

# Chronomancy



**HOME BREW**

A new school of magic for Dungeons & Dragons Fifth Edition by  
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# Chronomancy Spells

## Fast-Forward/Reverse

*Chronomancy cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Up to 1 hour

**Classes:** Artificer, Druid, Sorcerer, Warlock, Wizard

You manipulate the flow of time in a small area, rapidly altering the age of objects in the area as you choose. Select any number of non-magical objects of size small or smaller in a 5 foot cube within range. Choose fast-forward/reverse as the area's effect.

**Fast-Forward:** Ink dries, water boils, and candles burn down to stubs from this simple manipulation. You speed up time for the objects, causing them to experience 10 minutes for every minute spent casting the spell.

**Reverse:** Rotting apples freshen, torn documents are mended, and shattered vases become whole from this simple manipulation. You reverse the aging process for the objects, causing them to appear as they did 10 minutes ago for every minute spent casting the spell. In either case, this spell does not affect any object's physical location in space, and nothing outside of this area is affected.

As a bonus action, you can switch between the Fast-Forward and Reverse effects within a single casting of this spell.

## Halt

*Chronomancy cantrip*

**Casting Time:** 1 reaction, which you take when you see a creature within 30 feet of you move willingly

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

A moderate magical force slows time around a creature you see. Choose one of the following effects:

- A Medium or smaller creature must succeed on a Wisdom saving throw or have its speed reduced to 0 until the end of the turn.
- A creature must succeed on a Wisdom saving throw or suffer a -2 penalty to all Dexterity checks and saving throws until the beginning of their next turn.

## Purge

*Chronomancy cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (chamomile petals)

**Duration:** Instantaneous

**Classes:** Cleric, Wizard

You quicken the pace of a target's recovery, causing a malady afflicting it to pass faster than it would otherwise. Choose a humanoid that you can see within range. That creature can immediately make a saving throw against an effect that allows it to make saving throws on each of its turns.

Alternatively, the creature can make saving throw against a disease that is afflicting it. Any creature that makes a saving throw against a disease in this way is unaffected by further castings of this spell until they finish a long rest.





## Undo Harm

*Chronomancy cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (ginger root and kale leaves)

**Duration:** Instantaneous

**Classes:** Cleric, Druid

You reverse time around a fresh wound, healing some of the damage. Select a creature within range. That creature regains up to 1d6 hit points, but no higher than the amount of damage that they took since their last turn.

The spell's healing increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Déjà vu

*1st-level chronomancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small silver mirror)

**Duration:** Instantaneous

**Classes:** Bard, Wizard

You briefly rewind the thoughts a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or have its mind stutter backwards in time. On the creature's next turn, they must take the same action they took on their previous turn. If the creature is unable to take that action again, it instead takes no action.

## Expeditious Retreat

*1st-level chronomancy*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, Up to 10 minutes

**Classes:** Artificer, Sorcerer, Warlock, Wizard

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

## Longstrider

*1st-level chronomancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a pinch of dirt)

**Duration:** 1 hour

**Classes:** Artificer, Bard, Druid, Ranger, Wizard

You touch a creature. The target's speed increases by 10 feet until the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## Time Capsule

*1st-level chronomancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Wizard

You collapse your hands around an object, causing it to vanish from your present time. The object, which only you can be holding and can weigh no more than 5 pounds, is magically transported some amount of time into the future that you choose, up to 7 days.

When the time expires, the object reappears in the exact location it was when you cast the spell. If the space is occupied by a creature or object, the target object instead appears in the closest unoccupied space.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you choose a time up to 100 years into the future.

## Grist

*2nd-level chronomancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Artificer, Druid, Wizard

You touch a nonmagical object, which must be contained entirely within a 5-foot cube, and revert it into its raw materials. For example, an iron sword with a wooden handle targeted by this spell may transform into chunks of iron ore and chips of wood. The exact composition of the converted material is determined by the DM.

If you target an object being held or carried by an unwilling creature, make an ability check using your spellcasting ability. The DC equals 12 + the creature's level or CR, whichever applies. On a failure, the spell fails.

## Hurry/Delay

*2nd-level chronomancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You briefly speed up or slow time for a creature (other than you) of your choice that you can see within range. An unwilling creature must make a Wisdom saving throw. On a success, the spell has no effect.

**Hurry:** The creature is moved up in the initiative order to a slot of your choice and has advantage on the next attack roll, ability check, or saving throw it makes before the start of your next turn.

**Delay:** The creature is moved down in the initiative order to a slot of your choice and has disadvantage on the next attack roll, ability check, or saving throw it makes before the start of your next turn.





## Restore Youth

2nd-level chronomancy (ritual)

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (gold dust worth at least 200gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Druid

You perform an intricate ritual on another creature, reducing its apparent age by 3d10 years, to a minimum of 13 years. This effect does not extend the creature's lifespan.

## Haste

3rd-level chronomancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a shaving of licorice root)

**Duration:** Concentration, Up to 1 minute

**Classes:** Artificer, Sorcerer, Wizard

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

## Slow

3rd-level chronomancy

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a drop of molasses)

**Duration:** Concentration, Up to 1 minute

**Classes:** Sorcerer, Wizard

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

## Time's Arrow

3rd-level chronomancy

**Casting Time:** 1 reaction, which you take when you see a creature hit or miss with a ranged weapon or spell attack

**Range:** 120 feet

**Components:** S

**Duration:** Instantaneous

**Classes:** Ranger, Sorcerer, Wizard

You freeze a projectile that you can see within range mid-flight in attempt to alter its trajectory. If the projectile would otherwise hit, it instead becomes suspended in midair 5 feet from its original target. If it would otherwise miss, the DM determines the location of the now frozen projectile.

Within the same reaction, you can reposition the frozen projectile to hit a target of your choice, provided they are within the weapon or spell's range from the projectile's new location. Alternatively, you can cause the projectile to drop to the ground harmlessly, fizzling, if it's a spell or magical weapon.

## Curse of Aging

4th-level chronomancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a turtle shell)

**Duration:** Instantaneous

**Classes:** Druid, Warlock

A creature you touch must succeed on a Wisdom saving throw or become cursed indefinitely. While under the influence of this curse, the target ages at twice their normal rate, becoming two days older for every day that passes. In addition, they have disadvantage on all Strength checks and saving throws. A *Remove Curse* spell ends this effect.







## Curse of Youth

4th-level chronomancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (an eggshell)

**Duration:** Concentration, Up to 1 hour

**Classes:** Bard, Druid, Warlock

This spell reverses time for a humanoid that you can see within range until it becomes a helpless infant. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapeshifter, a creature that does not naturally experience infancy, or a creature with 0 hit points.

The target retains all of its game statistics except its base movement speed and hit points, which are changed to 10 feet and the target's Constitution modifier + the target's level, respectively. It retains its alignment and personality.

It cannot take any actions, bonus actions or reactions, cannot cast spells, and cannot communicate, except by crying (a person using the spell *Comprehend Languages* or similar abilities can interpret such crying to gain a rough understanding of the baby's emotional state). While under the effects of this spell the target's only movement option is to crawl. The target's gear is unaffected by this spell; it will likely fall off the target due to being vastly oversized.

When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

**At Higher Levels:** If you cast this spell using a spell slot of 6th level or higher and maintain your concentration on this spell for the entire possible duration, the target makes another Wisdom saving throw. On a success, the effects end. On a failure, the target remains in its childlike form until the effect is ended by a *Remove Curse* spell.

Additionally, if the target drops to 0 hit points, it does not revert to its original age and begins making death saving throws as normal.

## Impressions of the Past

4th-level chronomancy

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a timepiece worth at least 100gp)

**Duration:** Concentration, Up to 1 minute

**Classes:** Cleric, Warlock, Wizard

You cast your senses back in time to perceive your current location as it was at some point in the past, including any events that were happening at that time. You must specify the exact time you wish to see, which cannot be more than 100 years ago. When viewing the past, it appears dreamlike and shadowy, but you are able to discern detail and hear conversation as normal, and any special senses you possess (such as darkvision) also work as normal. While perceiving the past, you can look in any direction and move as normal, though you cannot speak and are unable to sense your present surroundings.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, you may share this spell with one other creature that you touch. An unwilling target may make a Wisdom saving throw to avoid being affected. In addition, when you cast this spell using a spell slot of 8th level or higher, you can choose to perceive a time up to 1,000 years ago.





## Novice

4th-level chronomancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of rubber)

**Duration:** 1 hour

**Classes:** Artificer, Bard, Warlock

You send a creature's memories backwards in time, causing familiar notions to suddenly appear foreign. That creature must make a Wisdom saving throw. On a failure, that creature's proficiency bonus becomes 0 for the duration. A *Lesser Restoration* spell will end this effect.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, it lasts an additional hour for each slot level above 4th.

## Ephemeral Ward

5th-level chronomancy

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, Up to 10 minutes

**Classes:** Paladin, Wizard

You create a temporal shield around a creature within range, keeping incoming wounds at bay by means of slowing them down. For the duration, each time the creature would take damage, they instead shunt the damage into the future. When the spell ends, the creature takes all the damage they shunted at once. This damage cannot be mitigated by anything except resistances and immunities.

## Erase

5th-level chronomancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a quartz crystal worth at least 400gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You point your finger and fire a pale blue ray at a small or smaller nonmagical object that you can see within range. Make a ranged spell attack against the target. On a hit, the target is erased from time. No trace remains of the erased object and the memory any creature (besides you and the creatures who witnessed you cast this spell) that knew of its existence is altered to reflect the fact that the object never existed. If anything else in the world would not make sense in the absence of the object, history is re-written to explain it. The DM determines the new version of events.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, you can target objects or creatures of size medium or smaller, including magical objects. On a hit, the object or creature takes 10d10 force damage. If this spell reduces a creature's hit points to 0, it is erased from time as described above, along with anything it is wearing or carrying.

## Move Heavens

5th-level chronomancy (ritual)

**Casting Time:** 10 minutes

**Range:** Self (1-mile radius)

**Components:** V, S, M (rooster and owl feathers)

**Duration:** Concentration, up to 8 hours

**Classes:** Druid, Sorcerer, Wizard

You warp reality and change the time of day within a mile of you for the duration. When you cast this spell, the heavenly bodies move rapidly above you to suit a time of day that you choose. Creatures within the area perceive the time of day as that which you chose, while those outside the area perceive the time of day correctly.

For the duration, the area is subjected to the effect normally associated with the chosen time of day. For example, changing day to night would cause natural daylight to become natural darkness in the area, whereas changing day to dusk would cause natural daylight to become natural dim light.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the radius increases by an additional mile for each spell slot above 5th. Additionally, when you cast this spell using a spell slot of 8th level or higher, you can also change the season within the spell's area.

## Alavar's Spacetime Anomaly

6th-level chronomancy

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** V, S

**Duration:** Concentration, Up to 10 minutes

**Classes:** Wizard

You create a disturbance in spacetime, causing the fabric of the universe to collapse in pockets around you. Choose up to four 5 foot cubes that you can see within range. Time becomes stagnant in these spaces, causing any objects completely contained in them to be immobilized. Any objects or creatures that enter any of these spaces completely are similarly frozen in time. For example, if a standard arrow was shot through one of the spaces, it would cease motion upon entering and would therefore be unable to hit its target. Creatures frozen in this way are paralyzed, unaware of their surroundings, and cannot be targeted by attacks or other spells.

Each frozen creature must make a Constitution saving throw at the end of each of their turns. On a success, they take 2d12 force damage and are shunted out of the frozen space into the nearest unoccupied non-frozen space of their choice. On a failure, they slip through a pocket in spacetime and are teleported to a different, random frozen space created by this casting of this spell and remain frozen.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, you can create two additional pockets and the damage increases by 2d12 for each slot above 6th.





## Prescience

6th-level chronomancy

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a glass eye worth at least 800gp)

**Duration:** 10 minutes

**Classes:** Cleric, Wizard

You become privy to the fate of an object, creature, or location that you have seen in your lifetime. You receive a vision of that object, creature, or location as it will appear some time in the future. The vision manifests itself as a swirling globe of glossy wisps appearing in a 5-foot cube in front of you. Objects and creatures in the vision appear as shadowy visages, making finer details such as faces and scripts more difficult to parse, at the DM's discretion. You may designate any number of creatures that you can see to also perceive the vision.

You may choose a time within the next 100 years for the vision to take place. If you do not specify a time, the vision will show the next time something significant happens to its subject, so long as that event will take place within the next 100 years. Additionally, you will learn how far into the future the vision takes place in this case. If it is an object, a significant event may entail being moved a great distance, being interacted with in an irregular way, or being destroyed. If it is a creature, a significant event may entail something that the creature would perceive as significant. If it is a location, a significant event may entail something that is perceived to be significant by a great number of its inhabitants, or a major modification to that location's structure.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the vision's temporal range may extend to a time up to 1,000 years in the future. In addition, when you cast this spell using a spell slot of 8th level or higher, you may seek out a specific event pertaining to the subject of your vision. If it will occur within the next 1,000 years, the vision appears, and you learn when it will take place. Otherwise, the globe appears opaque.

### Handling Chronomancy as a DM

Several chronomancy spells described here, such as *Erase* and *Time Travel*, allow players to view or affect the past or future, as well as necessitate that you, the DM, rewrite past events in your world. The former may grant your players abilities you deem too potent for your game, and the latter may impede the progression of your campaign, as well as potentially be laborious for you. If this is the case, it may be appropriate to exclude some of these spells from your game or otherwise modify them to suit your preferences. In any case, be sure to communicate with your players on your decisions beforehand.

## Rewind

7th-level chronomancy

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You fill a creature or object in range with arcane temporal energy that reverses their physical state while keeping them fixed in the present. The target returns to the exact state that they were in at the beginning of your last turn. If the target is a creature, they retain their memories.

The target's hit points revert to the amount they had at the beginning of your last turn. Additionally, any status conditions or magical effects placed on them during this time are nullified, but any which were lifted during this time return. Spell slots and feature uses remain expended. For example, if a Paladin uses their Channel Divinity to use *Abjure Enemy* on a creature, and that creature is then immediately targeted by this spell, *Abjure Enemy* would no longer affect the creature, but the Paladin's use of Channel Divinity is still expended. The target also returns to the location that they were in at that time, if physically possible.

Other nearby objects that interacted with the target may be slightly moved or modified to account for this change. For example, if a creature is impaled by a spear and then targeted by this spell, the spear would be removed from their body as their wound is undone, settling on the ground next to them.

A creature that died within this time is also a valid target of this spell.





## Sequester

7th-level chronomancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (A powder composed of diamond, emerald, ruby, and sapphire dust worth at least 5,000 gp, which the spell consumes)

**Duration:** Until Dispersed

**Classes:** Wizard

By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells. If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older. You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarasque awakens." This spell also ends if the target takes any damage.

## Temporal Bubble

8th-level chronomancy

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a diamond hourglass filled with tiny gemstones or pearl dust, worth at least 45,000gp)

**Duration:** 8 hours

**Classes:** Wizard

You create a translucent, spherical demiplane with a radius up to 50 feet centered on a point you choose within range. Time within this demiplane passes significantly faster than time outside, allowing you to experience 24 hours of time while those outside only experience 1 hour. To those inside the sphere, the outside world appears nearly motionless and sluggish, while to those on the outside, the inside of the sphere appears blurred and spastic.

Creatures and objects can pass into and out of the demiplane, but no spell or magical effect created on one side of it can affect the other side. In combat, creatures on the outside of the sphere must skip their turns for most rounds. However, every 24 rounds, every creature in the initiative count takes their turn as normal.

You can end the spell early by using an action to dismiss it.

## Time Stop

9th-level chronomancy

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

## Time Travel

9th-level chronomancy

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

This spell instantly transports any number of objects and willing creatures of your choice that you can see within range through time itself. Any objects you target must be able to fit entirely inside a 10-foot cube and can't be held or carried by an unwilling creature.

This spell is able to transport the objects and creatures to any time of your choice, past or future, within 1,000 years of your current time. However, the physical locations of the targets remain unchanged.

Hurdling against the natural flow of time is an erratic ordeal. When you cast this spell, roll a d10 and consult the Time Travel table to determine the outcome of the journey through time. If you roll higher than the number you rolled on your previous casting of this spell, you must reroll it until you get a number that is equal or lower.

## Time Travel Table

d10 Roll	Outcome
1	Mechanus
2-3	Off Target
4-10	On Target

**On Target.** The transported objects and creatures appear in the time you chose.

**Off Target.** The transported objects and creatures appear in a slightly different time than the one you chose. The time off target is 1d10 × 1d10 percent of the amount of time that was to be traveled. For example, if you tried to travel 30 years into the future, landed off target, and rolled a 8 and a 5 on the two d10s, then you would be off by 40%. The DM determines whether you appear in the past or future relative to your destination time by rolling a d2 and designating 1 as past and 2 as future.

**Mechanus.** You open a gate to Mechanus. The transported objects and creatures are sucked through it and deposited in a grand jury of modrons in the Modron Cathedral, which is being presided by a marut for your crimes against natural law.

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