



MONSTER MENAGERIE

RAVAGERS OF TIME



Sam Hing

FOREWARD

Welcome to *Ravagers of Time*, the eleventh in our line of Monster Menagerie monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For *Ravagers of Time*, that theme is time, and all the complex and convoluted creatures that manipulate, eat, and travel through time. In addition to timekeeping terrors from choral dragons to wampus cats, we provide an insight into the nature of time itself, with a brief description of the timestream (the medium through which time flows) and some items, feats, and spells tied to time.

Fans of Rogue Genius Games' two books on characters who manipulate time (*The Genius Guide to the Time Thief* and *The Genius Guide to the Time Warden*) will recognize many concepts from those books used here, and this list of time-sensitive monsters can easily be used to add a heavier time-element to a campaign. However, while these monsters work well with time thieves and time wardens, those books are not required to make use of this one. Each volume can stand on its own, or they can compliment each other in a campaign that includes all of them.

Like all Monster Menagerie books, this one covers a range of CRs, from the annoying and hard-to-pin-down CR 1 leap insect, to the CR 22 lord of time, the Choral Dragon Great Wurm. In a campaign where temporal magic is nearly unknown, a GM may consider treating all temporal creatures as gaining a +1 circumstance bonus to their CR for having powers players won't expect, and may have more than normal difficulty .

So check your watch, set a schedule, and flip through these entries as quickly as possible, because with the timestream assassins literally killing time, you may be in a bigger hurry than you think.

Owen K.C. Stephens
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THE RULES OF TIME

Monster Menagerie: Ravagers of Time deals with subjects not extensively covered by the game's core rules, including time manipulation and time travel. Some special rules and advice are given below to explain new options that have been added to cover these topics.

THE TIMESTREAM

One concept common to many entries in *Monster Menagerie: Ravagers of Time*, is that of the "timestream." The timestream is a space outside normal time, often described by chronal scholars as the sea through which the waters of time flow. The timestream is a place where the past, all possible futures, and numerous alternate presents can be accessed, each known as a timeline. Normally, even powerful mortal time travelers cannot change timelines, and few can directly access the timestream (though most draw on it to fuel their temporal powers). However, just as the outer planes have inhabitants and beasts able to naturally move through them, some creatures are native to (or at least able to move through), the timestream itself.

For purposes of a campaign, much of what happens in the timestream is just beyond the reach of player characters, and not likely to be either comprehensible or relevant. It makes little difference to a band of adventures that a chronal dragon has seen possible futures in the timestream, and thus wants to ensure their home town burns to the ground on a specific date – what matters to them is stopping him. Because things seen in the timestream are all possibilities, probabilities, and potentials, magic designed to determine the accuracy of statements or divinations isn't relevant. It's all true, and it's all a lie. Only temporal creatures believe they can gain useful information from observing the timestream, and they are worried about affecting the likelihoods, not about what is actually going to occur in just one timeline. Obviously, this makes them difficult to understand or negotiate with.

In terms of game mechanics, the timestream can be treated as a variant version of the ethereal plane, but one that can only be entered with spells and abilities that specifically state they can do so. Creatures in the timestream can see vaguely into timelines around them much as creatures in the ethereal plane can vaguely into the material plane. Creatures in the timestream

are invisible and intangible just as creatures in the ethereal are, and creatures in the timestream can be affected by force effects. Since the timestream connects to many possible timelines, creatures within the timestream can "move away" from the timeline of the PCs to enter other timelines, much as creatures on the ethereal plane can move to the shadow plane.

Defined as a plane of existence, the timestream has subjective directional gravity, erratic time, infinite size, and is divinely morphic. The constant leak and flow of time energies into and through the timestream makes it a plane of wild magic to most creatures, but one of enhanced magic for creatures of the temporal subtype.

THE TEMPORAL SUBTYPE

All the creatures of *Monster Menagerie: Ravagers of Time* have the temporal subtype. Such creatures are either native to the timestream or strongly connected to time magic. Temporal creatures can exist on and freely navigate through the timestream without difficulty, though not all have the ability to enter the timestream without external assistance. As a result, a temporal creature in the timestream can travel through time as it wishes, hopping from past to future as the flow of time and the needs of the campaign dictate.

However, even temporal creatures are subject to paradox and the negative effects of altering timelines capriciously, known as dissonance. As a result, temporal creatures are limited in what they can actually change about important events in history, and in general a GM can assume they can act only in moments that have not already been set as the past of a campaign – though they may well be able to visit past events to view them hazily from the timestream.

While many creatures are able to learn some degree of time magic, this does not grant them the temporal subtype unless an ability explicitly states this is the case.

MOTE OF TIME AND AEVUM CLASS FEATURES

More than one entry below mentions special rules for characters with access to the *mote of time* and *aezum* class features. These are abilities gained by members of the time thief and time warden class presented in the Genius Guides named after them. Campaigns using those classes can use the temporal creatures presented in this product as enemies and allies in a

vast time war, or as just a splash of more time-themed encounters. Campaigns not using these classes need not be concerned – wherever a creature is given access to these abilities in this product, the details of that ability are provided.

CROSS-TEMPORAL CONCERNS

For creatures that move through (or even live within) the timestream, the plans and plots of civilizations stuck in a single timeline are unimaginably unimportant. The idea that a single example of a single timeline, an expression of at best a single way things could have happened, can be considered important is ridiculous to beings of the timestream, who consider it high debate to argue if a single reality can even be real.

Similarly, the concerns and thoughts of creatures that exist even partially within the flow of time itself are sometimes literally incomprehensible to those who experience a single, linear timeline. This is not a matter of non-temporal creatures lacking the astuteness or insight to learn what temporal creatures know, but a case of non-temporals lacking the senses and context of experience to even understand, much less express, many concepts found in the timestream. Of course, temporals can make analogies to try to express what life in the timestream is like, but this is always inadequate. Much as talking to someone with no concept of sight, and no words in their languages that handle the ideas of color or brightness, could be told white is like warms and black is like darkness, efforts to

express temporal existence (and the risks thereof) to non-temporals is never really accurate.

Because the GM and players have the same senses as non-temporal characters in the game, a GM can actually choose what the end goal of a temporal creature is without deciding what its actual motivation is, since that motivation is inconceivable to the players, and their characters, and the GM himself.

Of course, temporal creatures may try to explain themselves, and players may have access to incredibly powerful magic that will attempt to describe these motivations in the poor terms available. So that the GM doesn't have to make up chronological-sounding gibberish every time such issues crop up, we provide the Random Chronal Concern chart, below. If the inconceivable, indescribable actions or motivations of a temporal creature must be discussed, roll once each on each part of the table, and combine them to form a sentence. Thus if a chronal dragon insists on destroying the PCs home town (because that is the plot the GM wishes to run), and the PCs use a *miracle* to find out why, the GM can roll three times (getting a 5, 3, and 9) and tell them their divine magic tries to convey a concept they cannot understand, and the closest they come is that the dragon is afraid of feasting beneath the Unborn King.

A GM wishing to use a lot of temporal creatures in a game can even allow these random rolls to define vast and dangerous events the PCs will never truly understand. If the chronal dragon fears feasting beneath the Unborn King, a wampus cat tells them it was trapped outside the Nothing, and a nasr wishes to be anointed within the Last Tomorrow, a kind of rough narrative can appear, allowing the GM to refer to different sides of a timestream war between the Unborn King (and its agents) and two possible futures, the Nothing and the Last Tomorrow. The PCs' experiences with each will often encourage them to build their on theories about what is "really" going on, and the GM can add new elements as desired to drive the plotline forward.

RANDOM CHRONAL CONCERN CHART			
Roll 1d10 3 times to form a sentence.			
	Part 1	Part 2	Part 3
1	Annointed	because of	Dissonance
2	Delayed	before	Paradox Parasites
3	Dexitroboping	beneath	the Court of the Impossible Prince
4	Dreamcasting	behind	the Fifth Circle of Fear
5	Feasting	by	the Last Tomorrow
6	Attack/Fleeing	from	the Next Yesterday
7	Past-picking	near	the Sidereal Armageddon
8	Re-imagined	outside	the Nothing
9	Time-wrenched	with	the Unborn King
10	Trapped	within	Thirteen o'clock
* No spell or scholarly check made by non-temporal creatures can explain or define this term.			

DRAGON, CHRONAL

A massive dragon moves smoothly toward you. Its scales are milky white, yet seem to glow with various iridescent colors from within. A pair of forward facing horns, sharp as lances, jut from above its glittering purple eyes.

CHRONAL DRAGON (PRIMAL DRAGON)

N dragon (temporal)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 40 ft., fly 100 ft. (average)

Natural Armor +5; **Breath Weapon** line, 2d10 force

Str 15, **Dex** 16, **Con** 15, **Int** 14, **Wis** 16, **Cha** 14

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

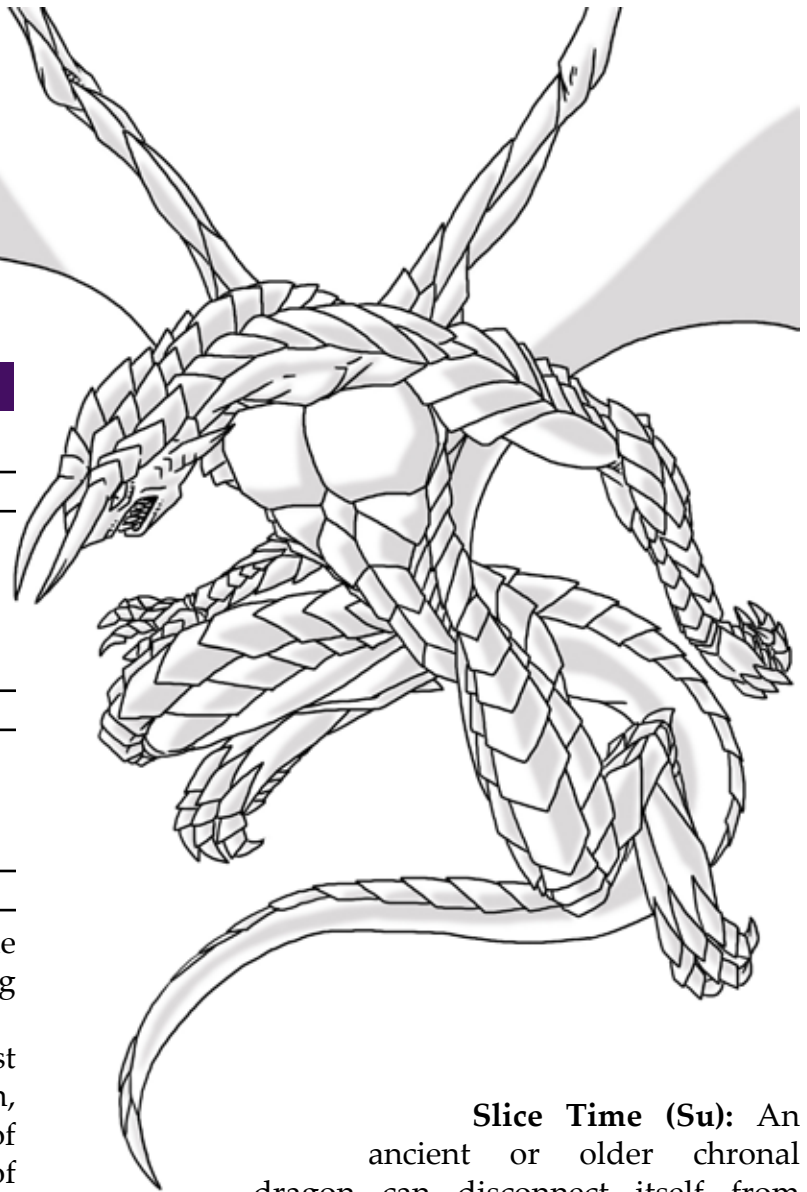
Breath Weapon (Su): Chronal dragons have a single breath weapon, a line of temporal energy, manifesting as a blast of pure force.

Creatures caught within the dragon's breath must make a Will save or be blasted into the timestream, reappearing 1d10 rounds later per age category of the dragon. No time passes from the victim's point of view, and the dragon instinctively knows when the target will reappear.

Characters with the motes of time class feature may make a Perception check to instinctively know how many rounds will pass before they reappear (The Perception DC is the same as the breath weapon's save DC.) If this check is successful, the character may spend as many motes as she wishes to roll her bonus dice, reducing the number of rounds before she reappears by the bonus dice's total (minimum 1 round).

See Age (Sp): A chronal dragon can automatically sense the age of any creature, item, or place that it gazes upon.

Show Doom (Ex): An adult or older chronal dragon can inflict any living creature with a brief image of the moment of its death as a swift action. The target must make a Will save with the same DC as the dragon's breath weapon, or be frightened for 1d4 rounds.



Slice Time (Su): An ancient or older chronal dragon can disconnect itself from time, once per day. The dragon becomes frozen in that exact moment, unable to affect or be affected by anything short of a *wish*. To those viewing the dragon, it appears dull and almost insubstantial. Any attempt to harm the dragon passes harmlessly through its form. This effect lasts for one round per point of the dragon's Wisdom modifier, although it can end the effect sooner.

Alternatively, the dragon may produce a similar effect by concentrating for one full day, at the end of which the dragon falls into a deep sleep while frozen in time. The dragon may sleep for centuries in this way, although it does not age and grow more powerful during this time. It may make a Perception check when any living creature comes within 100 feet to notice it and awaken. It gains a +10 to its Perception check if its hoard is disturbed. Creatures attempting to harm the dragon instantly awaken it.

Spell-like Abilities (Sp): A chronal dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young-*dimension door*, juvenile-*slow*, adult-*haste*, great wyrm-1/day *wish*.

Swallow Motes of Time (Sp): An old or older chronal dragon can take a standard action to draw upon a target’s personal time frame, and use tiny, unused pieces against it. The dragon can cause various effects with the stolen time, all affecting only the being that the time was stolen from:

- Cause the target to take a -2d4 penalty on its attack rolls, saves, caster level checks and skill checks.
- Cause the target to take a -2d4 penalty to its initiative.
- Cause the target to be slowed, with a CL equal to the dragon’s caster level.
- Cause the duration of spells the target casts to be shortened by 2d4 rounds. This only affects spells that have a duration longer than instantaneous, and does not affect permanent effects.

The penalties rise to 4d4 when the dragon reaches ancient age, and to 6d4 when it becomes a great wyrm. Any given target can only have one effect on it at a time. Creatures with the mote of time or aevum class feature may make a Will save (with the same DC as the dragon’s breath weapon) to resist the dragon’s effort to consume motes of their time.

Swim Through Time (Su): With a full minute of uninterrupted concentration, a chronal dragon can enter the timestream, moving backwards and forwards at will. An ancient or older chronal dragon can create a stable lair within the timestream itself by looping a timeline onto itself, and can bring whatever it can physically carry into the timestream with it. Nothing short of a wish spell, the time warden’s time jaunt ability, or the time travel* spell can grant any creature other than a chronal dragon access to a lair within the timestream.

*Indicates a spell found in *The Genius Guide to the Time Warden*.

Time Sense (Su): This acts as scent, but it can be used only to locate and track creatures with the temporal subtype, as well as characters with the mote of time or aevum class features.

Twist History (Su): A young or older chronal dragon can spend a full round action to alter its history, and rearrange its skill points or swap out its feats for other feats. It may make one change per age category, and these changes last 24 hours.

For more information on how to generate the CR, size, hit dice, natural armor, breath weapon damage and size, ability scores, fly speed, and natural attack damage based on a chronal dragon’s age category, see the entry for **Dragon** in the *Bestiary*.

Age Category	Special Abilities	Caster Level
Wyrmling	See age, swim through time	-
Very young	<i>Dimension door</i>	-
Young	Twist history	-
Juvenile	<i>Slow</i>	1
Young adult	DR 5/magic, spell resistance	3
Adult	<i>Haste</i>	5
Mature adult	DR 10/magic	7
Old	Swallow time motes	9
Very old	Dr 15/magic	11
Ancient	Slice time	13
Wyrm	DR 20/magic	15
Great wyrm	<i>Wish</i>	17

YOUNG CHRONAL DRAGON

CR 10

XP 9,600
N Large Dragon (temporal)
Init +6; **Senses** dragon senses, time sense; **Perception** +16

DEFENSE

AC 22; touch 11, flat-footed 20, (+2 Dex, +11 natural, -1 size)
hp 115 (11d12+44)
Fort +11, **Ref** +11, **Will** +13
Immune paralysis, sleep

OFFENSE

Speed 50 ft., fly 200 ft. (poor)
Melee bite +16 (2d6+6), 2 claws +16 (1d8+6), 2 wings +11 (1d6+3), tail slap +11 (1d8+9)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80 ft. line, DC 19 6d10 force)
Spell-like Abilities (CL 11)
at will-*dimension door*

STATISTICS

Str 23, **Dex** 14, **Con** 19, **Int** 16, **Wis** 18, **Cha** 16
Base Atk +11, **CMB** +18, **CMD** 30
Feats Critical Focus, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike
Skills Appraise +18, Fly +8, Intimidate +18, Knowledge

(arcana) +18, Perception +16, Sense Motive +16, Stealth +10, Survival +16, Use Magic Device +15
Languages Common, Draconic, Elven, Sylvan
SQ see age, swim through time, time sense

ADULT CHRONAL DRAGON

CR 14

XP 38,400

N Huge Dragon (temporal)

Init +6; Senses dragon senses, time sense; Perception +25

Aura frightful presence (180 ft., DC 23)

DEFENSE

AC 29; touch 9 flat-footed 28 (+1 Dex, +20 natural -2 size)

hp 212 (17d12+102)

Fort +16, **Ref** +14, **Will** +17

DR 5/magic; Immune paralysis, sleep; SR 25

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +24 (2d8+9), 2 claws +24 (2d6+9), 2 wings +19 (1d8+4), tail slap +19 (2d6+13)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100 ft. line, DC 24 12d10 force), crush (2d8)

Spell-like Abilities (CL 17)

at will-dimension door, haste, slow (DC 19)

Spells Known (CL 5th)

2nd (5/day)-detect thoughts (DC 17), resist energy

1st (8/day)-magic missile, ray of enfeeblement (DC 16), sleep (DC 16), shield

0 (at will)-bleed, detect magic, detect poison, disrupt undead, ghost sounds, mage hand

STATISTICS

Str 29, **Dex** 12, **Con** 23, **Int** 20, **Wis** 22, **Cha** 20

Base Atk +17, **CMB** +28, **CMD** 40

Feats Critical Focus, Flyby Attack, Hover, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Appraise +22, Bluff +22, Fly +7, Intimidate +22, Knowledge (arcana, history) +22,

Perception +25, Sense Motive +23, Spellcraft +23, Stealth +10, Survival +22, Swim +26, Use Magic Device +24

Languages Common, Draconic, Dwarven, Elven, Orc, Sylvan

SQ see age, swim through time, time sense, twist history

ANCIENT CHRONAL DRAGON

CR 19

XP 204,800

N Gargantuan Dragon (temporal)

Init +4; Senses dragon senses, time sense; Perception +36

Aura frightful presence (300 ft., DC 31)

DEFENSE

AC 38; touch 6, flat-footed 38; (+32 natural, -4 size)

hp 362 (25d12+200)

Fort +22, **Ref** +16, **Will** +21

DR 15/magic; Immune paralysis, sleep; SR 30

OFFENSE

Speed 60 ft., fly 250 ft. (clumsy)

Melee bite +34 (4d6+13), 2 claws +34 (2d8+13), 2 wings +28 (2d6+6), tail slap +28 (2d8+18)

Special Attacks breath weapon (120 ft. line, DC 30 20d10 force), crush (4d6), swallow time motes, tail sweep (2d6)

Spell-like Abilities (CL 25th)

at will-dimension door, haste, slow (DC 22)

Spells Known (CL 13th)

6th (5/day)-chain lightning (DC 23), greater dispel magic

5th (7/day)-feeblemind (DC 22), summon monster V, telekinesis (DC 22)

4th (7/day)-charm monster (DC 21), shout (DC 21), stoneskin, summon monster IV

3rd (8/day)-dispel magic, lightning bolt (DC 20), protection from energy, ray of exhaustion (DC 20)

2nd (8/day)-detect thoughts (DC 19), protection from arrows, resist energy, summon monster II, touch of idiocy (DC 19)

1st (8/day)-magic missile, ray of enfeeblement (DC 18), sleep (DC 18), shield, summon monster I

0 (at will)-arcane mark, bleed, dancing lights, detect magic, detect poison, disrupt undead, ghost sounds, mage hand, message

STATISTICS

Str 37, **Dex** 10, **Con** 27, **Int** 24, **Wis** 26, **Cha** 24

Base Atk +25, **CMB** +42, **CMD** 52

Feats Cleave, Combat Expertise, Critical Focus, Flyby Attack, Great Cleave, Greater Vital Strike, Hover, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Appraise +35, Bluff +35, Fly +14, Intimidate +35, Knowledge (arcana, history) +35, Perception +36, Sense Motive +36, Spellcraft +35, Stealth +16, Survival +36, Swim +41, Use Magic Device +35

Languages Aklo, Common, Draconic, Dwarven, Elven, Giant, Orc, Sylvan

SQ see age, slice time, swim through time, time sense, twist history

Chronal dragons are wise scholars and powerful foes. Their alien mindsets and goals make them hard to negotiate with, and their vast powers over time itself make them deadly foes. Chronal dragons see most other creatures, including other dragons, as not just inferior, but as prisoners in a single, static timeline. They travel to and fro through time, observing great battles, enjoying unspoiled hunting and researching legendary events.

Chronal dragons seem more annoyed than angered by would-be dragon slayers, and only enter combat to remove what they see as distractions. Their breath weapon allows them to blast an opponent forward in time, while they deal with whatever foes remain. Their victims reappear alone, and without much chance alone against the well prepared dragon.

Chronal dragons hatch with translucent, milky scales that begin to glow with inner light as the dragon ages. These colors swirl and change, and are dangerously fascinating. Their breath weapon is just as beautiful and terrible.

While chronal dragons possess the ability to travel through time on a whim, they greatly fear dissonance, and take pains not to create such waves in the timestream. Any attempt to cause major changes in the past generally simply fail, although arrogant or foolish dragons may suffer reverse aging, severe damage, and even utter destruction. For instance, destroying a major city in the past would cause serious dissonance, and put the dragon at great risk. On the other hand, if a small village springs up, taking the place of the dragon’s favorite orchard, its destruction would cause much less dissonance, but anyone fated to become important to the future would somehow survive, against all odds.

As a result of this, chronal dragons sometimes work tirelessly to ensure some specific event occurs in a specific way, to “lock” that moment in time. While to the chronal dragons this is useful work to ensure time is not damaged, to creatures present at the event it often appears to be needless (and merciless) meddling. Chronal dragons are rarely willing to explain their actions in such cases, except to creatures they can identify as time manipulators with their time sense ability.

Golem, Horological

The massive and intricate crystal clock springs to life, lumbering at forward on massive legs of gemstone while jeweled cogs and gears glowing with energy unfold to give it a roughly humanoid shape.

HOROLOGICAL GOLEM

CR 15

XP 51,200

N Huge Construct

Init -; Senses darkvision 60 ft, low-light vision.; Perception +0

DEFENSE

AC 28; touch 8, flat-footed 28 (+20 natural, -2 size)

hp 183 (26d10+40)

Fort +8, Ref +8, Will +8

DR 15/adamantine; immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +36 (4d10+12)

Space 15 ft.; Reach 15 ft.

Special Attacks endless wounds, time freeze

STATISTICS

Str 34, Dex 10, Con -, Int -, Wis 11, Cha 1

Base Atk +26; CMB +40; CMD 50

SQ backlash, chronal blast, time reversal

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure -

SPECIAL ABILITIES

Backlash (Su): Any time a horological golem takes more than 10 points of damage from a single attack or effect, glittering energy leaks out of its wound filling a random adjacent 5 foot square. Any creature within that square is affected by a caster level 20 *slow*, without a save, lasting for 2d4 rounds.

Chronal Blast (Su): When a horological golem is destroyed, the crystal containing its temporal energies shatters, flooding a 100 foot radius with the concentrated energy of time. This may affect beings within the radius in multiple disastrous ways. Creatures must make a DC 23 Will save or be affected by one of the effects below (choose the effect randomly). If a creature uses the mote of time class feature to gain a bonus to this saving throw, the bonus is increased by +1d4.

1. All creatures and items in the area of effect age to the next age category (except dragons, who are immune to this effect)
2. All living things within the area of effect have their age reduced by 3d10 years. If this takes a targets age past 0, the target simply disappears, to be reborn elsewhere.
3. All creatures within the area move forward in time, or all creatures in the area move back in time. The amount of time the targets are displaced by may be hours, days, weeks, or years, depending on the nature and needs of the campaign.
4. All creatures are hasted (as the spell) for 1-4 hours. At the end of this time, they are exhausted.

Endless Wounds (Su): Creatures injured by a horological golem must make a DC 23 Fortitude save or be cursed to take the damage inflicted by the creature repeatedly over time. The same amount of damage rolled on the hit when the target failed its save reoccurs every 1d4 rounds until the victim receives a *remove curse* or *greater dispel magic*. The caster level of the endless wounds is 20, and a target may only be affected by one endless wounds effect per golem at a time.

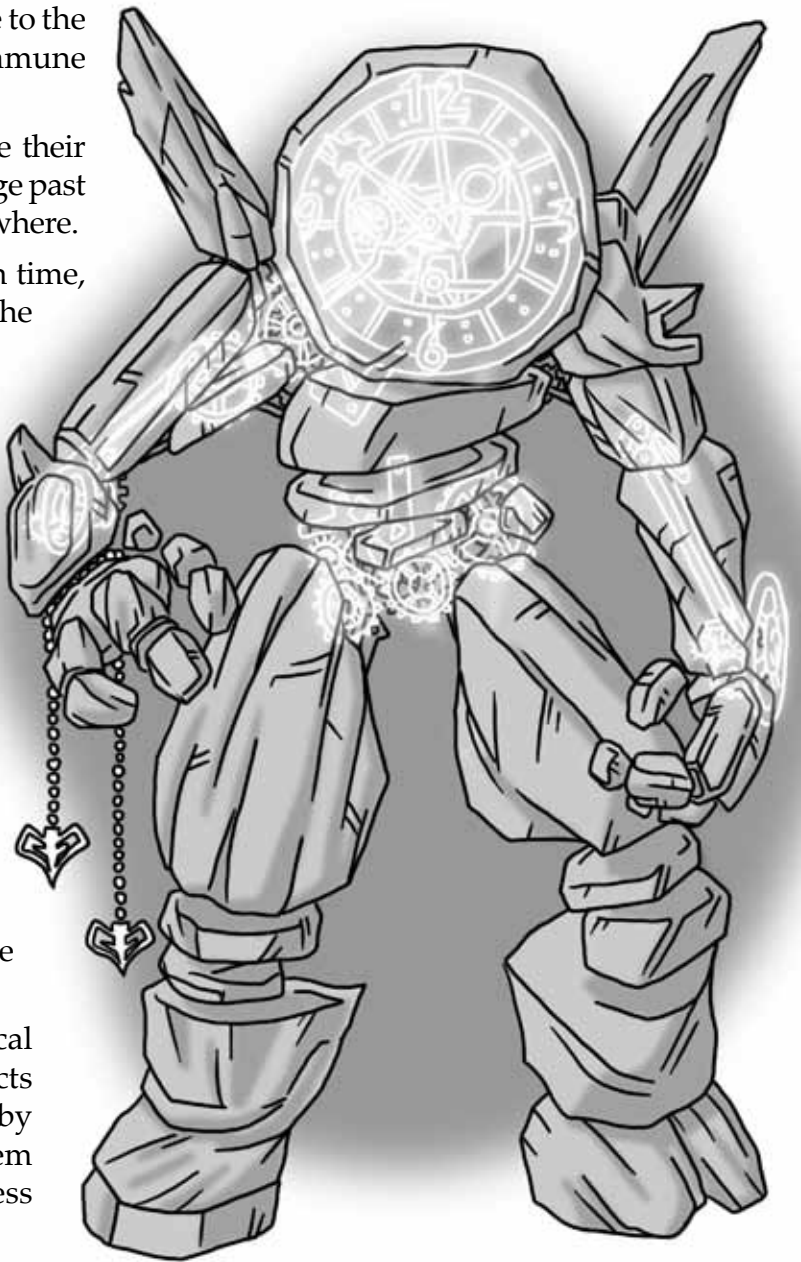
Time Freeze (Su): Once per day the horological golem can unleash a 50' cone of energy that affects targets within its area as if they were targeted by a *temporal stasis* spell with a DC of 23. The golem typically ignores the victims of this effect, unless ordered to move the victims elsewhere.

Time Reversal (Su): Once per round as a free action a horological golem may reverse the flow of time to undo a single action (such as one attack, or one skill check, or one saving throw). If the creature who has an action reversed decides to take the same action, a new result must be determined (rolling a new attack roll, damage roll, skill check, and so on).

Magic Immunity (Ex): A horological golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the golem as noted below.

A *slow* spell prevents the golem's backlash ability for 1d6 rounds.

A *haste* spell causes the golems backlash ability to affect a 20 foot line for 1d6 rounds. The golem takes 1d10 points of damage every time its backlash ability functions during the duration of the effect.



If a *time stop* is cast within 100 ft. of the golem, it is healed for 9d10 points of damage.

Horological golems are the creations of powerful time mages, most often used to guard important points of chonal access. They have no fixed appearance, although every horological golem includes a giant clock face, and a crystal reservoir of trapped temporal energy.

Horological golems fight with no strategy, smashing their foes with powerful blows. Their default is to use their time freeze ability after the second time they take damage; although they may be programed or ordered otherwise. They never pursue fleeing foes.

Horological golems have long been viewed as the embodiment of the guardians of time, and as such

gods that oversee time are also frequent creators of the constructs. Tales are told of Colossal horological golems standing guard over areas of critical importance to the timestream.

Construction

Horological golems are working clocks, with carefully calibrated internal workings. The numbers on their clock face are created from powered gemstones, and the hands from precious metals. The crystal that holds the temporal energy is a magical mixture of quartz, glass, and diamond. The totaled parts cost 75,000 gp.

Horological Golem

CL 18th; PRICE 250,000 gp

Construction

Requirements Craft Construct, *animate object, slow, temporal stasis, wish*; creator must be at least 18th level;

Skill Craft (engineering) DC 25; **Cost** 125,000 gp

LEAP INSECTS

This dog-sized creature appears like a cross between a flea and a spider. It moves in short, unnaturally fast hops, making it hard to track. Its jagged and uneven mandibles bring to mind various implements of torture.

LEAP INSECT

CR 1

XP 400

N Small Magical Beast (temporal)

Init +4; Senses Darkvision 60 ft., low light vision; Perception +4

DEFENSE

AC 19; touch 17, flat-footed 13 (+4 Dex, +2 Dodge, +2 natural, +1 size)

hp 7 (1d10+2)

Fort +4, **Ref** +6, **Will** +0

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +6 (1d4 plus poison)

Special Attacks poison, pounce

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 2, **Wis** 10, **Cha** 3

Base Atk +1; **CMB** +1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Climb +8, Perception +4, Stealth +4

SQ leap moment

ECOLOGY

Environment any land

Organization hive (5-50)

Treasure incidental

SPECIAL ABILITIES

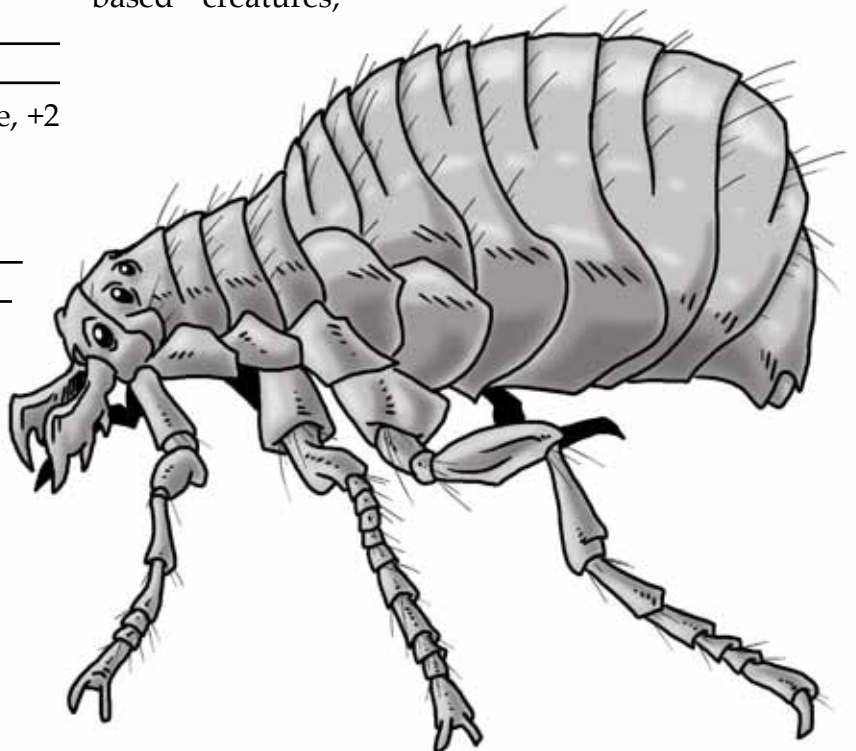
Leap Moment (Su): When stressed, a leap insect has a 25% chance per round to “leap” 1d4 rounds into the future, reappearing in the same place as when it disappeared. If another creature is occupying that space when the leap insect returns, it is shunted into the nearest free square.

Once per round if a leap insect takes damage that would knock it unconscious or kill it, it may make a DC 20 Reflex save as a free action to use leap moment as a free action before the damage is dealt.

Poison (Ex): bite-injury, *save* Fortitude DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex, *cure* 1 save

Temporal Swarm (Su): The number of leap insects that exist at a given moment can vary as they pop back and froth from past to future, always landing near one or more of their time-traveling hivemates. Whenever a leap insect rolls a natural 20 on an attack roll or saving throw, it summons another leap insect to its location as a free action. Whenever a leap insect rolls a natural 1 on an attack roll or saving throw, it disappears into the far future or past.

Leap insects are dangerous predators with the natural ability to take short jaunts through time. They are hive based creatures;



they attack and feed in groups and sicken and die if kept solitary. They are frustrating and dangerous in combat, as their numbers shift as they appear and disappear through time.

Leap insects tear and rip prey with their mouth parts, while drooling thick, sticky venom into the wounds. They have an instinctive ability to fall through time a split second before being injured, reappearing moments later to continue attacking. Leap insects have no actual control over when and how long they time hop, and it appears they don't even notice the change. It takes the stress of combat or similar life and death moments to cause them to slip through time.

Some few chronomancers have tried to mold leap insects into familiars, without success. Most attempts end with the hopper dying quietly. On rare occasions, however, hordes of leap insects descend upon the mage in a fury, leaving behind an empty cage and a torn, bloody mess.

NASR

A massive avian soars overhead. Its body is that of a four-winged vulture, with three lamprey-like heads sprouting from its shoulders. Tentacles ring each gaping maw. Great vulture heads slide in and out of the worm's mouths like a hidden set of second jaws, their beaks large enough to shear a horse in half. A long reptilian tail, ending with great spikes, writhes behind the horror.

NASR

CR 17

XP 102,400

NE Gargantuan Outsider (extraplanar, temporal)

Init +3; Senses darkvision 60 ft.; Perception +32

DEFENSE

AC 32; touch 5, flat-footed 32 (-1 Dex, +27 natural, -4 size)

hp 287 (23d10+161)

Fort +20, **Ref** +6, **Will** +17

DR 15/magic, **SR** 28

OFFENSE

Speed 40 ft., fly 300 ft. (clumsy)

Melee 3 bites +31 (2d8+12 plus rot), and 2 claws +31 (2d6+12), and four wing buffets +26 (2d6+7), and tail +26 (3d8+7)

Special Attacks rot, suction flesh (+23)

Spell-Like Abilities (CL 17, concentration +22)

3/day-cloudkill (DC 20), *symbol of insanity* (DC 23), *horrid wilting* (DC 23)

2/day-greater dispel magic, plane shift

1/day-circle of death (DC 21), *trueseeing*, *wail of the banshee* (DC 24)

STATISTICS

Str 34, **Dex** 8, **Con** 25, **Int** 13, **Wis** 19, **Cha** 20

Base Atk +23; **CMB** +39; **CMD** 48

Feats Awesome Blow, Cleave, Critical Focus, Greater Bull Rush, Greater Vital Strike, Hover, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Power Attack, Sickening Critical, Vital Strike

Skills Fly +14, Intimidate +31, Knowledge (nature, planes) +27, Perception +32, Sense Motive +30

Languages Aklo, Draconic

SQ Time flight

ECOLOGY

Environment any

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Rot (Su): Living creatures and corporeal undead (other than skeletons) that are bitten by a nasr's vulture beaks begin to have their flesh soften and pull apart. The target takes 1d2 points each of Constitution and Charisma damage every round, with a DC 25 Fortitude save each round to resist. Casting *remove curse* or *remove disease* will halt the rotting for 2d6 rounds, provided the caster makes a DC 25 caster level check. A *heal*, *miracle* or similar magic is required to permanently remove the rotting effects.

Suction Flesh (Ex): A nasr that has afflicted a target with its rotting effect may attach its many facial tentacles to the target in place of a bite attack, requiring a touch attack at +23. If the attack succeeds, it may begin to suction off the corrupted flesh on its next initiative. This deals an automatic 2d12 points of damage every round. The victim is considered grappled, and may make a grapple attempt to break away from the tentacles as a full round action. The tentacles may be targeted with a slashing weapon, having an AC of 27 and requiring 30 points of damage in a single attack to sever enough to free the victim. The nasr is healed for the same amount of damage it deals with its suction flesh ability, up to its maximum hit points.

Time Flight (Su): Nasr in flight may move through time at will, traveling through the epochs to ravage and destroy. They have little fine control over when they emerge from time, generally appearing within a few decades of their desired time. This combined with a deep fear of changing the past prevents them from killing their foes while they are children, and similar time bending abuses.

By flying in a ritual fashion, a nasr may steal up to one square mile of an area and drag it with them through time. The nasr must fly a circle around the area it wishes to affect, making six passes. If the nasr takes any damage or disruption during this time, it must make a concentration check, DC 15 plus the damage dealt, or the ritual fails, and the nasr takes 2d10 points of damage per successful pass it made, as the built up chronal energy ravages its body.

Nasr are primordial horrors, connected to both time and space. As a race they claim to be from either the far flung future, hunting creatures that will one day sire beings that will challenge their rein, or the very distant past, ruling the world before dragons

appeared on the planet. Each nasr seems to have a different claim on their past... or future. However, the horrific monstrosities are so rare that it is impossible to correlate any details to their stories.

Nasr seem to enjoy sheer destruction for its own sake, as well as feeding on the flesh of lesser beings. The slime dripping vulture heads that slide from their gullets exist only to spread their rotting bite. As massive as the creatures are, they seem only to feed via their tentacles; they have never been observed to actually swallow anything. They have been known to pull whole sections of villages into other timelines, never to be seen again.

Nasr view all creatures as their inferiors, even great wyrm dragons, seeming to have no concept of a power greater than their own. On the rare occasion they are forced to flee, they panic, and recklessly fly through time itself. They are nearly as vain as dragons, however, and they may be flattered and bribed into taking others on time traveling trips. They can not be counted on to remain for a return trip, or even not to attack their allies once they arrive.



TEMPORAL WRAITH

The translucent figure flashes with colors, and appears to continually age and grow younger again from moment to moment.

TEMPORAL WRAITH

CR 7

XP 4,800

LE Medium Undead (incorporeal, temporal)

Init +8; Senses darkvision 60 ft.; Perception +12

Aura Chronal instability

DEFENSE

AC 21; touch 21, flat-footed 17 (+7 deflection, +4 Dex)

hp 103 (9d8+63)

Fort +10, **Ref** +7, **Will** +8

Defensive Abilities incorporeal, undead traits

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +11 (1d8 negative energy plus aging)

Special Attacks dissonance (DC 21), create spawn

STATISTICS

Str -, **Dex** 18, **Con** -, **Int** 12, **Wis** 14, **Cha** 24

Base Atk +6; **CMB** +11; **CMD** 21

Feats Blind Fight, Combat Reflexes, Improved Initiative, Step Up, Weapon Focus (touch)

Skills Fly +18, Intimidate +16, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +12, Sense Motive +12, Stealth +15

Languages Common, Draconic

SQ temporal wrench, time sense, visions of time

ECOLOGY

Environment any

Organization solitary, pair, pack (3-9)

Treasure standard

SPECIAL ABILITIES

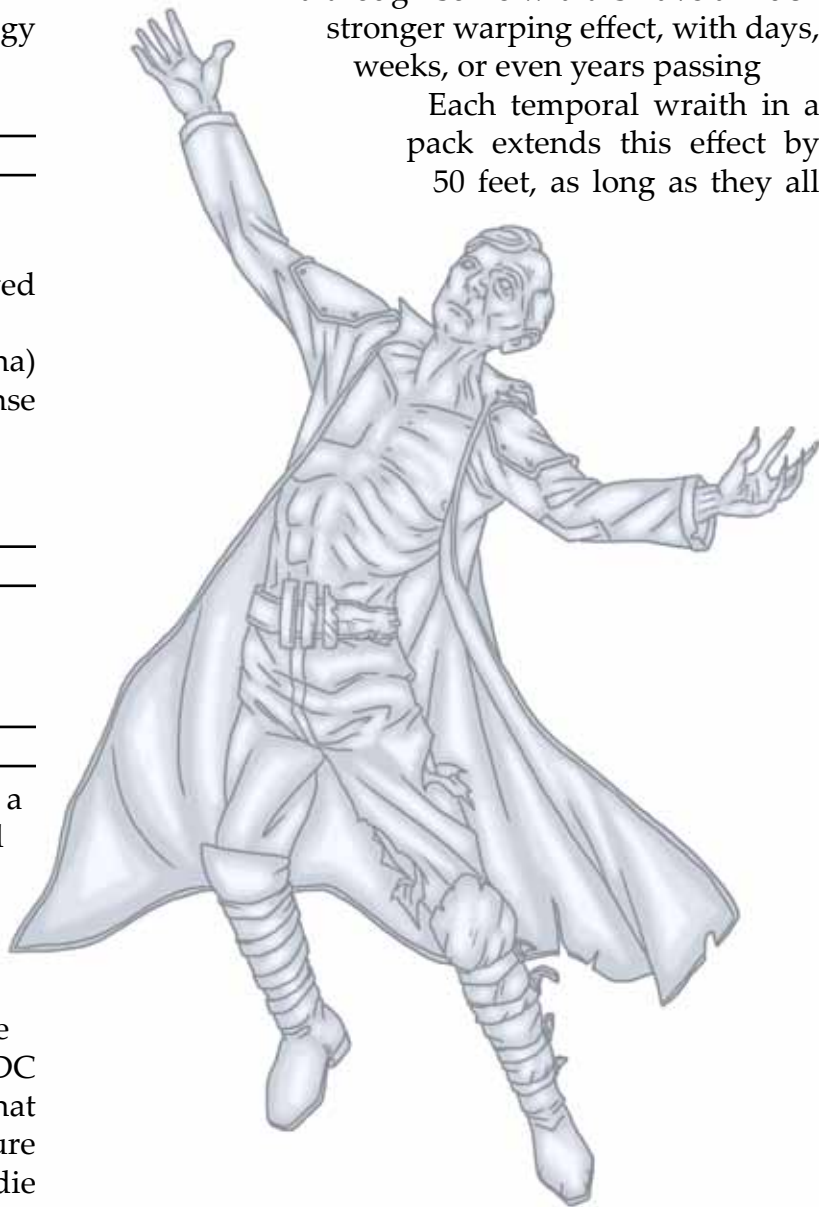
Dissonance (Su): Any creature touched by a temporal wraith is instantly wrenched with chronal dissonance, the negative side-affects of too much time manipulation which the wraith stores and forces upon its foes. This effect ages the target 3d6 weeks. The suddenness of this aging causes the target to take nonlethal damage equal to double the number of weeks it aged and be fatigued. A DC 21 Fortitude save halves the number of weeks that the target ages and negates the fatigue. If a creature rolls a natural 1 on a save against this effect (the die

roll shows a "1"), it is instead aged 3d6 years (though damage is unchanged). Nonliving targets are immune to this effect. Each time the wraith ages a target, the wraith gains 5 temporary hit points.

If a creature is aged so much that it moves to a new age category, its ability scores are modified as if it had aged normally. If it ages so much it goes beyond its maximum age, the creature dies. This death is treated as a death from old age for purposes of being returned to life. The magical aging effect of dissonance can be restored on a living target if the target receives a *restoration* or *heal* within one year.

Chronal Instability (Su): A temporal wraith's very existence warps time within one hundred feet of the creature. Anyone traveling within the area of instability finds that time outside the effect has greatly sped up. Generally, for each minute spent within the area an hour passes in "normal" time, although some wraiths have a much stronger warping effect, with days, weeks, or even years passing

Each temporal wraith in a pack extends this effect by 50 feet, as long as they all



stay within the area of instability that they create. If a wraith moves outside the area, it gains its own area of instability, until it rejoins the rest of its pack.

Temporal Wrench (Su): The wraith may attempt to pull creatures out of other timelines to appear anywhere within its choral instability as a full round action. This ability acts like the wraith cast *summon monster I-V* of its choice. The creature that appears is not controlled by the wraith in any way. A temporal wraith can only have one living creature wrenched from time at once.

Create Spawn (Su): A humanoid or monstrous humanoid slain while it has any temporary damage on it from a temporal wraith's dissonance power becomes a temporal wraith in 1d4 rounds (regardless of what actually slays it). These spawn are less powerful than typical temporal wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only age 1d6 weeks on a touch. Spawn are under the command of the temporal wraith that aged them until its destruction, at which time they lose their penalties and become free-willed wraiths. They do not possess any of the abilities that they had in life.

Time Sense (Su): This acts as scent, but it can be used only to locate and track creatures with the temporal subtype, as well as character with the mote of time or aevum class features.

Visions of Time (Su): Temporal wraiths see in the past, present, and future at all times. This ability is not powerful enough to grant the creature aid in combat, but allows it to know the history of where it dwells, allowing it to take 20 on any Knowledge (history) checks. In addition, the wraith may see hazy images of the future. Many of these visions are meaningless and lack context, but the wraith can gather enough information to act as if it had cast a *divination* spell once per day, and a *commune* once per week (using the wraiths HD as its caster level). These visions often fuel the wraith's paranoia about their own destruction.

Temporal wraiths are the spirits of those killed while in contact with the timestream, or by powerful choral magics. They hate the living, and view themselves as cursed with the weight of the past and future. Their only joy is inflicting withering age on the living, watching fair flesh wrinkle and gray with the unnatural passage of time.

Temporal wraiths are also paranoid about events that will lead to their destruction, based on vague flashes of dozens of potential futures they have seen. Most temporal wraiths are convinced that some

odd item or combination of events will lead to their destruction, and may be driven into rages by the site of such items. There is no true link between these items or events and the wraith's fate, but nevertheless it's possible to encounter temporal wraiths who are enraged by shoes (for fear of being kicked to death), or red-headed female gnomes, or creatures whose names begin with the letter X.

Temporal wraiths that know that intruders are within their domain will pull one or more creatures out of the past or future, then conceal themselves within the walls or floor, waiting to attack their foes while they are distracted. Any creatures that are left from their summons are then attacked and destroyed as well.

Despite their hatred and paranoia, temporal wraiths are valued as oracles and historians. They often create a ritual way of being approached, or a specific time of year that they will make divinations (also ensuring the items they have paranoid fear over are forbidden in these instructions). Approaching one of these undead is still fraught with peril, as they are known to twist what they see in the worst way possible for those consulting them, and any mention of their paranoid fears is likely to drive the wraiths to attack.

TIMESTREAM ASSASSIN

This humanoid creature has the basic form of a bipedal predatory lizard, but with the back carapace and multifaceted eyes of a great beetle. It carries a slender sword of unusual design.

TIMESTREAM ASSASSIN

CR 10

XP 3,200

LE Medium Outsider (temporal)

Init +6; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 25; touch 17, flat-footed 18 (+2 Dex, +8 natural, +5 dodge)

hp 92 (8d10+48)

Fort +13, Ref +13, Will +13

DR 5/-

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee 2 talons +16 (2d6+3/18-20 x2), and bite +16 (2d4+1), or mwk falcata +17/+12 (1d8+3/19-20, x3) and bite +11 (1d6+1)

Special Attacks kill time (DC 20), sneak attack +2d6, time motes

Spell-Like Abilities (CL 8)

3/day-detect magic, flare (DC 15), ghost sounds

2/day-magic weapon, shatter (DC 17)

1/day-displacement, summon monster III

STATISTICS

Str 16, **Dex** 14, **Con** 23, **Int** 17, **Wis** 15, **Cha** 20

Base Atk +8; **CMB** +11; **CMD** 23

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Vital Strike

Skills Acrobatics +13, Fly +9, Intimidate +16, Perception +13, Sense Motive +13, Stealth +13, Use Magic Device +16

Languages Aklo, Common, Draconic, Infernal

SQ fragile flight, slip through time, time sense, time skip

ECOLOGY

Environment any

Organization solitary, pair, war party (4-8), or council (20-100)

Treasure double standard (mwk scimitar and other gear)

SPECIAL ABILITIES

Fragile Flight (Su): A timestream assassin's wings are long, delicate bug-like sails of gossamer that

it normally keeps safely tucked within its back-carapace. When in use the wings are vulnerable, and if a timestream assassin is hit and damaged by a critical hit or sneak attack while flying, it must make a fortitude save (DC 10 +1/2 total damage dealt) or lose a wing. The timestream assassin then cannot fly until it receives a *heal*, *regenerate*, or similar effect.

Killing Time (Su): A timestream assassin can literally destroy the time used by its victims. Whenever a timestream assassin scores a critical hit or sneak attack with a melee attack, its target must make a DC 19 Will save, or lose one action each round. The first time a character is hit with killing time, he can take a standard action and move action each round, but not an immediate or swift action. The second time, he can take only a single standard action each round. The third time, the target is paralyzed, unable to take anything but free actions. These effects last for 1 minute per HD of the timestream assassin, and the save is Con based.

Slip Through Time (Su): Timestream assassins normally exist on stable islands within time itself. At will, they can slip into the timestream and travel



much as a crocodile may slide into a river and swim its length. Treat this as *ethereal jaunt*, as the spell, at will—but rather than going to the ethereal plane, the assassin moves into the timestream. It is difficult for a timestream assassin in a specific time to rejoin the timestream. As a result, unlike most supernatural abilities, slip through time takes 1 full round and provokes attacks of opportunity. If the timestream assassin is disturbed during this time, or fails the save, it must make a concentration check (1d20+HD+Cha modifier) against a DC calculated as if the assassin was casting a 1st level spell. If it fails, in addition to not moving into the timestream, the assassin is stunned for 1d6 rounds, and takes 2d4 points of nonlethal damage.

Timed Attack (Ex): A timestream assassin can accelerate its movement through time for a split second before an attack, allowing it time to aim a blow more carefully. This allows it to add its Cha modifier to melee attack rolls. The acceleration also gives it enough time to make more devastating attacks against foes unable to fully defend themselves. This grants the a sneak attack, as the class feature, with the timestream assassin gaining 1d6 sneak attack per 4 HD.

Time Motes (Su): A timestream assassin may gather or steal tiny shards of time, and use them to adjust its present timeline. A timestream assassin may have a maximum of 3 + 1 per point of Charisma modifier motes at any time, and may use up to one mote per round as a swift or immediate action. A timestream assassin refills one mote in its pool whenever it successfully uses its killing time special attack.

A timestream assassin may spend a mote to gain one of the following bonuses:

- Gain a +3d4 bonus to a skill check, ability check, saving throw, or caster level check. The roll must represent a single action that occurs entirely within a single round.
- Add a +3d4 bonus to an initiative check.
- Add a +3d4 bonus to its Armor Class (as a dodge bonus) until the beginning of its next turn.

Personal History (Su): A timestream assassin can alter its personal timeline to one in which it received different training. This requires 1 hour of uninterrupted meditation. At the end of this time, the timestream assassin can remove skill points from one skill and add them to a different skill, or exchange one feat for another feat, or exchange one spell known for a different spell known, if it has taken levels in

a spell casting class. In all cases, the selection must meet all normal restrictions (cannot exceed maximum skill points in a skill, select a feat for which it does not qualify, or exchange one being used to qualify for other feats, spells must be exchanged for other spells of the same level on the same class list, and so on). Any change made remains in effect for 24 hours. A timestream assassin cannot have more than one total change per three HD in effect at the same time. Any attempt to create more changes fails.

Time Sense (Su): This acts as scent, but can be used only to locate and track temporal creatures, as well as characters or items able to spend motes or aevum.

Time Skip (Su): A timestream assassin can see a split second into the future, and briefly accelerate itself forward or backward in time to avoid harm or shake off the affects of harmful attacks and magic. As a result, a timestream assassin adds his Cha bonus as a dodge bonus to AC, and as a resistance bonus to saving throws. These modifiers are already included in its stat block.

Timestream assassins, or garthiss as they refer to themselves, are mercenaries and slavers native to the timestream. They appear from nowhere to offer their services to kingdoms that are not yet aware that war is at their door, or to sell exotic slaves and items from different eras. The garthiss also enjoy testing themselves against heroes from various ages, whether in combat or intellectual pursuit.

Timestream assassins prefer to fight in organized groups, and often take their prey alive. They use exotic looking versions of common weapons that are often hard to recognize at first glance. While a garthiss can fly quite rapidly, their wings are fragile, and they prefer to keep them safely hidden under their carapace.

Despite their evil nature, garthiss take pains not to cause temporal dissonance by slaying heroes destined for future greatness, or by stealing artifacts that will be critical at some juncture in the future. Some chronomancers feel they act as guardians of time, behaving as an aggressive immune system. While they may be the cause of a powerful sword's disappearance moments after a critical battle, or the mysterious death of a mighty hero after his moment of glory, mostly they prey on those whose deaths or disappearances would cause barely a ripple in time.

WAMPUS CAT

A sizeable cat, as big as a typical wolf, appears suddenly as though from thin air. Its fur is a rich honey color, with reddish bands. A third eye rests on its forehead, shining with a golden light.

WAMPUS CAT

CR 5

XP 1,600

N Medium Magical Beast (temporal)

Init +7; Senses Darkvision 60 ft., low light vision; Perception +6

DEFENSE

AC 18; touch 13 flat-footed 15 (+3 Dex, +5 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +8, **Will** +6

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +12 (1d6+6 plus grab), and 2 claws +12 (1d4+6)

Special Attacks pounce, rake (2 claws +12, 1d4+6), slowing gaze

STATISTICS

Str 23, **Dex** 16, **Con** 17, **Int** 6, **Wis** 13, **Cha** 16

Base Atk +6; **CMB** +12; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Iron Will

Skills Acrobatics +7, Climb +18, Perception +6, Stealth +8

Languages Sylvan

SQ chronal den

ECOLOGY

Environment any land

Organization solitary, pair, pride (3-6)

Treasure incidental

SPECIAL ABILITIES

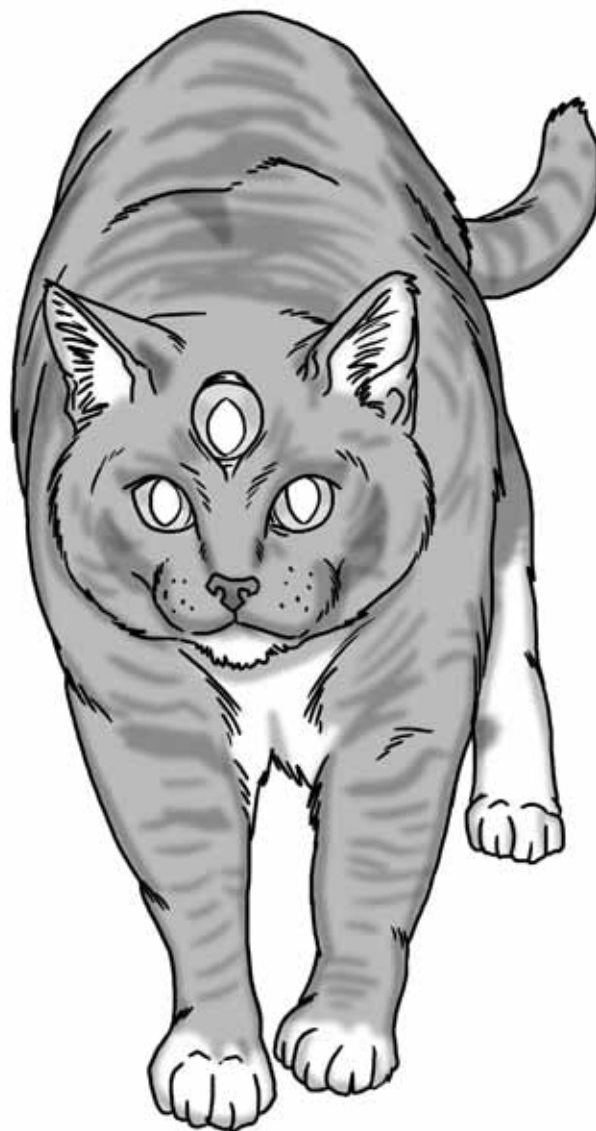
Chronal Den (Su): A wampus cat may create a den within the timestream to safely sleep in and from which to ambush prey from. A wampus cat within its den is only detectable by creatures also within the timestream. A wampus cat attacking from its den seems to just appear next to its target, automatically surprising any creature not already in combat. A wampus cat requires a full round action to return to its den. A wampus cat can bring along up 500 pounds of weight back to its den with it. Unwilling victims may make a DC 16 Will save to resist the trip. A wampus cat can dispel its den at will, with anything in the den appearing instantly in whatever timeline it was taken from.

Mote of Time (Su): A wampus cat instinctively gathers up small motes of lost time, holding 1d6+ its Charisma modifier at any given time. The wampus cat may spend one of these motes to perform one of the following effects once per round as a free action:

- Gain a +1d4 bonus to a skill check, ability check, saving throw, or caster level check. The roll must represent a single action that occurs entirely within a single round.
- Take a single swift action that does not count against the wampus cat's normal limit of
- one swift action per round.
- Add a +1d4 bonus to its Armor Class (as a dodge bonus) until the beginning of its next turn.
- Add a +2d4 bonus to an initiative check.

The wampus cat refills its pool of motes by resting in its den for at least 8 hours.

Slowing Gaze (Su): The wampus cat's glowing third eye may make a single gaze attack per round on a



creature within 30 feet. The target must make a DC 16 Will save or become mired in time. This causes the creature to be *slowed* (as the spell). This effect lasts for one minute. Traveling through time or entering the timestream removes this effect.

Wampus cats utilize time as the ultimate den, watching the world pass before them and patiently awaiting prey. They are intelligent enough to carefully observe and gauge the power of creatures passing through their territory. A well fed wampus cat can be friendly enough in a condescending manner, and may give information to creatures that can establish communication with it.

A wampus cat nearly always attacks from its choral den, appearing next to its chosen target and mauling it. It will attempt to drag a disabled foe into its den, knowing most foes are incapable of following.

Rarely a wampus cat will form a long term friendship with another creature, often a druid or ranger, and allow them to dwell within its den. A wampus cat that has been wooed to have a helpful attitude toward a character can be taken as a cohort (with an effective cohort level of 3+HD). Very few wampus cats are willing to relinquish their independent and predatory nature to become anything more than an arms-length ally, however, and many adventurers have been dumped out of safe time dens after attempting to court a wampus cat as an ally.

TIME MAGIC

Because of the rarity of time travel, very few items or spells are created dealing with time. Most that are created are carefully researched by time wardens, or spell casters made bitter from attacks from choral monsters.

NEW ITEM

Time Screen

Aura strong abjuration; **CL:** 11th
Slot: none; **Price:** 132,000 gp; **Weight:** 6 lbs

DESCRIPTION
This object consists of a thin paper screen set in a wooden frame. When activated, it creates a transparent cube of choral energy, up to fifty feet per side. This cube may be moved and readjusted by moving the screen. Creatures trying to enter or exit the timestream while within the cube must make a

DC 20 Will save or physically bounce off the wall, unable to cross through time. Creatures within the timestream cannot observe an area of the material plane within the cube.

Construction

Requirements Craft Wondrous Item, *temporal lock*; Cost 66,000 gp

NEW SPELLS

Temporal Anchor

School: abjuration; **Level:** bard 3, cleric/oracle 4, sorcerer/wizard 4, time warden 3, witch 3

Casting Time: 1 standard action

Components: V, S, M (pinch of sand and powdered silver)

Range: medium (100 ft. +10 ft./lvl)

Effect: ray

Duration: 1 min per level

Saving Throw: none; Spell Resistance: yes (object)

You cause a silver ray to fire from your hand at a target. You must make a ranged touch attack to hit your target. Any creature or object touched is covered with a shimmering field that completely blocks temporal movement, preventing the target from entering or leaving the timestream or spending motes of time or aevum. A *temporal anchor* does not interfere with the movement of creatures already in the timestream when the spell is cast, nor does it block other temporal perceptions or attacks.

Temporal Lock

School: abjuration; **Level:** bard 6, cleric/oracle 7, sorcerer/wizard 7, time warden 6, witch 6

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. +10 ft./lvl)

Area: 20-ft. Radius emanation centered on a point in space

Duration: 1 day per level

Saving Throw: none; Spell Resistance: yes

You create a shimmering silver barrier that completely blocks temporal travel. Once *temporal lock* is in place, temporal travel into and out of the area is impossible, as is spending motes of time or aevum. A temporal lock does not interfere with the movement of creatures already in the timestream when the spell is cast, nor does it block temporal perceptions or attacks.

GO ROGUE!

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