

ORDER OF CHRONOMANCY

Time is one of the most fundamental forces of the universe, an intrinsic and fundamental aspect of reality. As such, it is a domain that some Wizards cannot resist tampering with, delving its secrets, and trying to unlock its functions.

Though it is difficult to influence, those that follow this order find ways to influence its relentless passage, borrowing bits and pieces from it as it passes by for later use. Time may be inviolable and relentless, but that is no match for the tinkering of a dedicated Wizard.

ORDER OF CHRONOMANCY FEATURES

Wizard Level	Features
2	Accelerate Self, Stretched Time
6	Frozen Moment
10	Delayed Effect
14	Temporal Force

ACCELERATE SELF

Beginning at 2nd level, you gain the ability to collect extra time when you complete a long rest. You can spend this collected time to act in accelerated bursts of activity. You can expend one of these to stretch out a bonus action, allowing you to Dash, Dodge, Disengage, Help, Hide, Search, Use an Object, or cast a spell with a casting time of 1 action that does not target or effect any creature other than yourself. The level of spell you can cast this way starts at 0 (a cantrip), and increases to 1st at 5th level, 2nd at 11th level, and 3rd at 17th level.

You can store a number of these collected pieces of extra time that allow you to use this feature equal to your Intelligence modifier, regaining all of them when you complete a long rest.

STRETCHED TIME

Additionally at 2nd level, you learn the *preservation* cantrip. It does not count against your cantrips known. If you already know the *preservation* cantrip, you can learn another Wizard cantrip of your choice.

Additionally, any spell you cast with a duration other than instantaneous, you can choose to double the duration of that spell, but if you extend the effect of a spell that does damage this, the damage of the spell is halved.

FROZEN MOMENT

Starting at 6th level, you gain the ability to attempt to lock time in place in a specific area. As an action, you can attempt to stop all time in a 10 foot radius you can see. All creatures within the area make a Wisdom saving throw. If they all fail, they become paralyzed until the start of your turn, any of them take damage, or until another creature enters the area of frozen time. Time is otherwise frozen for all objects that were in the area when it was paused (fire does not burn, objects do not fall, etc).

Once you use this effect, you cannot use it again until you complete a short or long rest.

DELAYED EFFECT

Starting at 10th level, you can pause an effect that targets an area. As a reaction to the use of an effect that targets a cube, cone, cylinder, line or radius around a point (such as a fireball spell) within 60 feet of you, you can attempt to freeze the effect in time before it takes place. When you do so, make a spellcasting ability check equal to the saving throw DC of the ability, or 10 + half the creature's CR or character level (rounded up) if the ability has no saving throw DC. On success, the effect is delayed, taking place exactly as it would have when originally used at the end of your next turn, instead of immediately.

Once you use this effect, you cannot use it again until you complete a short or long rest.

TEMPORAL FORCE

Starting at 14th level, you gain the ability to expend your spell slots to manipulate the timestream more effectively, with the following effects:

- **Complete Preservation.** When you cast the *preservation* cantrip, you can expend a 1st level or higher spell slot to completely stop the time for the object instead.
- **Expanded Moment.** When you use Frozen Moment, you can use a 1st level or higher spell slot to expand the radius of the effect by 5 feet for every other level of spell slot spent, up to a maximum of 25 feet with 5th level or higher spell (for example, a 1st or 2nd level spell expands to a 15 foot radius, a 3rd or 4th level spell slot expands it to a 20 foot radius). If you spend a spell slot to empower the effect, rather than the entire effect failing if any creature passes, creatures that pass are simply unaffected.
- **Suspended Effect.** When you use Delayed Effect, you can expend a spell slot of 1st level or higher to delay the effect by an additional round per spell level spent. If you spend a spell to empower the effect, you also gain advantage on spellcasting ability check.
- **Minor Time Stop.** You can cast *time stop* expending a 5th level spell slot in place of its normal spell slot. When you do so, it lasts for only 1 round, instead of rolling for the number of rounds. Once you cast *time stop* in this way, you cannot do so again until you complete a long rest.

TIME SPELLS

These aren't directly related to the Wizard option above, but seemed worth listing out:

PRESERVATION

Transmutation cantrip (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 day

You touch a Small or smaller object or container that contains objects, slowing the passage of time for that object to half its usual pace. Food takes twice as long to spoil, a torch burns twice as long, a lamp consumes 1/2 as much oil, ice melts half as fast, etc. This effect lasts until you use the effect again, until the object changes state (such as food being eaten), or 1 day passes (at which time you can use the spell again to maintain it). This does not affect the items interactions with the world (such as a weapon being preserved in this way would not swing slower).

This spell's effect increases to slowing time to 1/3 its usual pace when you reach 5th level, 1/4 its usual pace when you reach 11th level, and 1/5 its usual pace when you reach 17th level.

CHRONO CONJUNCTION

6th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet rolls a save, ability check, or attack roll.

Range: 60 feet

Components: V, S, M (something from the past or future)

Duration: Instantaneous

As a reaction to a creature rolling a save, ability check, or attack roll, you search all possible timelines and merge the outcome you desire with reality, selecting a value from 1 to 20 as the outcome of their roll. If the creature is an unwilling target of your temporal manipulation, they can attempt to resist it, making a Charisma saving throw. If the manipulation succeeds, you change the outcome to the selected outcome of the roll.

Once you cast this spell, you cannot cast it again until 24 hours have passed.

SPLIT TIMELINE

4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You split a willing creature's timeline in two. At the start of that creature's next turn, a temporal duplicate of them appears, lasting until the end of their turn or it drops to 0 hit points (whichever comes first). Their temporal duplicate is an exact duplicate, sharing all stats, abilities, and resources, and under the control of the character it is a duplicate of as when it splits from them. Any limited use abilities, items, or spells it uses are depleted from the character it is a duplicate of. At the end of that character's turn, the temporal duplicate disappears.

At Higher Levels. When cast with a 5th level or higher spell slot, the temporal duplicate lasts for 1 additional turn for each level above 4th.

TIME ANCHOR

8th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the past or future)

Duration: 1 year

You place a temporal marker on an object. For the duration of the spell, you can activate that marker, bringing it forward in time to the hand of your presence self. When you do so, no events of the current time are changed, beyond that object disappears from where it previously was, and appears in your hand. The object appears even if it was consumed or destroyed in the intervening time.

The object appears in the condition it was in at the time the spell was cast, including its condition, charges, and status.

You can only have one object anchored to you at a time. Once cast on an object, this spell can never be cast on the same object again.

TIME BUBBLE

8th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the past or future)

Duration: Special

You create a 20-foot radius bubble of accelerated time around a point you can see within range. When you cast the spell, initiative (including your current turn) is interrupted and all creatures within it can take an additional turn in their initiative order immediately, but nothing they do inside the bubble can reach beyond or affect creatures outside the bubble (all attacks that pass through it miss, all spells that pass through it fail), and if they move outside the bubble, their additional turn immediately ends.

If any creature is intersected by the edge of the bubble (meaning it is not entirely inside or outside the bubble), the spell fails. After all creatures inside the bubble have acted, the spell ends and initiative continues as normal.

At Higher Levels. When you cast this spell with a spell slot of 9th level, all creatures inside the bubble complete a second round of turns before the spell ends.

TIME LOOP

4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a detailed list of the actions and movement that the target creature took on its last turn, which the spell consumes)

Duration: 1 round

You force a creature within range to repeat its last turn. The target must make a Wisdom saving throw or have its personal timeline adjusted so that it repeats its last action in a preordained loop on its next turn. As the rest of the world may have changed, it attempts to repeat its last action to the best of its ability, including moving the same distance in the same direction, attacking the same target, or taking the same action it previously took.

Where these conflict, the caster decides which part of the action takes precedence. While a creature is compelled to take this action, it cannot be compelled to move into obvious danger (such as walk off a cliff).

TIME SKIP

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small symbol made up of two connected triangles)

Duration: 1 round

You touch a willing creature, sending them a step into the future. That creature vanishes, before reappearing at the same location (or the nearest unoccupied space) at the start of their next turn.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you can send them one additional round into the future for each spell slot level above 2nd. If you cast this spell with a 9th level spell slot, the target is sent 24 hours into the future instead.

TIME SLIP

2nd-level transmutation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (an small ornate hourglass worth at least 25 gold pieces)

Duration: Concentration, up to 1 minute

You surround yourself with a film of distorted time, loosening its grip on you. While you are in this bubble of distorted time, you gain +2 AC. If you would take damage from an attack or fail a save against a spell of equal or lower level to than this spell, you can use your reaction end the spell to revert your personal timeline to before you hit by the attack or spell, negating it as if it had missed you or you had passed the save against the spell. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of the spell you can revert the failure of increases to the level of the spell slot used.

TIME TRAP

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (handful of sand from an hourglass)

Duration: 1 hour

You place a disruption in time in an empty 5-foot cube. The first time a creature enters the square, they must make a Wisdom saving throw. On a failure, a medium or smaller creature that is completely engulfed in the cube becomes stunned until the start of their next turn, while a Large or larger creature becomes restrained as part of their body becomes frozen in time for the same duration. On a success, the creature's speed is halved instead. Once activated, the trap does not activate again and the spell ends at the start of the trapped creature's next turn.

The trapped area is subtly distorted, and any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to detect the trap.

TRANQUIL MOMENT

1st-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You increase your mental perception of time, giving you time to think. You can make a Wisdom or Intelligence ability check that would normally require an action without requiring an action (such as the Search action), and if that action would have disadvantage imposed on it by circumstances of time or pressure, you would not have disadvantage on the check.