So…

\*turns around dramatically in swivel chair\*

You may be wondering why I summoned you here.

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Well, as I hope you have deduced by the title, i have come up with an interesting concept for the Tower of Time.

Think of it as similar mechanics to the Temple of Time. But instead of taking someone back or forward in time, what if they (the caster) change someone into a version of themselves at a different point in time for x turns or x rounds?

Like, picture there being a great column of energy splitting a rift in the fabric of the timeline and zapping an ally/enemy with a blast of magic. Suddenly the person or monster that was once there is now in a different form! If an ally, you can buff them by having them gain the strength of their future self (maybe 3 extra spells or temporary extra HP/SP, idk how the mechanics would do, I just come up with the ideas). If an enemy, you can nerf them by forcing them into their weaker past self (-spells, lower HP cap, etc). There should probably be a penalty to it if it backfires, maybe having the caster take psychic damage or losing some important memories. Would make for cool roleplay either way.