

**WATCH OF TIME**

*prerequisites: 13-th level artificer*

*item: a watch*

using this watch you can stop time for a number of turns shown in the watch of time level table. In stopped time you get advantage on attack rolls, any hit is considered a critical hit and any saves a creature other than you makes, are automatically considered a fail. You can use this watch 1 time per long rest, after which you will take damage as shown in the watch of time damage table.

**WATCH OF TIME LEVEL TABLE**

level	turns in stopped time
13th	1
15th	2
17th	3
19th	4

**WATCH OF TIME DAMAGE TABLE**

uses	damage
2	4d12
3	8d12
4	16d12
5 or higher	instant death