Some players may try to get around the phobia by talking you into applying it to a monster or rare creature that they should either fear already or that will rarely appear in the game setting. It is important to be strict in these circumstances. A creature should appear in game to trigger the phobia. In these circumstances, the player need only play out an aversion to the trigger. It is understood that such a character will actively avoid encountering the source of his fear. You should allow a character to avoid his phobia because that is the nature of the restriction entailed by this quirk.

Greater insanities, including truly unfortunate forms of phobia, are more difficult to adjudicate. Chronomancers are particularly susceptible to claustrophobia. In a world filled with dungeons, this particular insanity can easily be debilitating and not only to the character. Though an interesting aspect of the character, it might be appropriate to allow a chronomancer to overcome his fear to some extent to allow the adventures to continue. Otherwise, do not



be surprised if the chronomancer simply dismantles your dungeon rather than entering its narrow passages and small rooms. Otherwise, imagination is your only limit.

Insanity has been dealt with before in the *Encyclopaedia Arcane* series in *Necromancy: Beyond the Grave*. As in that book, it has been decided that with something like insanity, hard and fast rules would be damaging. These things are always best dealt with by the Games Masters and players in the roleplaying set up of the game. *Necromancy: Beyond the Grave* includes some additional suggestions for forms of insanity you might like to include for your chronomancers.

Finally, we get to a point about quirks themselves. Quirks are an inherent change in the chronomancer's nature. They cannot be overcome using any form of magic, even that of the deities themselves. They are founded in something beyond even the gods themselves.

INTERVENTIONS

The information presented in this book suggests that creatures from the continuum, or creatures in the direct service of the Lords of Paradox, can be drawn to chronomancy. These scenarios are best worked out ahead of time and dropped into an adventure at an appropriate moment. A creature trying to make its way into our world could manifest any time the chronomancer fails his ritual chronomancy check - especially when the ritual was intended to draw something into our world. The forces of Paradox can appear to attack or temper the chronomancer's magic at any time.

There are no rules presented in this book that will force such an occurrence on you. As Games Master, you are free to introduce these scenarios into your game as often as you like. You might have something try to break into our world every time the chronomancer fails a ritual check or you might design one or two powerful chronovoires and have them wait for their moment to launch themselves on the chronomancer, forcing their way into the world when he is weakened.

When designing these scenarios, it is important to decide just how much information the forces of paradox have. As a general rule, we would advise that while creatures in the direct employ of paradox

(including temporal defenders) are rare in the world, the lords can direct anyone they desire to any chronomancy activity and that they can detect all uses of chronomancy - though they will likely ignore anything but the most persistent offenders. Any lawful creature may be in the employ of the lords of paradox. Many servants have the celestial template and originate in lawful good planes where they learn of the threat of chronomancy to all reality.

Creatures in the continuum generally get a glimpse of the world every time ritual chronomancy is used. Most are completely uninterested but, at your discretion, a particular chronomancer may attract the attention of something that wants in. You control how long it waits and how it makes its attack. These creatures are severely weakened when they first enter the world and can rarely manifest as anything more powerful than a continuum bane (see next chapter). For this reason, they usually wait until they have an opportunity to attack a chronomancer when he is down.

CHRONOMANCY AS A THREAT TO CREATION

This book makes a big point that chronomancy threatens all of creation, not only the chronomancer. Though the philosophy of this book does indeed support this idea, there are no rules along these lines. Obviously, the end of the world is something best left out of a rulebook and in the hands of the Games Master. The forces of paradox have done their job well. Chronomancy does not come easily to wizards or sorcerers and there simply are not that many chronomancers in the world. So long as your world spawns some temporal defenders, it can be assumed that paradox is keeping the tide of chronomancy at bay.

Of course, you might want to introduce the concept into your game. It is easy to imagine a world where chronomancy is so widely used that the very foundations of reality are crumbling under the pressure. In such a world, the Games Master might want to lessen the impact of paradox on unawakened creatures and reduce the impact of quirks. You might modify the quirk table so that a roll of less than 10 resulted in no quirk at all. In such a world, the truth would always be there in the open, easy to glimpse by anyone that is looking. Of course, this only accelerates the decay.

Such a world would be filled with strange places where the nature of reality is warped and twisted. The world would be sprinkled with places where even a normal human can summon forth his own imaginings. Wild magic zones, dead magic areas and uncomfortable numbers of *spheres of annihilation* would be common. In such a world, your imagination would be the absolute maximum. In fact, you might find it difficult to keep up a constant flow of strange oddities and mysterious perversions of reality.

This is not the normal game world, though, and it is left completely up to you just how much chronomancy would be required for things to get this out of hand. Even if you decide chronomancy is quite common in your world, you do not need to initiate such a destructive path. The forces of paradox are as strong as you desire them to be.

THE EFFECTS OF AGEING

Ageing can be important in any game. In a chronomancy game, comprehensive rules for ageing become very important. These rules can be incorporated into any campaign world, even those whose Games Master chooses not to include chronomancy. This system accounts for two types of ageing; mental and physical ageing.

Mental Ageing

Mental ageing occurs completely through experience and personal growth. All creatures experience some form of mental ageing, even those that would generally be considered immortal. No magical effect can induce mental ageing. To mentally age a year, the creature must live through it.

Creatures achieve their proper mental development when they become adults. The conventional races achieve adulthood at the age outlined in in the Random Starting Ages table in *Core Rulebook I*. Humans are adults once they reach 15 years of age, dwarves 40, elves 110, gnomes 40, half-elves 20, half-orcs 14 and halflings 20. Once a creature reaches this minimum age, it begins to accrue ageing bonuses to Intelligence, Wisdom and Charisma as time passes.

Time Since Adulthood

25 years	+1
50 years	+2
100 years	+3
250 years	+4
500 years	+5
1,000 years	+6

Ageing Bonus

After 1,000 years, additional insight becomes increasingly difficult to acquire. The minimum age for each additional +1 bonus is five times the previous after this point. At 5,000 years, a creature would acquire a +7 bonus. At 25,000 years, the bonus becomes +8 and so on.

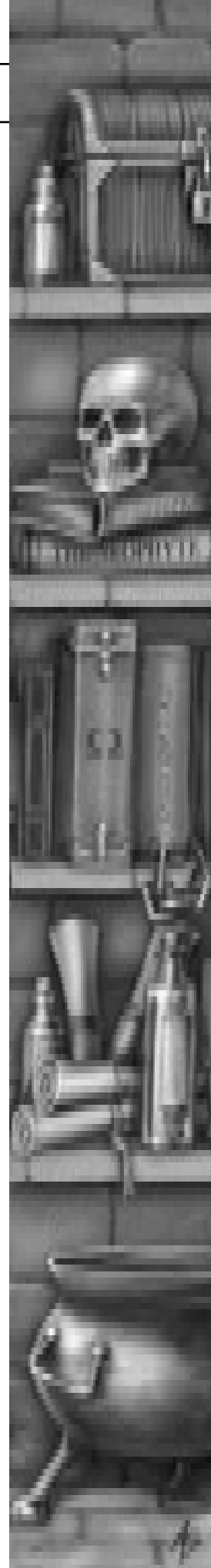
These rules work fine for most creatures. Immortal creatures (demons, celestials etc.) are already assumed to have lived so long that they acquire these bonuses over millennia. Generally, they are included in the statistics outlined in *Core Rulebook III* for these creatures. Dragons follow their own progression for mental statistics as they age, though a comparison (assuming they reach full mental faculties at the young age category) reveals they do not deviate far from these guidelines. The differences can be accounted for by the types of dragon likely to survive to each age category and that dragons can spend much of their time dormant.

For creatures with extraordinary, spell-like and supernatural powers that they develop as they age (such as dragons), mental age influences when these powers appear.

Physical Ageing

Physical ageing is quite different from mental ageing. It has nothing to do with experience but is based completely about how the body functions. Spells and effects with the Age designator induce changes in physical ageing. Once a creature reaches maturity (the same ages as outlined above), physical ageing generally induces penalties to strength, dexterity and constitution.

Immortal creatures (celestials, demons, devils etc.) are completely unaffected by physical ageing. All creatures with the construct, elemental, fey, ooze and undead types do not suffer physical aging penalties though oozes, fey and elementals might age; they simply die when their time has come. Some of the creatures in *Core Rulebook III* (the dragons in particular) have clear guidelines for how their physical statistics change as they age. For all others, the Games Master can use the following guidelines.



A GAMES MASTERS GUIDE TO CHRONOMANCY

Race	Child	Adolescent	Adult	Middle Aged	Old	Venerable	Save Interval
Human	2 years	9 years	15 years	35 years	53 years	70 years	5 years
Dwarf	5 years	24 years	40 years	125 years	188 years	250 years	15 years
Elf	15 years	66 years	110 years	175 years	263 years	350 years	20 years
Gnome	5 years	24 years	40 years	100 years	150 years	200 years	10 years
Half Elf	3 years	12 years	20 years	62 years	93 years	125 years	5 years
Half Orc	2 years	8 years	14 years	30 years	45 years	60 years	5 years
Halfling	3 years	12 years	20 years	50 years	75 years	100 years	5 years

Creatures are assumed to have seven age categories into which their physical age might fall: newborn, child, adolescent, adult, middle aged, old and Venerable. An adult has acquired maturity and has the best strength, dexterity and constitution the creature will attain. All the other categories apply an ageing penalty to strength, dexterity and constitution. Newborn and venerable creatures suffer a -3 penalty. child and Old creatures suffer a -2 penalty. Adolescent and middle aged creatures suffer a -1 penalty.

The above table outlines the categories for the standard races found in *Core Rulebook I*. A Creature is newborn if it has not yet attained the age of a child.

Once a creature has reached Venerable age, it must make a Fortitude save at an interval as shown in the above table. For example, a human must make the fortitude save at 70 years, 75 years, 80 years etc. The DC for the saving throw is 10 but the DC increases by +2 every time the save is made. If a character has any immunity to poisons or diseases, the creature receives a +5 bonus to this saving throw. If the creature has an immaculate body (one that does age but does not suffer penalties to ageing), for example a druid or enlightened, the creature receives a +10 bonus to the saving throw. If the creature fails the saving throw, it dies of old age during the next save interval period (Games Master's discretion).

Physical age affects natural armour, Strength, Dexterity and Constitution bonuses a creature might receive as it ages. The Games Master may declare some physical, extraordinary, spell-like or supernatural abilities to be the sole result of physical aging at his discretion. All other powers are the result solely of mental ageing.

Unusual Creatures: For creatures that do not have well-documented ageing categories in either *Core Rulebook I* or *III*, the following can be used as a guideline.

Race	Modifier
Fine	approx 5% of above
Diminutive	x $\frac{1}{4}$
Tiny	x $\frac{1}{2}$
Small	x $\frac{3}{4}$
Medium	x1
Large	x2
Huge	x5
Gargantuan	x8
Colossal	x10

Of course, these are only a guideline for races that have no additional information. It is perfectly appropriate for the Games Master to design an aging chart for a race that has no resemblance to these tables. For races that appear in your game a lot, that would probably be very useful.

Race	Child	Adolescent	Adult	Middle Aged	Old	Venerable	Interval
Animal	$\frac{1}{2}$ year	2 years	5 years	8 years	15 years	20 years	2
Beast	1 year	4 years	10 years	15 years	20 years	30 years	5
Giant	5 years	25 years	40 years	100 years	150 years	200 years	10
Humanoid	5 years	25 years	40 years	100 years	150 years	200 years	10
Magical Beast	$1\frac{1}{2}$ year	5 years	15 years	20 years	30 years	50 years	5
Monstrous Humanoid	2 years	8 years	15 years	30 years	40 years	50 years	5
Plant	5 years	10 years	20 years	50 years	75 years	100 years	10
Shapechanger	5 years	25 years	40 years	100 years	150 years	200 years	10
Vermin	$\frac{1}{2}$ year	2 years	5 years	8 years	15 years	20 years	2

When using this table, a creature modifies the indicated age for each category based on its size.

If a creature is magically aged, it receives one point of subdual damage for every year it receives. In addition, if the creature reaches venerable category or higher through magical or psionic ageing, it must immediately make a Fortitude saving throw. The DC is 15 +5 per save interval beyond venerable the character is pushed. For example, a human aged in a single stroke to 80 would have to make a saving throw at DC 25 or die. The creature receives the same bonuses it does to the above roll.

A *wish* or *miracle* can undo all the magical ageing a creature received in one year per casting level. No known magic can undo natural ageing or magical ageing that occurred before this period. A *wish* or *miracle* can be used to rejuvenate a soul that has died of magical aging but the caster must use two spells, a *wish* to remove the soul's magical ageing and a *wish* or *resurrection* spell to bring the creature back to life. If the creature is still venerable or older, it must make a Fortitude saving throw against a DC of 15 +5 per save interval beyond venerable age or immediately die again. The creature receives the normal bonuses to this roll.

Senility

For creatures that age physically, there is a mental cost to pay. Druids, enlightened or other characters that experience immaculate ageing do not suffer senility. Once a character reaches venerable age, it must make a Will saving throw (DC 10) each year or develop some form of senility. Senility can include forms of amnesia, short-term memory loss or mild forms of insanity. The details of senility are left in the hands of the Games Master and his players. It is very rarely pronounced in player characters as they often have very good Will saves by the time they reach venerable age. Note, though, that a roll of a 1 on this saving throw is always a failure. Elves, half-elves and creatures that experience an improvement in their physical ability scores rather than a penalty as they physically age (dragons for example), do not suffer from senility. Dwarves suffer from senility but need only roll every 5 years.

CREATURES OF THE CONTINUUM AND SERVANTS OF PARADOX

The following chapter gives details of many of the creatures of particular interest to chronomancers. The chronovoires that visit our world and the servants of paradox that may search out and destroy



a paradox-laden chronomancer are all outlined in this chapter.

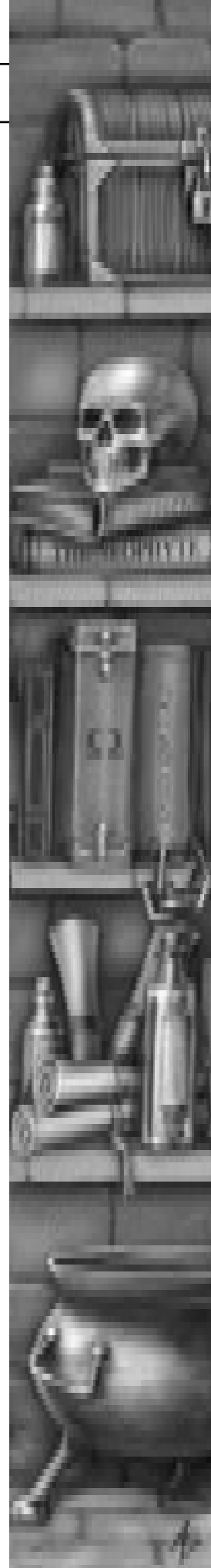
New Types Modifiers

Anything that exists in the continuum is likely very different from anything in our world. While all of the following creatures follow the normal rules for monster type outlined in *Core Rulebook III*, this book introduces two new type modifiers. The effect of this modifier on a creature's abilities is described below.

Time: A creature of the continuum has the time sub-type. Only a creature that would naturally exist outside of time can have the time subtype. Time creatures are immune to ageing, both natural and magical. Being from outside normal reality, they are unaffected by paradox in any normal sense (though many are attacked by more direct means) and are assumed to have a paradox score of 0.

Time creatures are also immune to *polymorph* spells and spells that slow their personal time; e.g. *slow* or *temporal stasis*. A time creature can return to the continuum as a free action at any time. Creatures with the time modifier cannot become chronomancers. All time creatures count as being awakened for the purposes of dealing with paradox.

Paradox: A creature in the immediate service of paradox will have the paradox modifier. A creature



with the paradox modifier is favoured by paradox. The penalties for having a high paradox score are lessened for these creatures. The paradox creature is considered awakened and does not apply his paradox modifier to attack or damage rolls. They must always be lawful and abide by a form of conduct outlined by the masters of paradox. (See the Power of Paradox chapter). A paradox creature is likely to be sent to destroy a powerful chronomancer who catches the attention of the masters. Paradox creatures count as being awakened for purposes of dealing with paradox.

Ritual chronomancy and the Time Type Modifier:

Ritual chronomancy is the art of directly manipulating the continuum. As creatures of the continuum, time creatures that enter our world are as susceptible to this control as the world from which they came. A chronomancer may use ritual

chronomancy to summon, control and banish time creatures.

Summoning: It is possible to summon a time creature in exactly the same manner that you would call any living thing from the continuum. It is important to note that a time creature can never be called with any other form of living creature or with any form of inanimate object though you can call more than one creature at once, using the same ritual, if you desire.

The summoning process produces an amount of paradox equal to the total Hit Dice worth of time creatures you summon. This paradox is fixed until the creature returns to the continuum. After that, the paradox is temporary and fades normally. The chronomancer has no power over these creatures unless he successfully controls them.



Controlling: A chronomancer can attempt to control a time creature. This requires ritual chronomancy and follows many of the same rules for ritual duration, the use of chronomancy foci etc. At the end of the ritual, the chronomancer makes a control check using his Wisdom modifier and Time Magic scores as a bonus. The base difficulty is equal to 1/2 the HD of the creature or creatures to be controlled and modified for range normally. If the check is successful, the creatures are allowed Will saving throws to avoid the effect.

Many time creatures are immune to this form of ritual chronomancy however and only a foolish chronomancer would attempt to control an unknown time creature. A chronomancer can only control a number of HD of time creatures equal to five times his time magic score. If a time creature is already under the control of another chronomancer or some greater force, they receive a bonus equal to that chronomancer's chronomancy score to the will saving throw to avoid being controlled.

Banishing: A chronomancer may banish a time creature by simply sending it to the continuum. This follows all the normal rules but the character gains no paradox for doing this. It is where they are supposed to be.

THE DENIZENS OF THE VOID - BETWEEN

Chronovoires

When a continuum bane enters our world, it tries to become something that can exist in our world. Though they usually achieve some structural form if they fight off the paradox storm, they often fail to achieve a form that other creatures in our world can easily co-exist with. A chronovoire can appear to resemble any number of living creatures, though, more often it will resemble a multitude of them, a terrifying and horrible amalgamation. The creature's mere presence is an offence so terrible that it plays havoc with reality.

Not all chronovoires were once continuum banes. Often a chronovoire comes into our world fully formed. If a chronomancy ritual designed to call forth a lion fails, it might instead call forth a chronovoire lion. Alternatively, some chronovoires have planned the form they will take in our world. These are the most powerful chronovoires and they often choose to mimic demons and devils.

Creating a Chronovoire

Chronovoire is a template that can be added to any living creature (referred to hereafter as the 'creature'). The creature's type changes to Aberration [Time] if it is an animal, beast or magical beast; otherwise it simply acquires the [Time] subtype. The creature is only that thing which the chronovoire most closely resembles. In truth, the chronovoire is not related to the creature at all and is something that existed in the continuum.

Hit Dice: Generally the same as the creature.

Speed: Same as creature, all chronovoires can fly at 40 ft. (perfect). They ignore gravity if they so choose and simply float to where they need to be.

AC: Same as creatures. Chronovoires receive a +4 haste bonus to their armour class.

Attacks and Damage: Same as the creatures. The chronovoire's attacks deal an extra 1d10 point of damage from its disrupting nature. This bonus dice is not doubled when the chronovoire rolls a critical and only applies to natural attacks.

Special Attacks: Generally, a chronovoire has the same attacks as the creature. The chronovoire might develop 1d4 - 1 additional special abilities from the following list.

Ageing Touch (su): Any creature the chronovoire hits with a natural attack is aged 1d6 years. This is physical ageing.

Fear Aura (su): The chronovoire is so abhorrent that it is difficult to look upon it without feeling at least nauseated. This ability operates continuously and the chronovoire cannot shut it down. Anyone looking upon the chronovoire must make a Will save (DC 10 + ½ it HD + his Charisma modifier) or be afflicted by the effects of a *fear* spell.

Corroding Presence (su): The chronovoire develops a 60 ft. aura in which all inanimate objects are effected by a *corrode* spell (DC 14 + its charisma modifier).

Poison (ex): The chronovoire's bite is laced with its unnatural state. Only chronovoires with bite attacks develop this power. The initial damage is 1d6 points of temporary paradox. Secondary damage is the same. Both are resisted with a Fortitude save (DC 10 + ½ the chronovoire's HD + its Constitution modifier).

Spell Stalk (su): The chronovoire develops a stalk not unlike that of a beholder (Some chronomancers are convinced that beholders are the descendents of chronovoires that successfully acclimated to our world). The Games Master should choose any one of the beholder's stalks to replicate. This ability could be gained multiple times. A chronovoire may never use more than one stalk each round and it can never have an *antimagic* stalk.

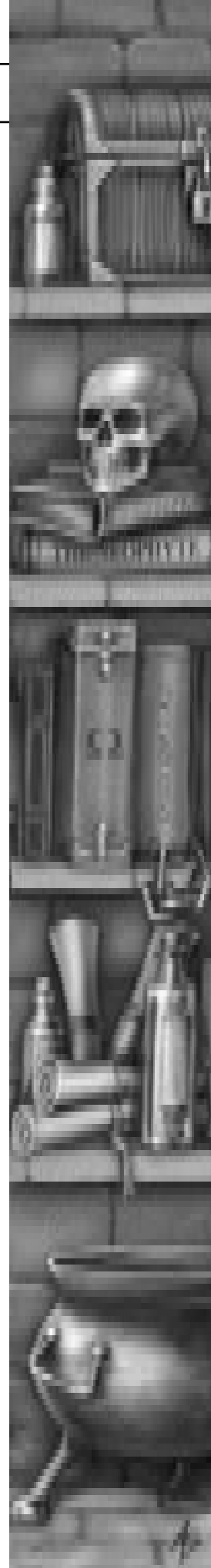
Special Qualities: The chronovoire has all the special qualities of the base creature but also has the following:

Blindsight (ex): The chronovoire senses everything about it by the pressure of law it impinges on its surroundings. This sense works up to a range of 60 ft. and there is no known means to avoid this detection. It need not make a spot or listen check to notice any creature within this range. Only creatures with a paradox score of 0 or less can avoid being detected. A chronovoire is completely blind to the presence of other time creatures.

Haste (su): Chronovoires function as though under the influence of a *haste* spell cast by a 5th level sorcerer at all times. This is a supernatural ability. It allows them an extra partial action each round and a +4 haste bonus to armour class.

Quirks (ex): Chronovoires all develop 1d4 + 1 quirks on entering our world. Any of the quirks that might have a limited operation (such as bad luck quirks or corrupting touch) operate once each month. Re-roll aging quirks and Merlin's fate as the chronovoire can never suffer from these.

Control Immunity (su): Some chronovoires are immune to control by ritual chronomancy. Only a chronovoire with at least 10 HD can have this ability. Randomly generated chronovoires with at least 10 HD have this immunity 5% of the time. Creatures with this immunity have a +1 to their Challenge Rating.



Saves: Same as the base creatures.

Abilities: The chronovoire receives a +2 bonus to Wisdom and Charisma but has all the other ability scores of the base creature.

Skills: Same as the creature's.

Feats: Same as the creature's.

Climate/Terrain: Generally the same as the creatures; though these creatures exist where they were manifested or anywhere they can survive.

Organisation: Usually Solitary.

Challenge Rating: Same as creature's +3

Treasure: Generally none.

Alignment: Always Chaotic.

Advancement: As base creature's.

Sample Chronovoire

Chronovoire Megaraptor

Huge Aberration

Hit Dice: 8d10 + 32 (76 hp)

Initiative: +5 (dex, paradox)

Speed: 60 ft.

AC: 20 (-2 size, +2 dex, +6 natural, +4 haste)

Attacks: Rake +9 melee, 2 claws +4 melee, bite +4 melee

Damage: Rake 2d8 + 5 +1d10, Claw 1d4 + 2 + 1d10, Bite 2d6 + 2 + 1d10 + poison

Face / Reach: 10 ft. by 10 ft. / 15 ft.

Special Attacks: *Flesh to Stone* stalk, poison

Special Qualities: Scent, Blindsight, Haste

Saves: Fort +10, Ref +8, Will +5

Abilities: Str 21, Dex 15, Con 19, Int 2, Wis 17, Cha 12

Skills: Hide +5, Jump +14, Listen +13, Spot +13, Wilderness Lore +11

Climate/Terrain: Warm forest, hill, plains and marsh

Organisation: Solitary

Challenge Rating: 9

Treasure: None

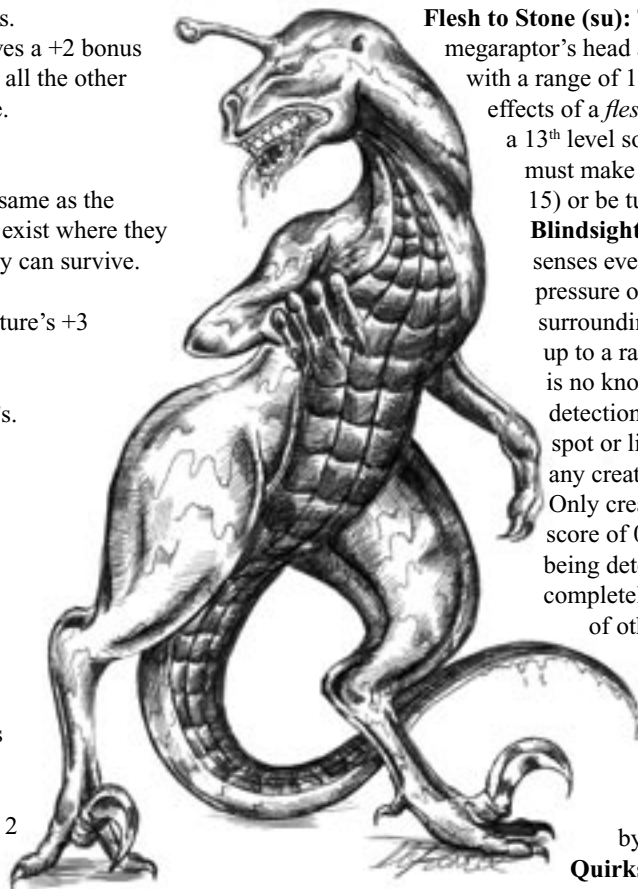
Alignment: Chaotic Neutral

Advancement: 9 - 16 HD (Huge); 17 - 24 HD (Gargantuan)

This vast creature appears to have molten skin. A single eyestalk sprouts from its forehead, turning its opponents into stone that the creature can as easily digest as flesh. Though generally resembling a megaraptor, this creature oozes with an unnatural state as its eyes flow like pools of liquid silver.

Combat

Poison (ex): The chronovoire megaraptor's bite is laced with its unnatural state. Initial and secondary damage is 1d6 point of temporary paradox. A Fortitude save (DC 18) can be made to resist both.



Flesh to Stone (su): The stalk on the megaraptor's head allows it to shoot a ray with a range of 150 ft. This mimics the effects of a *flesh to stone* spell cast by a 13th level sorcerer. The creature must make a Fortitude save (DC 15) or be turned to stone.

Blindsight (ex): The chronovoire senses everything about it by the pressure of law it impinges on its surroundings. This sense works up to a range of 60 ft. and there is no known means to avoid this detection. It need not make a spot or listen check to notice any creature within this range. Only creatures with a paradox score of 0 or less can avoid being detected. A chronovoire is completely blind to the attacks of other time creatures.

Haste (su): A chronovoire megaraptor operates at all times at though under the influence of a *haste* spell cast by a 5th level sorcerer.

Quirks: The chronovoire megaraptor suffers from the

following quirks; minor bad luck, stillness and a minor phobia.

Skills: A chronovoire megaraptor receives a +8 racial bonus to Hide, Jump, Listen, Spot and Wilderness Lore checks.

Destiny Haunt

Small Outsider (Paradox)

Hit Dice: 6d8 + 6 (33 hp)

Initiative: +4 (dex)

Attacks: +11 shock touch

Damage: 2d8 shock

Special Attacks: Shock, Animate, Leap

Special Qualities: Formless, Find Prey, Prohibition

Saves: Fort +6, Ref +9, Wis +7

Abilities: Str -, Dex 19, Con 13, Int 15, Wis 14, Cha 16

Skills: Diplomacy +11, Disable Device +11, Gather Information +12, Intimidate +12, Search +11, Use Magic Device +11, Spellcraft +10

Feats: Expertise

Climate/Terrain: Any land and underground

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always Lawful Neutral

Advancement: 5 HD + (Small)



Destiny haunts are created when reality is twisted by a gross violation of fate. They appear as little more than a spark of lightning that resides within objects and creatures and refuses to fade.

A Destiny haunt can come into being by two means. The first is as a quirk. The second is when a character avoids its death by pure luck or chance, by cheating fate. Certainly, many acts of chronomancy could be considered cheating fate. It is left entirely in the Games Master's hands to determine when and if a character has cheated death and fate and how powerful a haunt is created. The longer the creature goes without punishment for its cheating fate, the more powerful the haunt becomes. Many haunts wait in quiet for their power to grow before beginning their campaign against the unfortunate whose actions spawned them.

Combat

Destiny haunts are prohibited from attacking their creator directly. Instead, they work for others, trying to convince them that the time has come for the creator to face up to his destiny and leave the world.

Animate (su): A Destiny haunt that enters a recently dead or unconscious body of at least small size can possess the body as though using the *magic jar* spell. The Destiny haunt does not need to use this ability, which it can only use once each day. A dead body is viable for only one half hour after its death. At the end of that time, the animation stops and the body will collapse, dead. Even in a living body, the Destiny haunt can only sustain this animation for one hour. An unconscious individual will only come too once the Destiny haunt leaves.

Leap (ex): Having no body, the Destiny haunt leaps between structures that can contain it. Only objects of at least 10 lbs or creatures of at least small size can contain a Destiny haunt. As a move equivalent action, the haunt can jump between two structures within 5 ft. of each other or move up to 100 ft. through any collection of materials conducive to electricity so long as it does not need to leap any gaps of greater than 5 ft. By sacrificing half its hit points, the Destiny haunt can lightning bolt across any distance up to 500 ft. inflicting 4d8 + the sacrificed hit points damage to any creature or object in its path. Creatures and magic items receive a Fortitude save (DC 13) for half damage.

Shock (ex): A Destiny haunt can shock any creature it inhabits or any within 5 ft. of a structure it currently inhabits. The shock inflicts 2d8 electrical damage. To attack a creature other than the one it inhabits requires a touch attack. Shock is a standard action that can be used only once each round.

Formless (ex): As a formless creature, a Destiny Haunt has no real body. Only attacking the objects and creatures it inhabits can harm a haunt. It cannot exist outside another physical structure for more than a few moments as it jumps from one to the other. When the creature leaves one form for another, it heals 1d4 hit points but retains all other damage it sustained while in that structure.

Find Prey (ex): The Destiny Haunt is able to track its prey no matter where it goes or what it does. No magic, of either mortal or deity level, can stop this ability working.

Prohibition (ex): The Destiny haunt is forbidden from directly attacking the creature for which it was created. If the creature attacks the Destiny haunt, the Haunt can fight back and even kill the creature if it desires. There is no prohibition against taunting the creature into attacking the haunt.

Expertise: The Destiny haunt can use its form to create a field of electrical energy to repulse opponents. Effectively, the Destiny haunt can use its Expertise feat under all circumstances.

Warp Ravager

Medium Undead

Hit Dice: 12d12 (65 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 40 ft. (perfect)

AC: 19 (+2 Dex, +3 natural, +4 *haste*)

Attacks: Staff +7 / +2 melee (treat as quarterstaff)

Damage: Staff 1d6+6

Face / Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Spells, chronomancy, black staff

Special Qualities: Fast Healing 10, Haste, Immunities, Insanity

Saves: Fort +4, Ref +6, Will +9

DENIZENS

Abilities: Str 13, Dex 14, Con -, Int 20, Wis 12, Cha 20
Skills: Alchemy +12, Concentration +15, Decipher Script +16, Disguise +12, Hide +9, Knowledge (arcana) +16, Knowledge (continuum) +22, Move Silently +9, Sense Motive +11
Feats: chronomancer, Improved Initiative, Tactician
Climate/Terrain: Any land or underground
Organisation: Solitary
Challenge Rating: 10
Treasure: Standard coins, double goods, double items
Alignment: Always Chaotic Evil
Advancement: By character class

Chronomancy is a very dangerous practice. From time to time, the force of its power is so great that it fractures a practitioner's sanity completely. It has been known for a chronomancer to develop such a terrible hatred for reality that he becomes a beacon to the chronovoires of the continuum. With every use of chronomancy, these terrible powers whisper in his mind, filling it with terrible clarity of purpose – to become one with those creatures who reality is the truth beneath our own. The terrible rituals and potions that these demented souls create allow them to call forth a continuum bane into the world and merge with it. The terrible forces created kills the chronomancer immediately but this transformation is not one that can be escaped through death and the chronomancer's body reanimates, twisted and warped by the chronovoire, as a warp ravager.

Warp ravagers cannot be said to appear as they did in life at all. Their bodies are withered and rotted. Brilliant golden light glows from where their eyes once rested. The power of raw creation flows through the warp ravager, changing its body with every passing hour. They sprout limbs from their body as readily as normal humans grow hair. They are infested with the paradox but their dead bodies stand up to these forces with a resilience no mortal could match. Unfortunately, the warp ravager's soul is not so protected and they are all irrevocably insane. The statistics above are for a former human warp ravager.

Combat

The warp ravager is a brilliant combatant, wielding its magic *black staff* and potent spells to devastate its opponents.

Spells: A warp ravager can cast spells as a 12th level Sorcerer.

Chronomancy: The warp ravager has a Time Magic score of +6 and may perform ritual chronomancy freely. He receives a +2 bonus to all ritual chronomancy from his complete knowledge of the continuum. A warp ravager with a spellcasting class that gives access to 7th level spells or higher can increase his chronomancy score using the normal rules.

Black Staff: The warp ravager's chronomancy focus was infused with the terrible energies of this transformation when he died. It now acts as a +5 quarterstaff and a +5 magic focus. Each end of the staff has the power to send any creature it hits straight into the continuum as though it had been subject to a chronomancy ritual by the warp ravager. Only the warp ravager can use this ability and each end can only be used once per day. The creature struck must make a Fortitude save (DC 15) or be sent into the continuum, the warp ravager taking any paradox this generates.

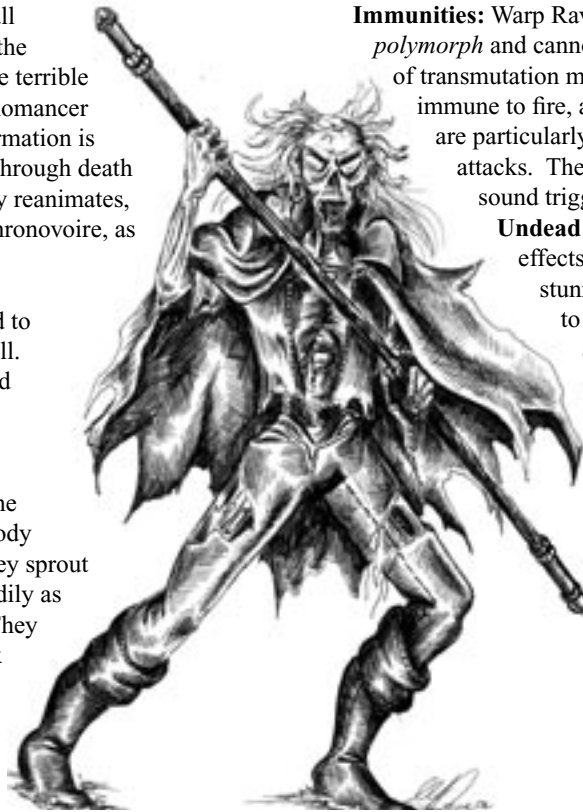
Insanity: Every time the warp ravager enters combat or is inundated with a sound attack, it must make a Will save (DC 15) or becomes *confused* for 1d4 rounds.

Immunities: Warp Ravagers are immune to *polymorph* and cannot be mimicked by any form of transmutation magic. Warp Ravagers are also immune to fire, acid, cold and electricity. They are particularly susceptible to sound-based attacks. They must make a Will save or the sound triggers an episode of insanity.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Haste (su): Warp ravagers operate as though under the effects of a *haste* spell cast by a 5th level sorcerer at all times.

Skills: Warp Ravagers receive a +10 bonus to knowledge (continuum) checks.



DESIGNER'S NOTES

When first considering a chronomancy supplement for the *Encyclopaedia Arcane* series, two aspects of the art immediately come to mind as serious hurdles – time travel and fortune telling. Though it would have been possible to produce a chronomancy book without either of these concepts, I felt that this would have gone against the spirit of such a book. Anyone buying a d20 supplement called chronomancy would feel cheated by the absence of time travel in particular, but both of these concepts are very difficult to adjudicate in a gaming situation.

Chronomancers begin their careers with an epiphany. It is only proper that chronomancy began with a similar simple idea. At some point, it occurred to me that time travel was far more manageable when the chronomancer had to operate the rituals at both the departure and destination time. The chronomancer worldview presented in this book was originally developed to justify this limitation. Originally, the worldview changed to suit new limitations I felt would be needed to make chronomancy workable in the d20 system but, eventually, the worldview started to present interesting ideas for the system. Once I had a reason for that annoying habit of oracles to speak in riddles, I could hardly resist including it in the book.

The chronomancer worldview also demanded the inclusion of quirks. I felt that exposure to the continuum and the raging forces of paradox would change chronomancers. The unnatural and alien qualities became part of the flavour I wanted for the book. Originally, quirks were flaws developed by chronomancers as they advanced, but it quickly became evident that a way of shedding fixed and permanent paradox would have to be included and the quirk system presented here developed instead.

After the work creating a system for time travel and fortune telling, I had to include other aspects of chronomancy. By the time I came to writing the first chronomancy spells, the worldview I had created naturally suggested that spells should never be able to directly influence the continuum. Paradox feats, as something now unique to chronomancers, could deal with effects that were not suitable for spells, as well

as allowing chronomancers extra flexibility with their time effects beyond that of other arcane spellcasters.

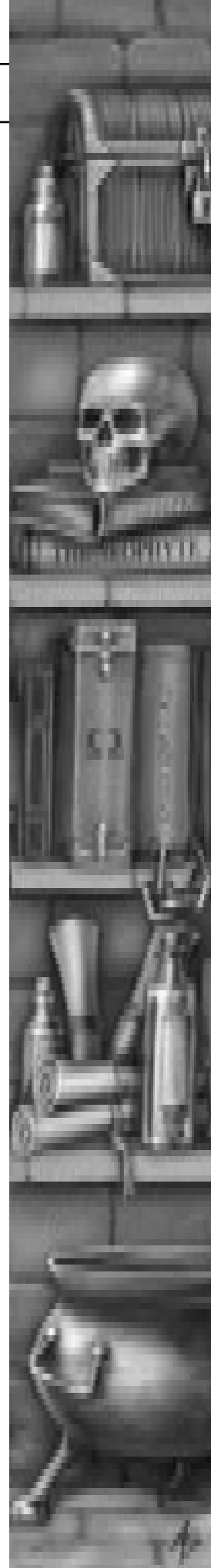
Looking through the pre-existing d20 spells it was quickly obvious that there were not actually that many spells that could be considered chronomancy, even using the extended definitions suggested by the chronomancer worldview. With the exception of *haste* and *slow*, the vast majority of the spells were also very high level. Filling out chronomancy, particularly at the lower levels, was the objective.

During the writing of this book, two issues in particular have been discussed to some length. Firstly, in several version of this system, the chronomancer was a prestige class. As a prestige class, it might have been justified to increase the potential power of the chronomancer; however I was asked to make the chronomancer a feat to open chronomancy up to wizards and sorcerers directly. It increased the flexibility for chronomancers, allowing them to multiclass in to a prestige class later in their careers.

Finally, it seemed important not to introduce the idea of multiple schools for spells. *Haste* and *slow* would be transmutation spells as well as chronomancy spells and I felt that the core rules had gone to a lot of trouble to avoid multiple school classification. Instead, the core rules offered the alternative of using a chronomancy designator that could be applied to a spell in any of the schools.

Overall, I am very happy with the book and the chronomancer worldview in particular. I hope you will feel that chronomancers lend something new and intriguing to your game. Be sure to use them in the spirit they were intended – to be enjoyed by players and Games Masters alike.

Robin O. Duke



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ENCYCLOPEDIA
ARCANA

CHRONOMANCY

THE POWER OF TIME

A forgotten art, a mystery to even the most powerful archmage, chronomancy is a dark corner of magic, in which few dare to tread. Wizards and sorcerers understand chronomancy as the simple manipulation of time through arcane magic. These ignorant fools take the sacred name of chronomancy in vain, having no idea of the forces they could unleash with their meddling. Chronomancy is far more than the control of time; in a world so vast, with so few who really understand, there can be no one to warn fools from the path. Once you open the door on chronomancy and allow its power to flow into your soul, there can be no turning back.

You hold in your hands the only true tome of chronomancy so far written. Those skilled in the arcane arts can begin to muster the powers in this book, learning the spells and incantation herein but be warned, the true power of this tome comes only with an awakening so terrible that it pushes the mind beyond the limits of sanity. The tenuous illusion spun around you will be torn asunder and you will be left with nothing to protect you from the storm raging invisibly about all creation.

Inside you will find:

Chronomancy – An overview:

Awaken to the hidden truths behind the manipulation of time.

Acolytes of Time:

Those who delve into the secrets of the *continuum* are often shunned and feared, but for them, the reward is above any petty risk.

Chronomancy Magic:

New spells to harness the power of time.

The Paradox of Power:

The risks for those who meddle with time are great, a mistake can cost your life, or your very existence.

New Magic Items:

From the temporal chariot, to new crystal balls, a collection of new chronomantic items, and rules on creating them.

The Denizens of the Void-Between:

New creatures that live beyond the boundaries of time, or hunt those who meddle with it.

A Games Master's Guide to Chronomancy:

Games Masters are not forgotten either, and a whole chapter is presented to allow them to introduce chronomancy into their own campaigns.

FOR GAMES MASTERS AND PLAYERS ALIKE

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