

CHRONO CULTIVAR

A COLLECTION OF TEMPORAL CONTENT

WHAT'S INCLUDED

This document comes with 5 pieces of Homebrew! 2 Spells, 1 Subclass, 1 Magic Item and a Trap:

- The Circle of Aeons Druid, A Druid dedicated to honing their connection to the Temporal Weave, learning their craft in the caverns around the roots of a World Tree.
- The Time Dilation Trap, A unique trap that ages creatures the deeper they wander into it.
- Temporal Whiplash, a magical whip that allows you to capture the essence of success or failure for use at a later date.
- Chrono-Seal Reversion, a 7th level spell that allows you to seal a creatures state in time, and then revert them to that state a moment later.
- Protracted Calamity, a 2nd level spell that allows you to temporarily delay your fate, re-rolling a bad die and storing it for later.

NOTE:

This homebrew deals with Time Travel, all of the lore and content works in my setting, however Time Travel is something you might not want in your games. Given this, read over everything carefully before using it! Make sure it won't break the continuity ;) of your game.

THE CIRCLE OF AEONS

In the shadowy depths beneath the earth, where the pulse of nature resonates through ancient caverns, the Circle of Aeons was born. This unique druidic order emerged among subterranean civilizations such as the Drow and Duergar. They discovered the expansive roots of a mystical World Tree, whose magic birthed verdant groves wherever it surfaced. Among these groves, some held a deeper mystery, intertwined with the Temporal Weave – a force that governs the universe's time flow and continuity.

Members of the Circle of Aeons rise above the strife and politics of their native races, uniting in sacred Temporal Groves. Within these groves, they experience visions of past events and the multitude of possible futures. This profound communion with time is enlightening yet perilous. The burden of such expansive knowledge can leave some druids mentally afflicted, rendering them catatonic, insane, or irreversibly scarred by the enormity of endless possibilities.

THE WORLD TREES

Contrary to the belief in a singular World Tree, there exist several across various realms, each the source of magic within its domain. The Shadowfell has its Fell Oak, Carceri its Scarlet Thorns of Othrys, and the Feywild its Jungle King's Spire, among others. These trees, while distinct, are linked by a common root network.

The World Trees serve as the primary sources of all magic in Surya. Their roots, extending across realms, channel mystical energies that nourish the lands around them. An observable phenomenon is that the further one travels from the surface where these trees reside, the more attenuated the magic becomes. This diminishing effect illustrates the connection between the World Trees and the vitality of magic in Surya.

THE TIMELINE

In Surya, time flows linearly, stretching from the known past into the vast, uncharted future. History solidifies as events transpire, eliminating what might have been in favor of what is. Yet, until moments crystallize into the past, a multitude of potential futures coexist, allowing those with foresight or talent to shape their desired outcomes. Given this, travel to the past is entirely impossible, modifying what has become solid can not be done. However, it is possible to pull fragments of the past into the present.

IMPORTANT NOTE:

This Zine includes a subclass for the Druid. It is designed to work as is with the 5e Druid, but I prefer to use the Alpha Druid by u/SwEcky. If you choose to use the Alpha Druid, change the 2nd level feature to instead have a number of uses equal to half your Wisdom modifier (minimum of 1) and add the 18th level ability included. (Don't use it if you are playing a standard Druid).

SUBCLASSES

THE CIRCLE OF AEONS

In the hidden groves where the roots of the world tree intertwine with the fabric of time itself, the temporal Druids stand as guardians of this sacred convergence. These mystical stewards walk a path less trodden, a path where the past, present, and future meld like the streams of a great river. In their secluded sanctuaries, these Druids tend to their temporal groves - ethereal spaces where time flows like a gentle breeze and visions of what might be are as common as the leaves on a tree. Here, in these tranquil havens, they meditate on the ebb and flow of destiny, gaining insights that are both profound and unsettling.

CHRONO-NATURAL DISPLAY

At 2nd level, you can use a bonus action to expend a use of your Wild Shape and invoke the essence of the temporal weave, manifesting an echo of your sacred grove. This mystical display, spanning a 30-foot radius around you, brings forth elements of nature from different eras.

When you activate this feature, choose one of the following effects:

- **Facsimile of History:** The grove conjures a spectral creature from the land's past within its radius. This creature can answer up to three questions about the area's history, based on its natural understanding and experiences. The accuracy and detail of the information are subject to the DM's discretion.
- **Funnelled Potential:** For 1 minute, you gain three Fragments of Certainty. As a reaction, when a creature within 60 feet of you that you can see makes an attack roll, an ability check, or a saving throw, you can expend one Fragment to let them roll 4d6 and use the total in place of the d20 roll. Unused Fragments vanish when the effect ends.

TEMPORAL ECHO

At 6th level, your deep connection to the temporal weave allows you to harness echoes of magic from your allies. As a bonus action, you can establish a temporal link with a willing ally within 30 feet. This bond lasts for 1 minute and enables you to replicate their recent spellcasting.

Once per turn while the bond is active, you can cast a spell that the linked ally has cast since the bond was formed, using your own spell slot of the

appropriate level. Spells cast in this way use your spellcasting ability and your spell save DC.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining all expended uses after a long rest.

TIME FLOW CONTROL

At 10th level, the flow of time within the grove begins to respond to your will. Whenever you activate your Chrono-Natural Display, you can also cast *borrowed knowledge*, *haste* or *slow* without expending a spell slot.

GAIA'S RECOLLECTION

At 14th level, your attunement with the temporal weave deepens, granting you the ability to glimpse into the history of the land. By meditating for 10 minutes on a specific area within your sight, you can open a window into the past, observing a minute-long scene from any point in the location's history. This vision is ethereal and intangible; you are a silent observer, unable to interact with or alter the events unfolding before you.

Once you use this feature, you must complete a long rest before you can use it again.

FLOW HALT

At 18th level, your mastery over the temporal weave allows you to momentarily pause the flow of time for yourself while freely acting within a limited area.

As an action, you cause time to stop for everyone but yourself. Your control over the flow of time is limited to a range of 30 feet, within this area, you can move and act normally for up to two turns in succession. You can use actions on these turns to cast spells, make a single ranged or melee attack, move, or interact with an object in stasis.

The temporal stasis ends early if you leave the 30-foot radius, after your two turns have passed or if a creature in the field takes damage.

You can use this ability once, and you regain the ability to do so again after finishing a long rest.

MAGIC ITEMS

TEMPORAL WHIPLASH

Weapon (whip), very rare (requires attunement)

Martial Weapon, melee weapon

1d4 slashing - finesse, reach

You gain a +1 bonus to attack and damage rolls made with this magic whip.

Temporal Reaction Strike: When a creature you can see within reach of this weapon makes an attack, you can use your reaction to make an attack with this weapon against it. If the attack hits, you deal the normal damage, and you record the attack roll number (the d20 result plus modifiers) of the triggering attack. This recorded roll is stored within the whip's temporal fibres.

Stored Fate: When you make an attack roll with the Temporal Whiplash, you can choose to replace your roll with a recorded attack roll stored by the Temporal Strike feature. You must decide to use the stored roll before any dice are rolled for the current attack. Once the stored roll is used, it is erased from the whip's memory, and you cannot use the Stored Fate feature again until you successfully hit with another Temporal Strike.

TRAPS

TIME DILATION TRAP

Complex Trap, Hazardous (5th-10th level)

The Time Dilation Trap is a device that alters the flow of time for those who pass through its 15 foot long field. As creatures move through the traps area, they experience rapid aging or rejuvenation.

Trigger. The trap is triggered when a creature enters its area. The area should be clearly defined, such as a corridor with arcane runes, or a mystical pool with skeleton at the far end.

Effect.

- **Forward Movement:** For every 5 feet a creature moves forward through the trap's area, they age by 1 year. This aging is immediate and cumulative.
- **Backward Movement:** For every 5 feet a creature moves backward through the trap's area, they grow younger by 1 year, reversing the aging effect at the same rate.

If the creature goes beyond their natural lifespan, or drops below 0 years old, they die.

Countermeasures.

- **Detection:** A successful DC 15 Wisdom (Perception) check reveals subtle temporal distortions indicating the presence of the trap.
- **Disabling:** The trap can be disabled with a successful DC 15 Arcana check or by using a *dispel magic* spell (DC 15).
- **Teleportation:** Teleporting any distance through the trap does not cause the creature to age.

CHALLENGE LEVERS:

1. The difficulty of this trap scales with how long the trap is, as well as how much they age per 5 feet travelled. Consider increasing either of these to increase the difficulty.
2. If a player moves too quickly through the area, their body could go into shock. Consider having the creature taking 1d10 Necrotic damage per 5 feet travelled if they move 15 feet or more in a single round through the trap.

SPELLS

CHRONO-SEAL REVERSION

7th-level transmutation (chronurgy)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sliver of a crystal from a chronometer and a drop of mercury)

Duration: Concentration, Special

You chronologically anchor the current physical and metaphysical condition of one creature you can see within range. The targeted creature's hit points, conditions, and available resources are noted and sealed in time.

At the end of your next turn, if the creature is still alive, it is instantly reverted to the recorded state: hit points, conditions, and resources are all restored to the exact values and states they were at the moment of the spell's casting.

This spell's ability to restore resources can replenish spell slots up to the level used to cast this spell.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the duration extends by 1 round for each slot level above 7th before the reversion occurs.

Classes: Bard, Druid, Warlock, Wizard

PROTRACTED CALAMITY

2nd-level divination (chronurgy)

Casting Time: 1 reaction, which you take when you or an enemy you can see within 30 feet of yourself makes an attack roll, an ability check, or a saving throw.

Range: 30 feet

Components: V, S, M (a small blade of grass fashioned into a loop)

Duration: Instantaneous

When you cast this spell, you immediately reroll the triggering die, taking the higher result of the two, record the lower result. The next time you roll a d20, you must use the stored result for the roll.

Additionally, if you use this spell in response to an enemy's d20 roll, they must use the lower result of the two rolls for the triggering action, and the higher result is stored for their next roll.

The stored result can not be altered or circumvented by the casting of a *wish* spell.

Classes: Bard, Druid, Warlock, Wizard

AFTERWORD:

Thankyou to all my Patrons for waiting a little longer for this release! I was moving houses and just didn't have time to prep my 3 campaigns and work on the Zine.

Also a big thankyou to u/SwEcky for his amazing Druid re-work, I love it and will continue to brew for it as long as I play 5e!