

## TIME RIP

*1st-level chronomancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration

Make a melee spell attack against a target you can reach. On a hit, you rip the target with 2d6 time damage. On each subsequent turn for the duration of the spell, you can use your action to deal 2d6 damage plus an additional 1d6 damage for each action in which you maintain concentration. After the initial melee spell attack, you do not need to stay in contact with the target but you must be able to see the target.

As you bend time, it becomes increasingly unstable. For each additional 1d6 time damage you cause beyond the initial 2d6, whether by spell slot or maintaining concentration, you gain a time rift magnifier. Roll for a random time rift event:

### **1-4 Time Rift Magnifiers: Roll 1d4**

- 1-2: Nothing happens.
- 3: Target has advantage on its next action.
- 4: Target receives disadvantage until your next action.

### **5-6 Time Rift Magnifiers: Roll 1d6**

- 1-4: See above.
- 5: Nothing happens.
- 6: You and creatures within 60 feet of the target must make an intelligence saving throw or suffer 1d20 time damage.

### **7-8 Time Rift Magnifiers: Roll 1d8**

- 1-6: See above.
- 7: You gain 2d12 + the number of Time Rift Magnifiers + your wizard level + spell attack bonus, in health. Immediately distribute as you wish to anyone that you can see. You may distribute the health in whole or in any number of parts.
- 8: You take 2d12 time damage.

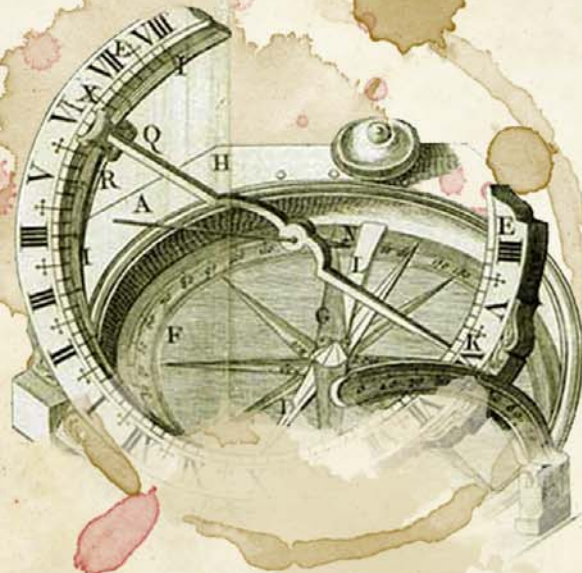
### **9-10 Time Rift Magnifiers: Roll 1d10**

- 1-8: See above.
- 9: Target's Astral Dual appears. It takes its turn right before your next turn and is surprised by the first action against it.
- 10: Your Astral Dual appears and takes its turn after your turn. Your Astral Dual Chronomancer gains advantage on its first action against a creature.

## Time Damage

Time cannot be created or destroyed. Nor is its natural composition ever altered. Although time is elastic and malleable, it must eventually return to its static equilibrium. A Chronomancer's ability to control time is merely a temporary manipulation of this eternal state.

As a Chronomancer unnaturally passes time through an object, dimensional forces expand and contract against the natural binds that hold the object's particles together. Small, elementary fragments from the object are inevitably ripped away and left behind on other dimensional planes. As an object is exposed more to the rip of time, the damage of time multiplies.



## Astral Dual

A creature's duplicate appears in a random space in sight of the creature. The DM determines the relative ages of the creature and its Astral Dual by secret roll. Until the creature and its Astral Dual each use an action to communicate, their relative ages remain secret. Death of the younger instantly kills the other. Control of the Astral Dual falls to whoever controls the creature. When the Astral Dual appears, the creature automatically begins concentrating. The Astral Dual exists until the earlier of its death, a 9 or 10 is rolled on the time rift table, or the creature loses concentration of both the Astral Dual and, if applicable, Time Rip.