

# Ponyfinder

## Tempus

City of All Ages

Written by David Silver







# TEMPUS: CITY OF ALL AGES

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## THE ORIGIN OF TEMPUS

Come closer, child. What's that? You're no child? I should doubt that. Few come to share a chat with me that aren't whimpering foals, relatively speaking. You're not from around here, I can tell. Maybe you'll become a native in time? That's for another day. Let's start with a history lesson about the future.

One of the first things to understand about this world, Everglow, that we live in is that it is very... mutable. What has happened, could happen, and is happening are all up for debate. Your very existence is not beyond disproving. Enjoy it, while it persists. It confuses outsiders to think that the city was founded long after it was destroyed, but that's linear thinking. Let's break that habit.

Along one, sad, timeline, Everglow became a place that was increasingly hostile to ponykind, and all the fey of the continent. Pressed tighter and tighter, we fought long and hard against the humanoids, but they always were better at war, in the end. The world progressed despite the sad politics. They developed better weapons, and so did we, and we stole all the good stuff from each other whenever we could.

Still, it wasn't fair from the start. When is life, really? Fair is a word we made up ourselves, a concept to make us feel justified in our actions. Nature doesn't give a hoot about what is 'fair'. In the end, we were going to lose and die and be scrubbed away. Maybe the world would forget that ponies ever once roamed the plains and studied books and that griffons once held an empire over the mountains. It seemed like a sure thing. That was the problem. When death seems certain, people do... unreasonable things.

I'm getting ahead of myself. Before we arrived at that sad moment of finality, a bold pony led others away, to a little barren patch of land on the west side of what was once our country. There weren't many others competing for it, and it became a little city unto itself. He was a bold leader, which was odd, for ponies. Most expect a strong female leader, but there he was. He was ready to take up the mantle, so he did, and he loved all his neighbors. He had a great idea. A fantastically great idea that seemed insane to most who heard it.

He proclaimed with certainty that the world they were living in was unsafe for them and their foals. But he knew a safer place. How could he not, his father had told him about it. Ignore the fact that he was his father. He didn't know that at the time. "Star Chaser," proclaimed his right hoof mare, "There's no way this will work. It requires more magic than anyone will ever have!" He had a grand spell worked out. He hadn't made it on his own, no, he had the help of every pony, griffon, or anything else willing to give him the time of day.

Likely as a result of this hodge podge of assistance, his spell was a great sprawling mess. It was too large to fit in any simple magic item. Not that he didn't



try. He forged a sword that could cleave time itself and he gave it a swing, never to be seen again, at least not as he was known. He became the husband to his mother and eventually produced himself who came and did all the things I talked about already, then he cut a hole in time, pfft, gone. So then he came back. He had waited for his son, who was himself, to go, then he strode into town, older, but more experienced for his efforts.

He still had that sword, the Time Killer, but he was loathe to allow others to touch it. "It has one job," he insisted repeatedly. That job would be realized with the building of the second greatest clock in Everglow. It didn't match the size and self-sacrificing awe of the one that the clockworks put together, but ours could control time. Beat that! In the center of it was and is and will be the Time Killer. Still, even with it resting in the midst of the great machinery, nothing happened. We would not be saved. We had not been saved. Still, we were saved.

So back to that horrible future present. The fey races met one last time in such great numbers. All agreed that there were no better routes to peace, or even survival. They swore a death vow to make the other races pay for their crimes, ignorant to the crimes they had committed themselves in the name of self-preservation. They wove a spell that should never be and never has been woven. The delicate balance of elements that

defines Everglow was itself compromised, and they all spilled out, like a broken shopping bag, if you were shopping for tsunamis, earthquakes that pulverized mountains, and flame hot and wide-spread enough that those who survived the day swore they heard Apep laughing. Even banished, his work had been done.

The destruction rolled across Everglow from different center points, levelling and demolishing just about everything. Tempus was flattened. Tempus was born. Even as the ponies of Tempus barely got out a communal cry of pain, the great mechanisms of the great clock began to turn, and the entire city was ripped free from time itself. It was sundered, as the Time Killer is born to do. We became and are and will be fractured, touching on all times and possibilities. When the smoke cleared, we had always been this way. Some of us remember, like me, how things ultimately turn out. You know, eventually, we'll be back there. We'll have to face that end. We're borrowing time, or killing it, I've heard both terms used for this. Either way, our debt will come due eventually.

Enjoy your time.







# TEMPUS

**Corruption** +0; **Crime** +2; **Economy** +3; **Law** +3; **Lore** +7; **Society** +2  
**Qualities** Time Isolated, Immortal Citizens, Exotic Goods  
**Danger** +5

## DEMOGRAPHICS

**Population** Large Town - 3,916 (100% ponykind)  
**Government** None  
**Alignment** Neutral  
**Notable NPCs**  
 Founder Star Chaser (NG male gem pony wizard 15)  
 Sheriff Running Dust (N female pegasus cavalier 10)  
 Survivor Lone Task (CN female unicorn ranger 8)

## MARKETPLACE

**Base Value** 3,000 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 7th  
**Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4



## TIME ISOLATION

One of the first noted qualities of The City That Seems To Have Always Been is the fact that it has a timeless quality. Those who stop by many decades apart may notice the residents haven't aged, or age extremely quickly, or backwards.

Despite this, those who choose the city as their home seem to know what year it is, relatively. This does not prevent some confusion, should 'current' events be brought up, making news exchange an insular topic that is usually limited to the immediate goings-on of the city, and even then rarely longer in scope than the same day.

"Tomorrow is already dead, and yesterday's anyone's guess, let's talk about today if any time," is the common saying.

The city touches gently upon all times that there is an Everglow, even beyond Tempus' destruction. Its residents come from a wildly varying slice of Everglow society. Lone Task exemplifies this: Born and raised in the wastes of Everglow after the Elemental Unhinging tore the world apart, she considers Tempus a gleaming paradise in comparison. She constantly hordes and prepares herself, sure that the good times will come to an end eventually, thrusting her right back into the harsh elemental embrace of her home. From an advanced time, she wields advanced equipment, but her nature is not generous, and she will not part with her gear at any price.

## IMMORTAL CITIZENS

Perhaps misleading, the citizens of Tempus are not immortal, not truly. They are just very hard to keep dead. Those who are native to the city, born or acclimated, who expire within it eventually turn up again. The new incarnation will have no remembrance of how they died previously. They came from another timeline where that death simply didn't occur. Those who have experienced this more than once usually learn to take clues, especially from friends, about how they might experience pain and take steps to avoid it.



This process is far from perfect. Any person that experiences this loses 1d3-2 levels. These are not negative levels, but full levels, to a minimum of 1st level. A character who is already 1st level gains 2 wisdom drain instead. The old and unaccomplished, who may expire without having gained many, if any, levels, still undergo rebirth, perhaps to do better the next time around, or not.



This process is far from perfect. Any person that experiences this loses 1d3-2 levels to a minimum of 1st level. A character who is already 1st level gains the negative effects of *raise dead*. The old and unaccomplished, who may expire without having gained many, if any, levels, still undergo rebirth, perhaps to do better the next time around, or not.

It is important to note that the death is very real, regardless of this return. The original person experienced the sting of death, and is gone. Their copy is not them, however close they may be. For a first timer, it can be quite an existential crisis when the full magnitude comes to them. Questions of identity can plague such a person for quite some time.

Should this wish to be avoided, the corpse must be removed from the city without delay, then either disposed of or used to revive the person, as they wish and can afford.

This effect protects the buildings and most notable structures within the city. Even fully demolished, it eventually returns, sometimes with entirely new furnishings. Extremely rarely, with a new person who claims they were always there. Residents fear when this occurs, since the tally must be upkept. Someone was going away, forever, and there was no way to tell who it might be.

Most often, this is when a citizen simply leaves to avoid a sadder parting. Once they leave, the tally is upkept, and none others are claimed.

## EXOTIC GOODS

Being a city connected to the world around it at all times, the goods that can appear in the shops of Tempus are quite varied. Obsidian clubs rest beside short swords and firearms as if they simply belong together. Many of the houses feature a strange mix of electric and fire-based lighting and heating. No one is particularly sure where the power comes from, but few complain as they hit a switch and it just works. They've stopped calling it electricity and the like. It's so much easier to simply call it magic.

Attempting to purchase goods that cannot be easily disguised as magic or other contemporary (from the view of the tourists) technology will meet with polite denials and being led in circles about why the item cannot be purchased, starting with the more obvious claims that the items are broken or simply already sold. The natives try to avoid selling things that would lead to the wrong kind of attention. Should a tourist escape the city with such contraband, the city itself seems to take



notice and it becomes harder to return to the city (The DC to navigate there for such a person or any group including that person is increased by 5) in the future.

The fashion of the city most often matches that of the surrounding Everglow. When a tourist arrives and visits, they anchor the city somewhat, and most people they run into will be dressed properly for the time period. When Everglow reaches the stars, Tempus even sports a small launching pad capable of sending, refueling, repairing, and otherwise handling the travel of space-faring vessels without a problem. Thrust into the deep past, the town may be little more than primitive proto-ponies, living in their huts. The residents do not forget who they are and what they know, but fitting in comes natural to most.

These variations are just part of life for Tempus. With time flowing as oddly as it does, most remember the comings and goings of ages as mercurial spots throughout their lives and a sure sign that they are still home, where things change. The only real worry comes when the city roams too close to the Elemental Unhinging. That deadly time that birthed the city, and would one day destroy it all in the same instant, fills those who were there from the start with dread.

### TOURISM AND IMMIGRATION

Moving into Tempus is quite simple, which is what makes it complex. The city can be seen at any point in Everglow's history and simply walked into. When exited, a traveler will usually exit just as normally as any city. Sometimes, especially if a resident is missing, the tally is enforced on the traveler, and travel they will no longer. They become a native of the city. Should they attempt to leave, they are hurled to a seemingly random point in history. The shock of it is usually enough to make the would-be time traveler reconsider leaving the city, which promises some safety.

There is nothing physically preventing any resident from leaving. If they wish it, they may. The tally will be enforced without them, and another dweller will be selected. Most of those who have become native to the city find the outside world disturbing on a deep level. The static linearity of the rest of the universe is unsettling. When one can rise in the morning and grasp their cane, barely make it in time for grade school in the morning and enjoy a supper beside your children come the evening, the idea of 'simple' cause and effects seems so alien.

Due to the ever-present tally, keeping track of the number of residents becomes an important task. It's a shame that no pony that dwells within the city is very good at it. By the time they manage a head count, too much has changed. Tourists only fare a hair's width better. Still, better is better, and the city has a posted

bounty, with a pot contributed to by the dwellers to be paid to any that succeeds in the seemingly-impossible task of census taking.

Look, I tried to make a map of this city for you, I swear on the Sun Queen herself. Every time I thought I was getting a grip and had a quarter of the city down, I saw a building I had marked in the wrong part of the city. The place changes over time. I'll include some notable things to look out for, but I just can't help you navigate. Just keep your eyes open.

## NOTABLE PLACES

### ALWAYS CARNIVAL

#### APPEARANCE

This place is a festival. The exact nature of the festival changes by the whims of the city and those who choose to live in this district, but the party's never over, no matter what time of day. Ask a native and they'll tell you it's for a specific holiday, but which holiday changes over time. There's always a holiday somewhen and somewhere worth celebrating.

#### HISTORY

Star Chaser has confirmed that the Always Carnival wasn't there that fateful day, when Tempus was destroyed and born. It became a thing sometime after, though none can offer a particular date, and few Tempus residents care overly much to pinpoint it. From stately holidays to rowdy mardi-gras, every day sees the district embracing another party as if the place was designed for the specific purpose of that one. Food, drink, and other supplies never seem to run low and all are welcome.





## FUTURE

There are some residents that hope to party right through the final time. Visitors complain that no place that wasn't there when the city began can be there in the same instant when it is destroyed, but residents scoff and the party continues despite any worry that the district wouldn't be there when the citizens of Tempus might need it most. They will greet the end as they lived, embracing life as bizarre as it came.

## PRESENT

For now, the district is a beacon of revelry. Residents come when they want to unwind in a major way and immerse themselves in cultures from around the world with friends and family. Visitors are welcomed to join in the fun, provided they play their part. Rowdy visitors can draw the ire of the more powerful members of the city. It wouldn't be the first or last time Star Chaser had to ban a visitor from the district. It is said that to completely surrender to the sway of the district is dangerous for visitors, who may find themselves becoming more than guests.

## THE END OF THE ROAD SALOON

### APPEARANCE

Like much of the city, the appearance of this saloon changes mercurially from day to day. The constant is the bartender, and the sign that hangs above the door, proclaiming it to be the, 'End of the Road'. The bartender, a pegasus with bright red fur by the name of Right Step, is eager to meet newcomers. She set up her tavern right along the road coming into town to offer a friendly place to them and goes out of her way to try to keep her speech running forward. She also avoids speaking of nonlinear time around tourists, understanding it confuses them.

### HISTORY

The saloon was not erected until tourists first began to enter the city. After the first few confused ponies wandered through, Right Step decided she would do something about it, so she made sure the saloon was there to greet them from the very start. From the start to the end, the End of the Road was standing, ready to offer a small bit of reprieve in a time-torn settlement. Despite her efforts to keep herself as linear as she can, she cannot control the world around her, and still lives a nonlinear life. She often has to catch herself from using a newcomer's name too soon, having

run into them earlier, from her perspective.

## FUTURE

Founded after it had opened its doors to business, the saloon is a model of Tempus ideals. Even when tourists are not patronizing it, the residents find it an agreeable place to share a drink and stories when they get in the mood. The goodwill of the community keeps the place safe, outside of the occasional brawl that breaks out among drunken customers. It's greatest threat is the outside world. Stationed right at the end of the road that enters the city, it is what stands between Tempus and an occasionally hostile world.

## PRESENT

The saloon is often the first step for a tourist. Often occupied despite whatever time it appears to be outside, the natives can make for a daunting first impression, but Right Step is there to offer a cool drink and calm words of advice. It makes an excellent staging area to try to acclimate to the strange eddies of time. One can witness food being slowly un-eaten, and card games being won before the shuffling is complete. Such little displays are quite disquieting, but also serve as a last chance. Leaving without pressing past the saloon is the safest time to do so, as if the city itself allows this final opportunity to withdraw before committing.





## THE GREAT CLOCK

### APPEARANCE

A tall, stately clock tower that is constructed of brick with fine mortar work. No matter how the city around it evolves and shifts, the tower remains a firm landmark. For those seeking some stability, the tower provides an unchanging view that can be seen from anywhere within Tempus. Its hands are always accurate with what time the city is touching at the moment, seemingly quite readable to tourists, if just as random for natives.

### HISTORY

Though perhaps less grand than the tower constructed by a clockwork pony from his very metal form, this tower houses the Time Killer, the artifact that allows Tempus to be what it is. It also houses and channels that power, making it the center point of the town. Even migrants who approach it can have their personal time fragmented and torn if they remain too close for too long. Those attempting to navigate the insides of it meet all manner of temporal traps that could not only end them, but prevent them from even starting in the first place.

Death is one thing, but to simply have never been at all is enough dissuasion to keep out idle bandits. The tower has and will remain untouched until that final day, the first, that will see it washed away.

### FUTURE

It has been seen in brief snatches that, somewhen, the tower will be destroyed. That hardly seems surprising. The whole town has a terrible destiny to look forward to, but the vision seen for the clock seems different. Somehow both when and not when the city falls, the tower will fall separately. Even if only by a moment, it seems the two will not go down together. Does it mean some outside agent will nudge the city into position to meet its start and end? None are sure, but keep a wary eye out for those foolish enough to even approach the tower that may mean it any ill.

### PRESENT

Residents are proud of their tower. Tall and stable, it is one thing they can rely on, even if it seems entirely useless at actually tracking the time. For tourists, it seems to be the only timepiece in the city that does agree with their own sense of time, but is unnerving to be around, as the powerful temporal magics that shape the city are at their most intense near the clock.

For those willing to brave being within a block, a lively market has sprung up. The key attraction is Dawn Twilight's Clockwork Symposium, where one can get all manner of clocks, even a small selection of clockwork automatons, for a fair price.





## UNIVERSAL MONSTER RULES



**Fast Harming (Ex)** A creature with fast harming is constantly losing hit points at the indicated amount per round. A creature can be killed by its own fast harming. Fast harming ceases to function while a creature is dead. It is not subject to damage resistance, energy resistance, or any other method of avoiding damage. The hit point loss is taken at the end of the creature's turn.

*Format:* fast harming 5; *Location:* hp.

## TIME PLANAR PACT



**Class Skills:** An elemental with a time pact adds Slight of Hand and Knowledge (history)

**Planar Guide:** The planar guide of a time elemental is as ancient as the planes themselves, and often can only be seen by the effect it has on the world around it (like an air elemental).

### GUIDE ABILITIES

When gaining ability bonuses, the planar guide increases charisma and wisdom.

### BASE STATISTICS

Medium Elemental; **Spd** 20 ft. (4 squares); **AC** 13 (+2 dexterity, +1 deflection), touch 13, flat-footed 11; **Base Atk** +1; **Atk** +3 melee (1d4, slam); **Full Atk** +3 melee (1d4, slam); **Space/Reach** 5 ft./5 ft.; **Alignment** Same as elemental; **Str** —, **Dex** 15, **Con** 13, **Int** 4, **Wis** 17, **Cha** 13; Incorporeal

### Saving Throw Progression

**Good:** Ref/Will

**Bad:** Fort

### PLANAR GIFTS

An elemental with the time pact can choose from any of the following gifts.

**Foresight (Su):** The fight has already ended, and you are the victor. You can see every move your opponent makes before they make it, granting a +2 enhancement bonus to your dexterity. At 7th level, and every four levels thereafter, this bonus increases by +1. At 13th level, once per day as an immediate action, you can force an enemy within sight of you to reroll a single attack roll that it has just made. The creature must take the result of the reroll, even if it's worse than the original roll. You can use this gift for 1 hour per day per elemental level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. Your planar guide is considered to always have this effect active, and does not count against your usage.

**Fate Shredding (Su):** You can undo the future of creatures with a strike. As a swift action, whenever you successfully attack a living creature with a natural or weapon attack, you can deal an additional 1 point of Strength damage. Objects and constructs take 1d6 points of damage. At 5th level, and every five levels after that, the strength damage increases by +1, and you do an additional 1d6 points of damage to objects and constructs. You can use this ability a number of times per day equal to your wisdom modifier.

**Saving Time (Su):** Once a day as an immediate action, you can force a creature within reach to reroll any one d20 roll that it has just made. The creature must take the result of the reroll, even if it's worse than the original roll. Your next d20 roll will use the roll the creature originally made. At 10th level, you may use this a second time per day.





**Remembered Steps (Ex):** You gain a +20 enhancement bonus to your land speed whenever your destination is somewhere you or your guide have been before. This speed is increased by 5' at level 4 and every 4 levels thereafter.

**Adjusting Cadence (Su):** As a standard action you or a target within 5' of you gain the effect of either slow or haste spells. Only one effect may be active at a time, and each will only affect one target. You may use this ability for a number of rounds per day equal to your elemental level. The effect's duration need not be consecutive rounds. Your planar guide's usage of this gift does not count against your usage, but will cease when it departs your plane. You must be 7th level to select this gift. The gift may be maintained without further action, and ended as a free action.

**Chronological Order (Ex):** As a swift action you may give an ally explicit commands that let them make an additional 5' step in their next round. At 7th level, they may take a move action instead of the extra 5' step. At 15th level, they may make a third 5' step or move action. You can use this ability a number of times per day equal to your wisdom modifier.

**Rhythm of Time (Su):** You gain a +1 bonus on attack and damage rolls as if you are affected by haste or your foe is affected by slow. At 7th level, this bonus increases to +2 and increases by +1 for every four levels thereafter.

**Deja vu (Su):** When you successfully assist an ally with a knowledge check, they may roll two dice and choose the highest instead of gaining the normal assist bonus from you. You may also use your wisdom bonus instead of intelligence for any knowledge skills.

**Visions of Eternity (Sp):** Once per day you may cast Augury as a spell-like ability. At 10th level, you may also cast Divination once per day as a spell-like ability. At 15th level, you may also cast Commune once per day as a spell-like ability, although the target of the spell is a manifestation of time itself. All spells are cast using wisdom as your casting stat, and your elemental level as the caster level.

**Time Prison (Su):** As a standard action, you may make a melee touch attack to freeze a target in time. They become paralyzed unless they make a fortitude save, for a number of rounds equal to your elemental level, and may take no actions except a full-round action that does not provoke to attempt to free themselves with a fortitude save. You may use this ability a number of times per day equal to your wisdom modifier. You must be at least 13th level to select this gift.

**Language of the Ages (Su):** You gain a deep insight into body language and the way creatures move and

act. For any creature you or your allies have successfully identified, you gain an insight bonus to sense motive and intimidate of +1 per every 2 elemental level.

**In Your Own Time (Su):** You gain a +2 insight bonus to your saving throws against spells and effects that attempt to limit your movement. Your CMD vs grapple increases by +2. At 11th level, and every four levels thereafter, these bonuses increases by +1. You must be 7th level to select this gift.

**All the Time (Sp):** Once per week you may cast time stop. You and your guide are both affected at the same time even if summoning your guide is done within the time stop's duration. You must be 13th level to select this gift.

## PLANAR PERFECTION

Upon reaching 20th level, you become a master of time. You gain truesight 30' and no longer require food or sleep. With a ritual that takes a full day to perform, you may change your age to any point in your life. You gain a +10 insight bonus to all knowledge skills. Lastly, your wisdom increases by 4.

## TIME PLANAR PACT



**Class Skills:** You gains proficiency in the History skill.

**Planar Guide:** The planar guide of a time elemental is as ancient as the planes themselves, and often can only be seen by the effect it has on the world around it (like an air elemental).

## PLANAR GIFTS

An elemental with the time pact can choose from any of the following gifts.

**Adjusting Cadence.** As a standard action you or a target within 5 feet of you gain the effect of either *slow* or *haste* spells. Only one effect may be active at a time, and that effect will only affect one target. When afflicting an enemy with the *slow* effect, the enemy can make a Wisdom saving throw against the effect as per the spell. You may use this ability for a number of rounds equal to your elemental level. The effect's duration need not be consecutive rounds. You regain spent rounds after finishing a long rest. Your planar guide's usage of this gift does not count against your usage, but will cease when it departs your plane. You must be 7th level to select this gift.

**All the Time.** Once per week you may cast *time stop*. You and your guide are both affected at the same time even if summoning your guide is done within the duration of *time stop*. You must be 13th level to select this gift.



**Chronological Order.** As a bonus action you may give an ally explicit commands that let them make an additional 5 feet of movement. At 7th level, you can choose instead to grant your ally the ability to use their bonus action to take a dash action. At 15th level, you can instead grant any creature a dash action that they can immediately take. Using this dash action does not cost them any actions on their next turn. You can use this ability a number of times equal to your Wisdom modifier, and regain spent uses after finishing a long rest.

**Deja vu.** You may also use your Wisdom modifier instead of your Intelligence modifier for any Intelligence ability checks. At level 7, you can substitute your Wisdom saving throw for any Intelligence saving throw.

**Foresight.** The fight has already ended, and you are the victor. You can see every move your opponent makes before they make it. You can spend an action to gain preternatural speed, granting you a +1 to your Armor Class, and +1 to your ranged based attack rolls and Dexterity (Acrobatics) checks. You can use this gift for 1 hour, and recharging spent time intervals after finishing a long rest. You can activate the ability twice at level 10. At 14th level, the bonus this gift grants is increased by +1. Your planar guide is considered to always have this effect active, and does not count against your usage. Also, you can use a reaction once per day to force an enemy within sight of you to reroll a single attack roll that it has just made. The creature must take the result of the reroll, even if it's worse than the original roll. Your planar guide can do this as a (Recharge 5-6) ability.

**Fate Shredding.** You can undo the future of creatures with a strike. As a bonus action, whenever you successfully attack a creature with a natural or weapon attack, you can inflict a level of exhaustion on living creatures. On a creature that is already suffering exhaustion, a constitution save prevents it worsening. Objects and constructs take an additional 1d6 force damage instead. This damage dealt to constructs and objects is increased by 1d6 at 5th level, and every five levels after that. You can use this ability per number of times a day equal to your Wisdom modifier, and regain spent uses after finishing a long rest.

**In Your Own Time.** You gain advantage on saving throws against spells and effects that attempt to limit your movement, and you add your proficiency bonus to grapple contests. You must be 7th level to select this gift.

**Language of the Ages.** You gain a deep insight into body language and the way creatures move and act. You gain advantage on Wisdom (Insight) and Charisma (Intimidate) checks made against a creature you or your allies have successfully identified.

to tap into its elemental nature with its strikes. When it makes a slam attack, it also deals an additional 1d6 necrotic damage. It can suppress this ability with any given attack. You must be at least level 6 to select this gift.

**Remembered Steps.** Your land speed increases by 20 feet whenever your destination is somewhere you or your guide have been before. This speed is increased by 5 feet at level 4 and every 4 levels thereafter.

**Rhythm of Time.** Any time you are under the effects of *haste*, or any foe is under the effect of *slow*, you gain a +1 bonus on melee attack and damage rolls. At 7th level, this bonus increases to +2. At 14th level, you gain the +1 bonus on melee attack and damage rolls at all times, and your weapon attacks are considered magical.

**Saving Time.** As a reaction, you can force a creature within 5 feet to reroll any one d20 roll that it has just made. The creature must take the result of the reroll, even if it's worse than the original roll. Your next d20 roll will use the roll the creature originally made. You can use this ability once, and must finish a long rest before using it again. At level 7, you regain a spent use of this ability after finishing a short or long rest.

**Time Prison.** As an action, you can make an unarmed attack. If you succeed, you freeze the target in time. They must make a Constitution saving throw or become paralyzed for 1 minute. At the end of each of the target creature's turns, it can make another saving throw to end the effect. You can use this ability a number of times equal to your Wisdom modifier, and regain spent uses after finishing a long rest. You must be at least 13th level to select this gift.

**Visions of Eternity.** You may cast *divination* once without expending a spell slot. At 10th level, you may also cast *divination* once without expending a spell slot. However, instead of contacting an extraplanar entity, you contact someone from the future, possibly even you! At 15th level, you may also cast *commune* once without expending a spell slot, although the target of the spell is a manifestation of time itself. All spells are cast using Wisdom as your spellcasting ability, and you do not require material components to cast these spells. You regain the ability to cast each spell after finishing a long rest.

## PLANAR PERFECTION

Upon reaching 20th level, you become a master of time. You gain truesight 30 feet and no longer require food or sleep. With a ritual that takes a full day to perform, you may change your age to any point in your life. Any time you make an Intelligence check, you can make the result of the roll be a 20. Lastly, your Wisdom score increases by 4, to a maximum of 24.



## CLASS ARCHETYPES



### WARRIOR OF AGES (FIGHTER)

Almost certainly a native of Tempus, such a fighter learns to think of the past as much as the present or the future. Their movements are bizarre for others to behold. To the unpracticed, it seems they are blessed by a supernatural luck, but there is no such thing as luck, just perception and planning that ignores standard causality.

**Time Resistant (Ex):** Such fighters are resilient to the slings and arrows of temporal eddies and magic. Starting at 2nd level, a fighter gains a +1 bonus on saves against aging or specifically time-based effects. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

**Time Training (Su):** Whereas normal fighters work to hone their ability to wear armor properly, these warriors learn to swim through time. Starting at 3rd level, the warrior of ages gains a paradox pool equal to  $3 + \frac{1}{2}$  their class level. These points can be spent to perceive and manipulate opportunities in time. They replenish after resting, at most once per 24 hours. This ability replaces armor training.

When making a saving throw, a warrior of ages may spend a paradox point to add their time resistant bonus to the roll. Time resistant can only apply to a given save once.

With a standard action and a paradox point spent, the warrior may disperse his wounds across time, curing himself or a touched ally for  $1d8 +$  their class level in hit points.

At 7th level, a warrior of ages may spend 3 paradox points when slain to immediately be affected as per a *breath of life* with a caster level equal to their character level. If this revives them to consciousness, they vanish and reappear, standing, anywhere within 30'.

At 11th level, the warrior of ages may have already planted a surprise ahead of time. As a swift action, they

may use the dirty trick combat maneuver on any enemy within 30' for one paradox point. This does not provoke.

At 15th level, space begins to unravel for the warrior of ages. They may blink out of existence as a free action for a paradox point and will reappear at the end of their turn. They can choose to reappear earlier. They may not attack or be attacked while not existing, and have a fly rate equal to their walking rate with perfect maneuverability. If they end the turn in the air, they fall and take damage as normal. Only force effects can bar the movement of a warrior of ages while not existing. If a warrior of ages reappears within a solid object, they are shunted to the nearest available space and take  $1d6$  damage for every 5' of space required to reach it.

## CLASS SPECIALIZATIONS



### WARRIOR OF AGES (FIGHTER ARCHETYPE)

Almost certainly a native of Tempus, such a fighter learns to think of the past as much as the present or the future. Their movements are bizarre for others to behold. To the unpracticed, it seems they are blessed by a supernatural luck, but there is no such thing as luck, just perception and planning that ignores standard causality.

#### TIME RESISTANT

Beginning when you choose this archetype at 3rd level, you are considered proficient in saving throws against aging or specifically time-related effects. If you are already proficient with the saving throw, your proficiency bonus is doubled instead.

#### TIME TRAINING

You have learned to swim through time. Starting at 7th level, you gain a paradox pool equal to  $3 + \frac{1}{2}$  your class level. These points can be spent to perceive and manipulate opportunities in time. These points replenish after finishing a long rest.





When making a saving throw, you may spend a paradox point to become proficient in that save. If you are already proficient, your proficiency bonus is doubled instead.

With an action and a paradox point spent, you may disperse your wounds across time, curing yourself or a touched ally for 1d8 + your fighter level in hit points.

## Never-ending Time

At 10th level, you may spend 3 paradox points when slain to immediately be affected as per a *revivify*. You vanish and reappear, standing, anywhere within 30 feet.

## Swift Tricks

At 11th level, you may have already planted a surprise ahead of time. As a bonus action, you may spend a paradox point to cause an enemy within 60 feet to fall into one of the traps they set up before the battle, causing them to either suffer disadvantage on their next attack or allow the next attack against them to have advantage, or reduce their movement rate to 0 until the end of their next turn.

## Time Skip

At 18th level, space begins to unravel for you. You can spend a paradox point to blink out of existence and will reappear at the end of your turn. You can choose to reappear earlier. You may not attack or be attacked while not existing, and have a fly rate equal to your walking rate. If you end the turn in the air, you fall and take damage as normal. Only force effects can bar your movement while not existing. If you reappear within a solid object, you are shunted to the nearest available space and take 1d6 damage for every 5 feet of space required to reach it.

## FEATS



These feats are most commonly possessed by natives of Tempus, though it is possible for those who study time outside the city to eventually learn to see time in new ways and understand these techniques, most often with the aid of someone else who already understands nonlinear life.

## Always Prepared

*What is a fighter without their weapon, or a samurai without his katana? Good thing you're never caught without yours.*

**Prerequisite:** Weapon expertise or greater weapon focus

As a free action, you may draw any weapon for which you have weapon expertise or greater weapon focus. This weapon can be anywhere within short range (25' + 5' per 2 levels), so long as you are aware of it. The interceding material does not matter, as the weapon simply ceases to be where it was and becomes wielded by you. If the weapon was attended, the victim may make a Reflex save against 10 + 1/2 your character level + your dexterity modifier. A success causes no weapon to appear and renders them immune to your attempts for an hour.

## Borrowing Time

*A wound is a wound, that doesn't mean you have to deal with it right this moment.*

**Prerequisite:** Will save 3+

You may, as an immediate action, you may instantly heal yourself for up to ten hit points. You gain fast harming 1 for ten rounds. At level 5 and every 5 levels thereafter, the amount you are healed increases by ten, and the fast harming is increased by 1. This healing can prevent you from dying or losing consciousness.

## Delayed Spellcraft

*Your weavings of magic are just as loud as any others, but the effects seem to take their time manifesting. A fireball hurled gives sound and roar, but nothing burns until a time of your deciding.*

**Prerequisite:** Caster level 7+, Int 13+, One metamagic feat

When launching a spell, you may decide to delay its effects. Determine who would be affected and keep track. At any time within 1 minute/level, you may unleash the effect as a standard action. If the spell is not unleashed before this time elapses, the energy is wasted and you take 2d6 damage from the strain. You may not have more than one delayed spell at a time. This delayed magic has no aura and cannot be identified (unless the casting was witnessed) until it manifests. It does not exist until then.

## Flexible Marching Order (Teamwork, Combat)

*Memory is a fickle thing. Was I in front, or were you? We make up the details after the fact. Why not decide while things are happening? It's all about perspective.*

**Prerequisite:** Swap places

As an immediate action, you may exchange places with any ally with the swap places feat within 30 feet. The ally must also spend an immediate action, or the action is wasted. If the ally, or yourself, is the target of



an effect you are interrupting, the transplacéd ally that takes the place of the original target becomes the new target instead. This motion does not provoke. The two swapping party members must occupy the same number of squares.

## HOT PURSUIT (COMBAT)

*Why would you ever let someone go once you've entered melee with them?*

**Prerequisite:** Following step

When using the step up feat to follow an enemy, you may move any distance, provided you end up within 5' of the enemy. After using this ability, you may not take a move action on your next turn. This movement does provoke attacks of opportunity. If you are unaware of where the enemy went, you have one minute of game time to locate them, or you fail to move, and still may not take move actions on your next turn.

## STACKED EXPLOSION

*Two blasts are fun, but a single blast that is twice as powerful is better. It's all about the timing.*

**Prerequisite:** Fast bombs alchemical discovery

When a target takes damage more than once from a full attack of your bomb, add the damage from the different attacks together before applying damage or energy resistance or hardness to the end result.

## TIME WARRIOR

*Weaving and bobbing through what has been and could be, your motions become erratic as you dodge glimpses that few others can see.*

**Prerequisite:** BaB 5+, Improved Unarmed Strike, Wisdom 13+

When you take a total defense action, attacks against you gain an additional 20% miss chance. This miss chance is rolled separately of any others. This persists until the start of your next turn.

## TIMELY HEALING

*You knew you were going to be hurt. You prepared for it. It's so obvious when you stop looking at the cause and effect happening in that order.*

**Prerequisite:** The ability to heal yourself as a swift action

As a full-round action that provokes, you may expend two uses of an ability that normally heals yourself as a swift action. You may then, as an immediate action, gain the benefit of that ability as if you had just used it. This immediate action can prevent your death or being knocked out. If you do not use the stored charge of this power within ten minutes, it fades away harmlessly. You may not store more than one charge at a time.

## TIMELY JUDGEMENT

*You knew what to do before it even happened.*

**Prerequisite:** judgment class ability

Once per day, as an immediate action, you can change the benefit of a currently operating judgement as if you had just activated it. You must already have a judgement active to use this ability. This does not expend any uses of your judgment ability. This can cause a failed save to succeed, an already confirmed hit or critical to fail, or otherwise directly intercede with the ongoing event you are reacting to.

## TIMELY JUMP

*Sometimes it just isn't safe to be where you are.*

**Prerequisite:** Level 11+, dodge, wisdom 13+

**Benefit:** As an immediate action, you may cease to exist for one round. While you are gone, divinations and other magics cannot find you, safely ensconced out of time itself. You re-appear at the start of your next turn. You may use this as many times per day as your constitution bonus (minimum 1). If your square is occupied when you come back, you are hurled into the nearest available space, taking 1d6 damage per 5' you are moved and becoming prone.





## FEATS



### TIME ADEPT

Time and space are just two sides of the same coin. Mastery of one gives you control of the other, with enough training. You gain the following benefits:

- With your Use An Object action, you may draw a weapon you are proficient with as if it were ready even when it is up to 30 feet away. If the weapon is attended, the victim may make a Dexterity save against 8 + your proficiency bonus + your Dexterity bonus. Success causes this to fail and renders a target immune to further such attempts for an hour.
- As a reaction, you may exchange places with any ally with this feat within 30 feet. The ally must also spend a reaction, or the action is wasted. If the ally, or yourself, is the target of an effect you are interrupting, the transplanted ally that takes the place of the original target becomes the new target instead. This motion does not provoke. The two swapping party members must occupy the same number of squares.

### TIME WARRIOR

You have a keen understanding of the flow of time and can see it from more than just one second to the next. You gain the following benefits:

- When you take a dodge action, attacks against you gain an additional 20% miss chance. Every attack against you has a 20% chance of missing if the enemy had to make a roll to hit, as if they had rolled a 1. This persists until the start of your next turn.
- As a reaction, you may instantly heal yourself for up to ten hit points. You gain fast harming 1 for ten rounds. At level 5 and every 5 levels thereafter, the amount you are healed increases by ten, and the fast harming is increased by 1. This healing can prevent you from dying or losing consciousness.
- When casting a spell, you may decide to delay its effects. Determine who would be affected and keep track. At any time within 1 minute/level, you may unleash the effect as a standard action. If the spell is not unleashed before this time elapses, the energy is wasted and you take 2d6 damage from the strain. You may not have more than one delayed spell at a time. This delayed magic has no aura and cannot be identified (unless the casting was witnessed) until it manifests. It does not exist until then.

## TEMPUS MAGIC



All spells listed here should be considered Forgotten unless the caster is a native of Tempus. They cannot be taken, even if divine, without first finding and studying the text of a spell.

### CONTINUITY WATCH

**School** Divination; **Level** bard 3, summoner 3, unchained summoner 3

**Casting Time** 1 minute

**Components** V, S

**Target** Self

**Range** Personal

**Duration** Instantaneous (see text)

**Save** None; **Spell Resistance** no

While this appears to be a conjuration to others, you know better. What is needed is close at hand, so long as you're willing to stop thinking in the traditional three dimensions. Rooting around the local area for a minute, you can eventually find an object worth 1 gp or less. This play with probability can only be stretched so far. If you cast this spell again, any other items found with this spell vanish back to where they came from. In the case of items eaten, drank, or otherwise expended, only what remains whole and discrete vanishes. Living creatures you find regard you indifferently. Allowing things you find with this to come to harm too often may draw paradox forces.

### CONTINUITY WATCH, GREATER

**School** Divination; **Level** bard 4, summoner 4, unchained summoner 4

As per *continuity watch* save that the gold piece limit is increased to 1 gp/level and multiple items can be found with one casting, provided their total value falls within the limit. As with *continuity watch* any further castings of this cause previously found items to vanish.

### CRITICAL CHRONOLOGY

**School** Transmutation; **Level** magus 4, sorcerer/wizard 4, summoner 4, unchained summoner 4, witch 4, bard 4

This spell functions like *light chronology*, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

### CRITICAL CHRONOLOGY, MASS

**School** Transmutation; **Level** sorcerer/wizard 8

This spell functions like *mass light chronology*,



except that it cures 4d8 points of damage + 1 point per caster level (maximum +40).

## LIGHT CHRONOLOGY

**School** Transmutation; **Level** magus 1, sorcerer/wizard 1, summoner 1, unchained summoner 1, witch 1, bard 1

**Casting Time** 1 standard action

**Components** V, S

**Target** Creature Touched

**Range** Touch

**Duration** See text

**Save** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

With a touch you manipulate the wounds a creature has and their place in time. You cure 1d8 points of damage + 1 point per caster level (maximum +5). The target gain Fast harming equal to your caster level until they have suffered as much damage as was cured. The caster of the spell may instead opt not to perform the cure, in this case the target still gains Fast harming as normal until the amount they would have been healed for is dealt. When not used to cure the target of this effect may attempt a Will save to take half damage, and can apply Spell Resistance.

Repeated effects increase the damage that must be eventually taken, but only the highest level of Fast harming is used.

The Fast harming gained from this effect can be dispelled only with *restoration*, *heal*, or *wish*.

## LIGHT CHRONOLOGY, MASS

**School** Transmutation; **Level** magus 5, sorcerer/wizard 5, summoner 5, unchained summoner 5, witch 6, bard 5

**Casting Time** 1 standard action

**Components** V, S

**Target** one creature/level, no two of which can be more than 30 ft. apart

**Range** close (25 ft. + 5 ft./2 levels)

**Duration** See text

**Save** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

You channel time itself to manipulate the wounds a creature has. You cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. The targets gain Fast harming equal to your caster level until they have suffered as much damage as was cured. For each target the caster of the spell may instead opt not to perform the cure, in this case the target still gains Fast harming as normal until the amount they would have been healed for is dealt. When not used to cure the target of this effect may attempt a Will save to

take half damage, and can apply Spell Resistance.

Repeated effects increase the damage that must be eventually taken, but only the highest level of Fast harming is used.

The Fast harming gained from this effect can be dispelled only with *restoration*, *heal*, or *wish*.

## MODERATE CHRONOLOGY

**School** Transmutation; **Level** magus 2, sorcerer/wizard 2, summoner 2, unchained summoner 2, witch 2, bard 2

This spell functions like *light chronology*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

## MODERATE CHRONOLOGY, MASS

**School** Transmutation; **Level** magus 6, sorcerer/wizard 6, summoner 6, unchained summoner 6, witch 7, bard 6

This spell functions like *mass light chronology*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).





## PREDICTIVE EVOCATION

**School** Evocation; **Level** alchemist 3, bloodrager 3, cleric/oracle 3, sorcerer/wizard 3, summoner/unchained summoner 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Target** Self

**Range** Personal

**Duration** 1 rd./level

**Save** none; **Spell Resistance** no;

For the duration of this spell, whenever you cast another spell and the target is immune or resistant to the damage it inflicts, you may name another element for it to inflict instead. You may only name a different element once per spell, even if the second element is also ineffective. The spell level that this spell is cast at determines the allowable elements to name. In the case of area and other multi-target spells, the damage is only changed for one target.

Level	Elements
3rd	Fire, Cold, Electricity, Acid
4th	Negative, Positive (Neither can heal, simply fail to harm)
5th	Sonic
6th	Force, Slashing, Piercing, Bludgeoning (physical damage types are considered magic for DR purposes)



## PREDICTIVE PROTECTION

**School** Abjuration; **Level** alchemist 3, bloodrager 3, cleric/oracle 3, druid 3, inquisitor 3, ranger 2, shaman 3, sorcerer/wizard 3, summoner/unchained summoner 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Target** creature touched

**Range** touch

**Duration** 10 min./level

**Save** Fortitude negates (harmless); **Spell Resistance** yes (harmless);

This functions as *resist energy* without a specified energy type. When the caster is struck with any valid energy for *resist energy* to resist, it becomes that energy and mitigates the attack. This switch requires an attack of opportunity, but is otherwise automatic, even if the caster is unable to take actions.

## SERIOUS CHRONOLOGY

**School** Transmutation; **Level** magus 3, sorcerer/wizard 3, summoner 3, unchained summoner 3, witch 4, bard 3

This spell functions like *light chronology*, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

## SERIOUS CHRONOLOGY, MASS

**School** Transmutation; **Level** sorcerer/wizard 7, witch 8

This spell functions like *mass light chronology*, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).

## SUMMON SELF

**School** Conjurat(Summoning); **Level** sorcerer/wizard 9, summoner/unchained summoner 6

**Casting Time** 1 standard action

**Components** V, S, M (A mirror constructed of diamonds and silver worth at least 1,000 gp)

**Target** Self

**Range** Personal

**Duration** 1 rd./level

**Save** none; **Spell Resistance** no;

You conjure the perfect astral companion, yourself. You seem to shimmer and echo in place, each moving separate of the other. During your turn, you have two swift actions, two standard actions, and two move actions instead of one of each. A full-round action requires a movement and a standard action, but you would still have a movement and a standard and two swifts left to spend.



## TEMPUS MAGIC



All spells listed here should be considered Forgotten unless the caster is a native of Tempus. They cannot be taken, even if divine, without first finding and studying the text of a spell.

### CLOCK WINDING

*2nd-level transmutation*

**Classes:** Bard, Sorcerer, Warlock, Wizard

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Creature touched

**Components:** V, S, M (Medical equipment worth at least 100 gp)

**Duration:** Instantaneous

This spell allows the target's body to restore itself as if it had time to recover. The target benefits from a long rest immediately, but does not replenish abilities, spells, or related resources.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd-level or higher, the target enjoys the benefit of another long rest worth of recovery for each spell slot level above 2nd-level.

### CONTINUITY WATCH

*3rd-level divination*

**Classes:** Bard, Warlock

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Personal

**Components:** V, S

**Duration:** Instantaneous (see text)

While this appears to be a conjuration to others, you know better. What is needed is close at hand, so long as you're willing to stop thinking in the traditional three dimensions. Rooting around the local area for a minute, you can eventually find an object worth 1 gp or less. This play with probability can only be stretched so far. If you cast this spell again, any other items found with this spell vanish back to where they came from. In the case of items eaten, drank, or otherwise expended, only what remains whole and discrete vanishes. Living creatures you find regard you indifferently. Allowing things you find with this to come to harm too often may draw paradox forces.

**At Higher Levels.** When you cast this spell using a spell slot of 4th-level or higher, you may find more than one item, provided the total price is beneath the limit, and the limit increases by 2 gp for each spell slot level above 3rd-level.

### CHRONOLOGY

*1st-level transmutation*

**Classes:** Bard, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 creature

**Components:** V, S

**Duration:** Instantaneous (see text)

With a touch you manipulate the wounds a creature has and their place in time. You cure 1d8 points of damage + your spellcasting ability modifier. The target gain Fast harming 2 until they have suffered as much damage as was cured. The caster of the spell may instead opt not to perform the cure, in this case the target still gains Fast harming as normal until the amount they would have been healed for is dealt. When not used to cure the target of this effect may attempt a Wisdom save to take half damage.

Repeated effects increase the damage that must be eventually taken, but only the highest level of Fast harming is used.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd-level or higher, the amount healed is increased by 1d8 and the fast harming is increased by 1 for each spell slot level above 1st-level.

### CHRONOLOGY, MASS

*5th-level transmutation*

**Classes:** Bard, Sorcerer, Warlock, Wizard

**Casting Time:** 1 round

**Range:** 60 feet

**Components:** V, S

**Duration:** see text

You channel time itself to manipulate the wounds a creature has. You target up to six creatures in a 30-foot-radius sphere centered on that point. Each creature regains hit points equal to 3d8 points + your spellcasting ability modifier. The targets gain Fast Harming 4 until they have suffered as much damage as was cured. For each target the caster of the spell may instead opt not to perform the cure, in this case the target still gains Fast harming as normal until the amount they would have been healed for is dealt. When not used to cure the target of this effect may attempt a Wisdom saving throw to take half damage.

Repeated effects increase the damage that must be eventually taken, but only the highest level of Fast harming is used.

The Fast harming gained from this effect can be dispelled only with *greater restoration*, *heal*, or *wish*.



**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d8 and the Fast Harming is increased by 1 for each spell slot above 5th.

## PREDICTIVE EVOCATION

*3rd-level evocation*

**Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard

**Casting Time:** 1 round

**Range:** self

**Components:** V, S, M (a time symbol)

**Duration:** concentration, up to 1 minute

For the duration of this spell, whenever you cast another spell and the target is immune or resistant to the damage it inflicts, you may name another element for it to inflict instead. You may only name a different element once per spell, even if the second element is also ineffective. The spell slot level used to cast this spell determines the allowable elements to name. In the case of area and other multi-target spells, the damage is only changed for one target.

Level	Elements
7th	Acid, Cold, Fire, Lightning
8th	Negative, Radiant
9th	Poison, Thunder
10th	Force, Slashing, Piercing, Bludgeoning
11th	Psychic

**At Higher Levels.** See spell text.

## PREDICTIVE PROTECTION

*5th-level abjuration*

**Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard

**Casting Time:** 1 round

**Range:** 60 feet

**Components:** V, S, M (time symbol)

**Duration:** 1 hour

This functions as *protection from energy* without a specified energy type. When the caster is struck with any valid type, the spell locks in the energy type and reduces the damage that triggered the effect as a reaction. Once the effect is triggered, you must concentrate to maintain the effect, or the spell lapses back into its inert waiting state.

## SUMMON SELF

*9th-level conjuration*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 round

**Range:** self

**Components:** V, S, M (A mirror constructed of diamonds and silver worth at least 1,000 gp)

**Duration:** concentration, up to 1 minute

You conjure the perfect astral companion, yourself. You seem to shimmer and echo in place, each moving separate of the other. During your turn, you have two reactions, two actions, and two bonus actions instead of one of each. You and your companion can each cast one spell and one cantrip each round.





# NEW TRAPS

When using these traps in 5e, reduce DCs by 10.



## ARCANE REDIRECTOR



CR +1



Challenge +1

### DESCRIPTION

**Type** Magical; **Trigger** special; **Reset** automatic

### INTERACT

**Notice** Perception DC 25; **Disable** DC --

### EFFECT

This warping of the fabric of the universe has a strange effect on spells. Any spell that is cast at a range greater than touch either originating from or targeting within 20' of this trap has its positioning scrambled. Roll 1d8 3 times, with a 1 being towards the spellcaster and going clockwise, veer five feet in the named direction for each roll. If the spell affected a specific target and is redirected to empty space, the spell is wasted. If it is redirected to another creature, they become the new target. Area spells work normally from their new destination.

Unlike normal traps, increase the challenge or CR of the combat occurring near the trap by 1 if magic is used rather than counting the trap as its own source of CR/Challenge.

## BETTER DAYS



CR 5



Challenge 4

### DESCRIPTION

**Type** Magical; **Trigger** contact; **Reset** automatic

### INTERACT

**Notice** Perception DC 25; **Disable** DC 25

### EFFECT

This trap allows the victim to enjoy the better days of their youth. On contact with the trap (often either a door handle or some item that may draw interest), the victim must make a Fortitude/Constitution save, DC 20. On a failure, they become a child.



While the effect persists, the target loses one size category. Their equipment does not resize with them. If they were wearing armor, they become entangled until it is removed. They also suffer -2 to any ability check or attack roll unless based on Dexterity. The effect persists for 24 hours.



If the target was larger than small, they become small. They become restrained if they were wearing armor until they spend time removing the armor. They suffer disadvantage on all Strength ability checks. The effect persists until a long rest.



## CLONE



CR (copied player's level -1)



Challenge (copied player's level -2)

### DESCRIPTION

**Type** Magical; **Trigger** proximity; **Reset** none

### INTERACT

**Notice** Perception DC 25; **Disable** DC 20

### EFFECT

This insidious trap crops up most often in the clock-tower of Tempus. Noticing it is especially difficult, and it simply cannot be noticed passively. The player must be actively searching for it to have a chance of noticing the subtle disturbances in time that mark its presence. When a creature of intelligence 8 or higher passes within 5 feet of the trap, it activates, folding probability suddenly and creating a perfect copy of the creature that immediately attacks. The copy has all abilities, spells, and equipment of the original. Upon defeat, death or otherwise, the copy and all the equipment it had vanishes. Should the copy prove victorious, the original's body and equipment vanishes instead and the copy becomes permanent. The disposition of the copy after that is up to the GM.



## PARADOX



CR 8



Challenge 5

### DESCRIPTION

**Type** Magical; **Trigger** contact; **Reset** none

### INTERACT

**Notice** —; **Disable** DC —

### EFFECT

This is less of a trap than a simple nature of Tempus. It is possible to meet yourself. The natives will politely inform you, should they be asked, that you should never interact with yourself, however tempting it might be. You should especially not come into contact with your other. Should such occur the copy winks out of existence as if the universe is reminded there should only be one of you, if that much. You immediately take 10d6 damage as the forces of reality itself struggle to put things right. Death due to this damage causes you and your equipment to also wink out of existence. Artifacts held by the original fall to the ground, unharmed.

## TALLY KEEPING



CR 10



CHALLENGE 7

### DESCRIPTION

**Type** Magical; **Trigger** contact; **Reset** none

### INTERACT

**Notice** Perception DC 25; **Disable** DC 35

### EFFECT

This deadly temporal effect plays no games. The debt owed to time will not be denied, and this trap seems

a reminder of it. Thankfully, it usually only appears in the heart of the clocktower, away from where a person should run into it casually. Upon coming into contact with it, the victim must make a Fortitude/Constitution check at DC 28 or immediately advance to their venerable years + 1d20 more. This does not trigger at all if the target cannot be aged, or grows more powerful with age or they are already venerable.

## SPATIAL REDIRECTOR



CR +1



Challenge +1

### DESCRIPTION

**Type** Magical; **Trigger** special; **Reset** automatic

### INTERACT

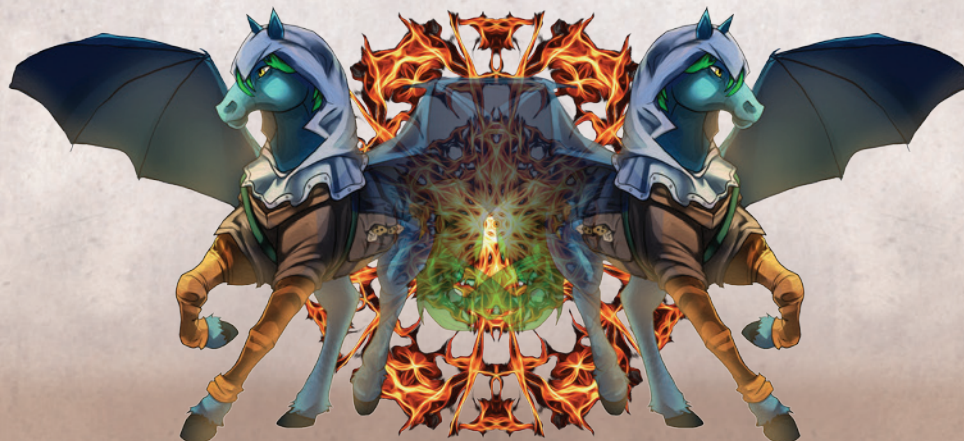
**Notice** Perception DC 25; **Disable** DC —

### EFFECT

Whenever a creature attempts to move within 30' of this trap, roll 1d6 when they first enter or start their movement within the area of the trap. Reroll every new movement a character attempts.

d6	Movement
1	Move normally
2	Go in the opposite direction
3	Redirect the movement by 45 degrees to the left
4	Redirect the movement by 45 degrees to the right
5	Redirect the movement by 90 degrees to the left
6	Redirect the movement by 90 degrees to the right

A character may not reroll the 1d6 or change the direction of their movement until their next turn, but may stop moving if they wish and would normally be capable of doing so.





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