

THOSE WHO WALK THROUGH TIME



MOST CREATURES DON'T think much about time as a concept, let alone as a physical realm. Virtually none seek an understanding any deeper than necessary to keep their affairs in order. Some, however, delve into the mysteries of Time, and often find more than they were seeking.

Those who devote themselves to the study of time fall mainly into two categories: *chronomancers*, who are warlocks who enter into a pact with time dimensionals known as “chronomentals”, and *chrononauts*, wizards who devote themselves to the study of and power over the Plane of Time itself.



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THE PLANE OF TIME

The Plane of Time is understood only vaguely, even by those devoted to its study. Not truly an echo plane like the realms of faerie and shadow, nor a transitive plane like the Astral or Ethereal, the Plane of Time (often misunderstood to be a demiplane) touches all others but isn't truly part of their makeup. As such, normal methods of planar travel (such as a *plane shift* spell or a *cubic gate*) cannot transport a character there. Spells such as *haste* and *time stop* tap into the Plane of Time, but true travel to the plane can be accomplished only by those devoted to its study.

The Plane of Time unfolds in myriad tendrils, each a discrete sequence of events called a timestream. Moving among the timestreams are the plane's inhabitants, ranging from mindless hungering void-entities that seek out and absorb any creatures not from the plane to primordial, sentient manifestations of the plane itself. No denizen from the Plane of Time is friendly toward mortals, though not all are hostile – most, in fact, don't even perceive mortals as beings. Direct communication with the plane's inhabitants is incredibly difficult, and even if a creature manages to attract the attention of one of these planar entities, it must succeed on a DC 25 Wisdom (Insight) check to understand them and a DC 25 Intelligence (Arcana) check to be understood by them.

TETHERS

All creatures that have a lifespan are connected to the timestream in which they were born (their "home timestream") by a mystical link called a tether or lifeline. This tether is what allows the creature

to age and process information regardless of where in the multiverse they are; even in realms where connections with the Plane of Time are altered or weak, such as faerie realms, a creature still experiences the passage of time.

Only extremely powerful magic such as divine intervention or an artifact can sever a tether, and the effects of severing a tether are severe. Without the link to its home timestream, a creature cannot be affected by time. Such a creature cannot learn or think or comprehend events around them, since the tether is what allows a creature's brain to process information in a linear and understandable fashion. The creature that has its tether severed falls unconscious until its tether is somehow reconnected.

Creatures that lack a natural lifespan, such as celestials, constructs, elementals, fey, fiends, and undead, have no tethers. They experience the passage of time differently from tethered creatures, and are not subject to the condition described above.

TIMESLIP

A group of three or more chrononauts or chronomancers (called a "Moment") can send a creature forward or backwards through a timestream using a ritual known as a Timeslip. The maximum distance through time creature can travel is equal to the Moment's total levels × 10 years, and all members of the Moment must concentrate on the ritual as though concentrating on a spell. The Moment can maintain the effect for a number of hours equal to its members' combined Intelligence modifiers, and for every hour the Moment maintains the effect, the creature spends one day in the point to which they are sent.

Every time a member of the Moment stops concentrating, the affected creature feels a small jolt. Once half the members of the Moment stop concentrating, the Timeslip ends and the affected creature reappears in the same location it left its timestream, a number of days older equal to the number of hours the Timeslip lasted.

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GUARDIANS OF TIME

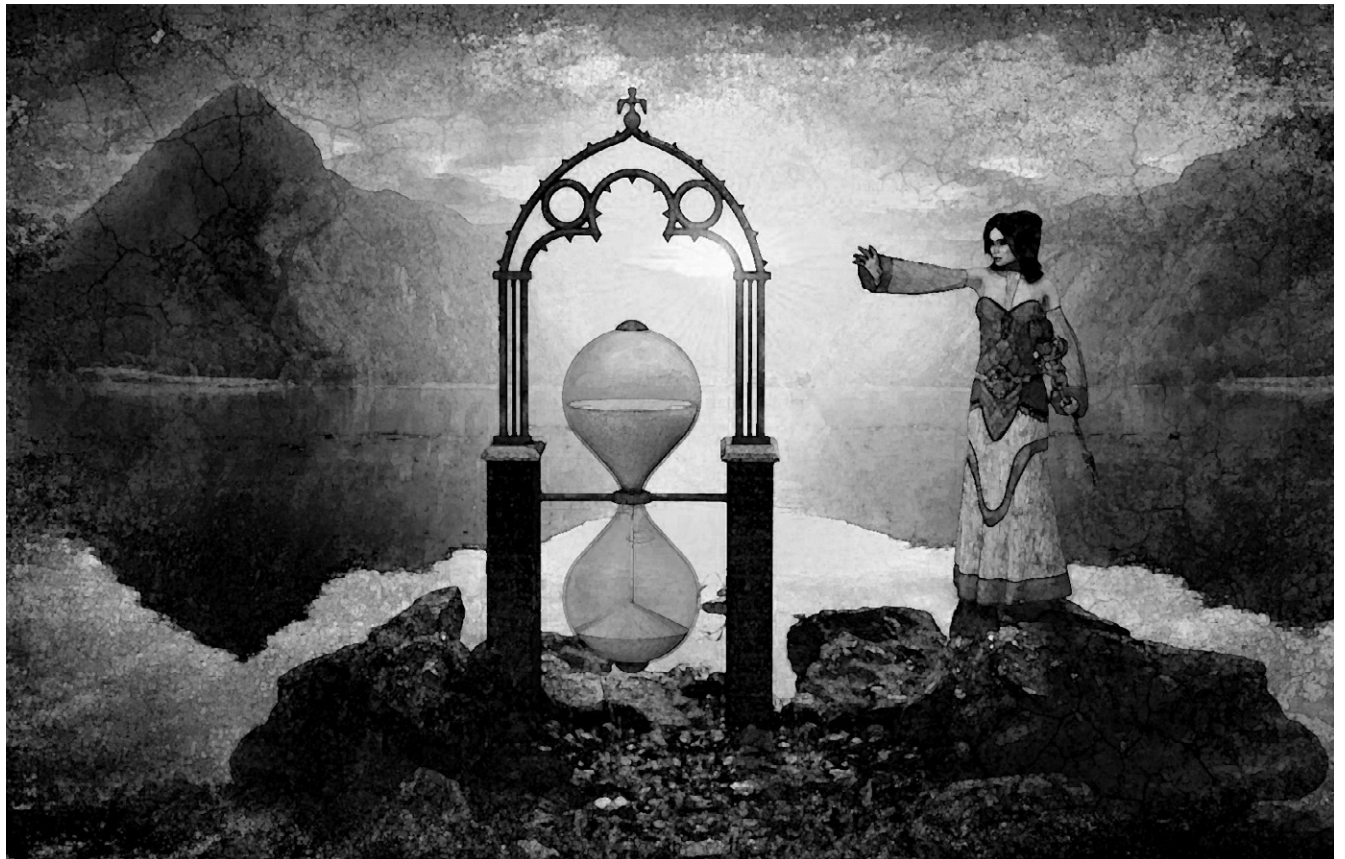
As with all sources of power, there are those who seek to manipulate the Plane of Time for nefarious purposes. Whether by traveling to the past to assassinate a key historical figure or to the future to obtain advanced weaponry or information, many who discover the Plane of Time seek to alter history in some way. Since most worlds are very particular to their histories and heritages, there are two forces that work to defeat such attempts: temporal inertia and the Order of Chronology Devoted.

Temporal inertia is a term used to describe the tendency of a timestream to preserve itself. For example, a tyrant assassinated by a time-traveling crusader may simply be replaced by another individual who rises to power and commits the same atrocities, leaving the overall outcome unchanged. Temporal inertia can only be overcome with incredible power, and few beings possess that power.

The Order of Chronology Devoted, often simply called “The Order,” is an organization of magic-users dedicated to the preservation of a timestream’s course. In this manner, the Order can be viewed as

a more active application of temporal inertia. The Order consists mostly of chrononauts, but any character willing to dedicate themselves to the Order’s priorities is a potential candidate. It is not necessary for a chronomancer or chrononaut to be a part of the Order, but the Order is swift and merciless when it comes to punishing those who interfere with the timestream.

Chronomancers and chrononauts can learn and employ spells and powers common to all warlocks and wizards, respectively, but the specific spell effects may manifest in slightly different ways. A *hold person* spell cast by a chrononaut, for example, might paralyze a creature by shifting it slightly outside the main timestream, and a *hypnotic pattern* spell might produce its effect not by shifting lights, but by showing its target infinite possibilities and futures. The Game Master is encouraged to work with players to develop similar aesthetic distinctions to differentiate the magic of a chronomancer or chrononaut from other spellcasters, but the differences should be purely cosmetic and have no mechanical effects.



New subclasses for members of the Order or for self-taught chronomancers are presented below.

WARLOCK PATRON: THE CHRONOMENTAL

Your patron is one of the time dimensionals, also called “chronomentals.” It moves through, around, and between timestreams, its form ever shifting between all possible variations of reality, and you have learned to draw upon its power. The Chronomental could be among the nobility or even the royalty of its kind, seeking a means to communicate its unique knowledge and perspective to mortals, or it could be of a weaker sort, trying to gain aptitude and influence in the temporal world. It is likely that neither you nor your patron fully understand the nature of your bond, and understanding is further hampered by its habit of communicating with you only by drawing phrases from your past. Warlocks who form pacts with chronomentals are known as Chronomancers.

Expanded Spell List

The Chronomental lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

CHRONOMENTAL EXPANDED SPELLS

Spell Level	Spells
1st	<i>expeditious retreat, sanctuary</i>
2nd	<i>augury, blur</i>
3rd	<i>haste, slow</i>
4th	<i>death ward, giant insect</i>
5th	<i>modify memory, passwall</i>

Bonus Proficiency

At 1st level, you become proficient in the History skill.

Witness to Time

Starting at 1st level, when a creature misses you with an attack, you can use your reaction to fill its mind with every possible failed outcome of that



attack. It must make a successful Wisdom saving throw or be stunned until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Wielder of Time

At 6th level, you can manipulate the timestream and warp the area around you to speed up time. You can cast *haste* or *slow* once without using a spell slot. You can't do so again until you finish a short or long rest.

At 14th level, when you cast *haste* or *slow* using this feature, you can target two creatures instead of one.

Time's Resilience

At 10th level, your consciousness has expanded beyond the ken of temporal creatures. You have advantage on saving throws against being charmed, and you have resistance to psychic damage.

Outside of Time

Starting at 14th level, you can briefly make yourself adjacent to the timestream, allowing you to act while others around you appear frozen. When you use this ability, you can take a number of turns equal to your warlock level divided by 5 (rounded down). During these turns you can move and act as normal, but the effect ends if any action you take affects a creature other than you or an object worn or carried by a creature other than you.

Once you use this feature, you can't use it again until you finish a long rest.

WIZARD TRADITION: CHRONONAUT

Chrononauts are wizards who study, manipulate, and travel through the magic of Time. They are masters of the past, present, and future, aware of multitudes of possibilities and timestreams. The path of a Chrononaut can be one of study and discovery, or one of subterfuge and manipulation.

Awareness Out of Time

Beginning when you select this school at 2nd level, you can briefly displace yourself in time to catch glimpses of the past and future, granting you insight into both what has been and things to come. You become proficient with the History skill if you are not already, and double your proficiency bonus when you make Intelligence (History) checks.

Additionally, you add your proficiency bonus to Initiative rolls.

Manipulation Out of Time

Starting at 6th level, you gain some measure of control over the infinite timestreams. When a creature within 30 feet of you makes an attack roll or skill check, you can choose whether it succeeds or fails. You can choose to use this feature after the die is rolled, but before the outcome is determined.

Once you use this feature, you can't use it again until you finish a long rest.

Presence Out of Time

Beginning at 10th level, you are able to phase in and out of your current timestream. When a creature makes an attack roll against you, you can use your reaction to begin shifting through alternate timestreams for 1 minute. While shifting, you must

make a DC 11 Intelligence check at the end of each of your turns. If you succeed, you begin moving between your current timestream and others, vanishing from your original location. At the start of your next turn, or if you stop shifting while you are in one of the alternate timestreams, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space. You can stop shifting as an action, and automatically stop shifting if you fall unconscious.

While shifting through the alternate timestreams, you can see and hear the one you originated from, which is cast in shades of blue and gray, though you can't see anything there more than 60 feet away. You cannot be seen or affected by creatures or effects on the original timestream unless that creature has truesight or a similar ability.

You can use this ability a number of times equal to your Intelligence modifier. You regain all expended uses after you finish a long rest.

Dominion Out of Time

Beginning at 14th level, your mastery of observation through time is supreme. You have advantage on initiative rolls and cannot be surprised.

In addition, your power over time's working is so great that you are able to step completely outside your timestream for extended periods and bring others with you. As an action, you and up to a number of creatures equal to your Intelligence modifier that you can see within 10 feet instantly gain the benefits of completing a short rest.

Once you use this feature, you can't use it again until you complete a long rest. 