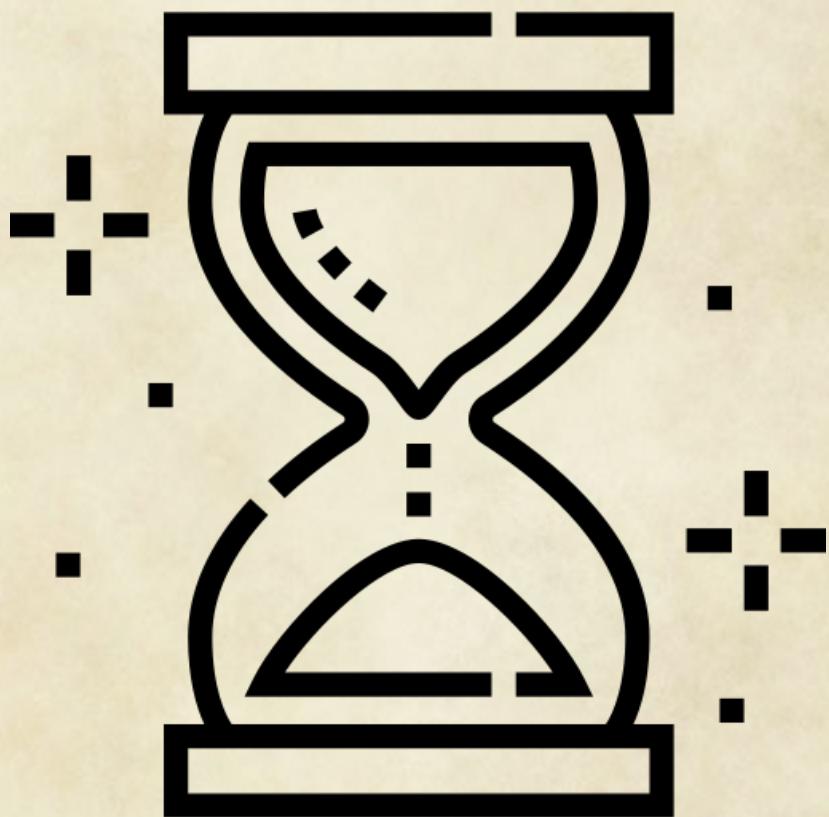


# TEMPORAL SUBCLASSES

TIME BENDING SUBCLASSES FOR 5TH EDITION D&D



HOMEBREW



CREATED BY JACKALOPE

# INTRODUCTION



ime is a major pillar of reality. The speed and order of events defines the chain of cause of effect throughout the multiverse. Time is the greatest healer and the greatest destroyer. Nothing can truly defeat time itself.

Most creatures only ever perceive time flowing forward at a constant speed. Most but not all. There are those who can manipulate time and their interactions with it. Bending or even breaking the laws of time to aid themselves and their allies in pursuit of their goals.

## SUBCLASSES

This document presents several subclasses, describing how such creatures might warp and utilise temporal forces. This includes:

**Timebreaker Barbarian.** Wield your fury to break through the barriers of linear time. Act before others can observe you doing so.

**Time Domain Cleric.** Harness the powers of temporal gods to aid you and your allies. Slow or restart events around you to increase or reduce dangers.

**Way of the Chronal Fist Monk.** Punch someone into next week, choose the perfect moment to act or speed up your allies with a playful slap.

**Oath of the Flow Paladin.** Maintain the proper flow of events, or warp it for your own needs. Alter the chronology of combat and protect yourself and allies from attempts to rob you of time.

**Timeless One Warlock.** Your patron does not conform to the standard flow of time. Use a piece of this power to enter a different flow yourself, allowing you to act and react at different speeds to the world around you.

## PLANNED SUBCLASSES

Planned and in progress subclasses for this supplement include:

**Horologist Artificer.** Create clockwork devices to measure and manipulate time around you. Speed up, slow down or even reverse timed effects to reduce or improve their effectiveness.

**Unnamed Bard College.** With various substances and music, you can warp a creature's perception of time. Make events appear much faster or slower, or even seem like they never happened.

**Circle of Sands Druid.** Borrow knowledge and skills from alternate versions of yourself from different points in time. Gain the wisdom of age or the vigor of youth.

**Timewalker Ranger.** Use your experiences traveling across time to aid yourself in the present. Wield ancient or future knowledge otherwise unknown to many.

**Timetrappster Rogue.** Preserve moments in time for later use, moments such as sneak attacks.

**Unnamed Sorcerer.** Coming Soon.

*There are currently no plans for Fighter or Wizard as the Echo Knight and Chronurgy Wizard already exist in the Explorer's Guide to Wildemount. This may change however once the above are complete.*

## TEMPORAL SPELLS

At the end of this document are multiple time and reality bending spells, which are each available to some of these subclasses. The DM can allow or disallow these spell as they wish, they may also allow these spells for other casters. Recommendations have been given for the spell lists they can be added to.

## SPECIAL THANKS

While I am the author of this document and its contents, it would be remiss not to thank those who have helped me. For their advice, suggestions, feedback, playtesting and encouragement I would like to thank:

**Blishtar, Blue, Dystopia, Gondelf, Ken, Mika Rae, Penbrook, Sir Banana, Soulmuncherr, Zenix and Ziggyzoo**

## CHANGELOG

This document is intended to be updated frequently, such changes are described below.

### • v1.2.0 - 19/02/2024

- Added Oath of the Flow Paladin
- Added Hampered and Slowed conditions

### • v1.1.0 - 22/04/2023

- Added Timebreaker Barbarian
- Added Chronal Fist Monk

### • v1.0.0 - 19/04/2023

- Added Time Domain Cleric
- Added Timeless One Warlock.
- Added Time Stasis Spell.
- Initial creation, previous changes to the above are not mentioned in this document.

# PATH OF THE TIMEBREAKER BARBARIAN



## PATH OF THE TIMEBREAKER

The laws of time are rigid and unmoving for even skilled mages, but with that rigidity comes brittleness. Where mages may attempt to subtly bend the laws of time, your focused fury can just break right through them. Exploiting these breaches, you can act in sequences that seem impossible to others, if they can even perceive them at all.

### SHATTER INSTINCT

Starting when you choose this path at 3rd level, you can bend or break the fabric of time to act sooner than you would otherwise. When you roll for initiative, you can add your Strength modifier to the result of the roll. You can only gain this benefit if you are raging or if enter your rage before doing anything else on your first turn.

### SPLIT ATTACK

Starting at 3rd level, you can briefly split yourself across the same point in time, attacking multiple enemies at once. Once per turn, when you hit a creature with a melee weapon attack, you can immediately make an additional melee attack against another creature within your reach. You must use the same weapon as you used for the first attack.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

### INSTANTANEOUS BREAK

Starting at 6th level, your rage can break through the barriers of time, allowing you to finish tasks before others can even perceive you begin them. While raging, you can use a bonus action on your turn to prevent any creatures other than you taking reactions on the current turn. For this turn, you can also move through the space of other creatures, and it doesn't count as difficult terrain. If you end the turn in another creature's space, you are shunted to the last unoccupied space that you occupied, and both you and the creature take 1d8 force damage.

You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses at the end of a long rest.

### SPLINTERED ACTION

Starting at 10th level, you can use a bonus action to take the Dash, Grapple or Shove action.

Additionally, once during a turn in which you use this bonus action, you can teleport to an unoccupied space you can see within 60 feet and that you have occupied at some point on the current turn. If you are grappling a creature, it must make a Charisma saving throw or be teleported with you. The DC for this saving throw is equal to  $8 + \text{your proficiency bonus} + \text{your Strength modifier}$ .

You can teleport in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### PREEMPTIVE RETALIATION

Starting at 14th level, you can react to attacks by jumping back a few seconds to attack first. When a creature you can see within 10 feet of you targets you with an attack, you can use a reaction to make one melee weapon attack against that creature. The creature is considered within reach regardless of your reach, and the attack ignores half and three-quarters cover. On a hit, the creature suffers the attack's effects before it can continue its own attack.

# TIME DOMAIN CLERIC



## TIME DOMAIN

The forces of time and entropy are some of the most powerful in the universe. Eventually time will consume everything, even the universe itself. The gods and goddesses who control the flow of time, such as Kronos or Talitus control the lives, deaths and fate of every being in existence. Followers of these deities can employ chronomancy to alter their fate and that of their allies.

At each indicated cleric level, you add the listed spells to your spells prepared.

### Time Domain Spells

#### Cleric Level Spells

Cleric Level	Spells
1st	gift of alacrity, feather fall
3rd	immovable object, hold person
5th	slow, haste
7th	dimension door, freedom of movement*
9th	far step, temporal shunt

\*If your DM allows, you can replace either the dimension door or freedom of movement spell in your time domain spells with the Time Stasis spell.

## TEMPORAL CONTROL

Starting when you choose this domain at 1st level, you have advantage on your initiative rolls, provided you are not incapacitated.

## CHANNEL DIVINITY: REWRITE HISTORY

Starting at 2nd level, you can use your Channel Divinity to rewrite a single moment in time.

When you or a creature you can see within 30ft of you rolls damage or healing, you can use your channel divinity as a reaction to force them to reroll a number of dice up to your Wisdom modifier, they must then take the result of the new rolls.

## QUICKENED EVASION

At 6th level, you can control the flow of time to improve evasive capabilities for you or your allies. When you or a creature within 30ft of you is targeted by an attack roll or makes a Dexterity saving throw, you can use your reaction to add your wisdom modifier to the creature's AC or saving throw. You can choose to use this feature after the die is rolled, but before the outcome is determined.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

## POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

## BLESSED STRIKES

*8th-level cleric optional feature, which replaces the Potent Spellcasting feature*

You are blessed with divine might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

## TEMPORAL HALT

At 17th level, you learn the Time Stop spell as a cleric spell and always have it prepared, it does not count towards your prepared spells. When you cast it as a cleric spell you can target one additional creature to be unaffected by the spell, allowing them to also use actions and move as normal for the duration of the spell. The spell ends for both of you if either of you perform any action that would end the spell for you, as described in the spell's description.

## OPTIONAL RULE: ADDITIONAL DOMAIN SPELLS

If your DM allows, you may add the Reality Break and Time Ravage spells to your cleric spell list.

# OATH OF THE FLOW PALADIN

## OATH OF THE FLOW

The Oath of the Flow empowers those who follow it to manipulate the order of events in time. Most who follow this oath position themselves as protectors of time, only using their powers to prevent and reverse the damage caused by more selfish time manipulation. Others might see the manipulation of time as a necessary evil to serve some greater purpose.

There are rumours of an order of paladins from the distant future, or even outside time itself, who dedicate themselves to ensuring time flows as it should, free from the manipulation of meddling time travellers.

### TENETS OF THE FLOW

The manipulation of time is a powerful tool that must be wielded responsibly, even if done for selfish reasons.

**Agency of Fate.** A creature's fate is its own. You might push, hasten or delay it but never control it, rather, you protect it from direct control.

**Cause and Effect.** Everything must follow a logical chain of cause and effect. This chain can be bent or rearranged but must never be broken.

**Responsibility.** Chronology is a dangerous thing to manipulate, one must always take the greatest care, in that and perhaps all things.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

#### OATH OF FLOW SPELLS

Paladin Level	Spells
3rd	expeditious retreat, feather fall
5th	kinetic jaunt, lesser restoration
9th	dispel magic, haste
13th	freedom of movement, staggering smite
17th	circle of power, temporal shunt

## CHANNEL DIVINITY: DETERMINATE ORDER

You can use your channel divinity to alter the order in which events take place. When you roll for initiative and are not surprised or incapacitated, you can use your Channel Divinity and choose up to three creatures you can see within 30 feet (this can include yourself). For each creature, you can increase or decrease their initiative roll by up to 5.

## CHANNEL DIVINITY: RESCHEDULE REFLEX

You can use your channel divinity to rearrange the order of events for certain effects on a creature. As a bonus action you can touch a creature and alter its future timeline. On its next turn, any saving throws it would normally make at the start of its turn are instead made at the end of the turn, provided the effect still requires or allows them to, and vice versa.

For example, a creature under the effects of hold person would normally repeat the saving throw at the end of its turn. Using this feature you can have them make the saving throw at the start of its turn instead, potentially removing the condition early. Meanwhile, if a creature that would start its turn inside a moonbeam leaves the area and does not re-enter it on the turn, they instead do not make the saving throw and take no damage.

## AURA OF OPPORTUNE SEQUENCE

Starting at 7th level, you constantly emanate a corrective aura out to 10 feet that subtly alters the order of events in your favor. Opportunity attacks made against you and creatures you choose within the aura have disadvantage. Meanwhile, opportunity attacks made by you and creatures you choose within the aura have advantage.

At 18th level, the range of this aura increases to 30 feet.

## UNSTOPPING MIND

Starting at 15th level, you can delay distracting effects on your mind. You cannot have disadvantage on saving throws to maintain concentration on spells. In addition, becoming incapacitated, but not unconscious, does not break your concentration on spells. You can also continue to control these spells whilst incapacitated, provided doing so does not require your movement, action, bonus action or reaction.

## FIXED FLOW

At 20th level, you can fix your immediate future in time, preventing most attempts to halt your actions before reaching it. As a bonus action, you can gain the following benefits for 10 minutes:

- When you drop to 0 hit points but are not killed outright, you do not fall unconscious until you end your turn with 0 hit points.
- You can use a bonus action to expend a hit die, roll it, and regain hit points equal to the number rolled + your Constitution modifier.
- Your speed cannot be reduced by magic and you are immune to the grappled, hampered\*, restrained, prone, paralysed and slowed\* conditions.

\* This condition is described at the end of this document.

# WAY OF THE CHRONAL FIST MONK



## WAY OF THE CHRONAL FIST

Those who follow the Way of the Chronal Fist focus their knowledge and abilities on the temporal fabric of the multiverse, using martial arts to warp it to their benefit. With this knowledge, they can alter a creature's position and velocity in time.

### DILATION STRIKES

Starting when you choose this tradition at 3rd level, your unarmed strikes can alter the timestream of creatures you hit. Once per turn, when you hit a creature with an unarmed strike, you can choose to either increase or decrease the target's speed by 10ft until the start of your next turn. In addition, you can choose to forgo damage on the attack to increase or decrease the target's speed by an additional 10ft.

### PERFECT TIMING

Starting at 3rd level, you can subtly alter your perception of time to ensure you act at the perfect moment. When you make an ability check that uses your Dexterity modifier, you can expend 1 Ki Point to gain a bonus to the roll equal to your Martial Arts die.

### CHRONAL DODGE

Starting at 6th level, when you or a willing creature you can see within 5 feet takes damage, you can use a reaction to jump the target forward through time a few seconds. The damage taken by the target is reduced by two rolls of your martial arts die, and the target is transported to a harmless demiplane outside of time and is incapacitated until the start of its next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### FAST FORWARD FIST

Starting at 11th level, you can use your strike to attempt to force a creature forward through time. When you hit a creature with an unarmed strike or a monk weapon, you can spend 4 ki points to force that creature to make a Charisma saving throw. On a fail, the creature is hurled through a harmless demiplane between timelines, and is incapacitated. The creature can repeat the saving throw at the end of each of its turns, returning to the space it left on a success, or appearing in the nearest unoccupied space if its space is occupied. The creature also returns early if you lose concentration (as if concentrating on a spell). If a creature is still in the demiplane after 1 minute, the effect no longer requires concentration and the creature returns to the space it left  $1d12 \times 4$  hours after the moment it left. Either way, no time appears to have passed at all from the creature's perspective.

### CHRONAL KI FEATURES

Starting at 17th level, you learn to split yourself across multiple timelines, performing all them simultaneously, before merging back into the original. Doing so allows you to enhance several your ki features as described below.

**Flurry of Blows.** When you use your Flurry of Blows, you can make three unarmed strikes rather than two. In addition, your unarmed strikes have a reach of 15 feet for the duration of the current turn.

**Patient Defence.** When you use your Patient Defence, once before the start of your next turn, when a creature targets you with an attack, you can make an unarmed strike against that creature before it can complete the attack, provided they are within reach of your unarmed strike and you are not incapacitated. This unarmed strike does not cost a reaction. If this unarmed strike reduces the creature to 0 hit points, or otherwise leaves them unable to make the attack, the attack it made against you misses and you take no damage.

**Step of the Wind.** When you use your Step of the Wind, you can take both the Dash and Disengage action with the same bonus action. In addition, your speed increases by 10 feet for the duration of the current turn.

# TIMELESS ONE WARLOCK



## THE TIMELESS ONE

Your patron does not conform to the normal flow of time, they may even exist outside of time entirely. Followers of a timeless being can manipulate their own flow of time relative to the world around them, allowing them to move, act and even age at different rates.

### EXPANDED SPELL LIST

The Timeless One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### Timeless One Expanded Spells

Spell Level	Spells
1st	gift of alacrity, shield
2nd	blur, magic weapon
3rd	haste, pulse wave
4th	gravity sinkhole, freedom of movement
5th	destructive wave, temporal shunt

## TIMELESS WARRIOR

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

### RUSH

Starting at 1st level, you can enter a slightly different time stream to those around you, thereby improving your relative speed and reflexes. As a bonus action, you can trigger a rush provided you are not incapacitated or wearing heavy armor. The rush lasts 1 minute but ends early if you are incapacitated or choose to end it (no action required). For the duration of the rush, your speed is increased by 10ft and you have advantage on Dexterity checks and saving throws.

Additionally, whenever you trigger a rush, you choose one of the following forms, each form grants you additional benefits for the duration of the rush.

**Dancer.** You can use a bonus action to take the Disengage or Dodge action. You may also use this bonus action as part of the same one you use to trigger the rush.

**Strider.** Difficult terrain does not slow you down.

**Striker.** You can use a bonus action to gain advantage on your next attack roll within the same rush. You may also use this bonus action as part of the same one you use to trigger the rush.

You can use this feature a number of times equal to your Proficiency Bonus, you regain all expended uses when you finish a long rest.

When you reach 10th level in this class, each of your rush forms gain extra benefits.

### DÉJÀ VU

Starting at 6th level, you can briefly jump back in time a few seconds to act simultaneously with your past self. On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again.

### DELAY SPELL

Starting at 10th level, when a spell that targets an area you can see, such as the fireball spell, you may use a reaction to freeze the spell in time for a short duration. The spell is still cast in the same area but will not take effect until you release it any point before the end of your next turn (no action required), potentially allowing creatures and objects to enter or leave the area before the spell is released. The spell is released early if you lose sight of the spell's area, if you are incapacitated, or you die. Once you use this feature, you must finish a short or long rest before you can use it again.

### ENHANCED RUSH

At 10th level, each of your rush forms gain additional benefits for the duration of the rush.

**Dancer.** You can take a reaction on every turn in combat.

**Strider.** You gain a climbing speed and a swimming speed equal to your walking speed.

**Striker.** Your attack rolls score a critical hit on a roll of 19 or higher on the d20.

### TIMELESS BODY

Starting at 14th level, you no longer age unless you choose to, and you can't be aged magically. Additionally, you no longer need to breathe, eat, drink or sleep.

# TEMPORAL SPELLS

## TIME STASIS

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

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

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

This spell lets you freeze a creature or object in time. Choose a creature, of size Large or smaller, or a non-magical object, that is not greater than 10ft in any dimension, that you can see within range. If the target is

a creature or is an object carried or worn by a creature, it must succeed on a Dexterity saving throw or be frozen in time for the spell's duration.

While frozen, a target is incapacitated, can't move or speak, and is unaware of its surroundings. It is also unaffected by any external forces such as gravity, attacks and spells.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature or object for each slot level above 4th.

**Spell Lists:** Artificer, Wizard

# CONDITIONS

## HAMPERED

- A hampered creature has its speed reduced by 10 feet. Sometimes an effect may only hamper certain speeds, otherwise the condition reduces all speeds
- This condition can be imposed multiple times simultaneously, combining the reduction, but only once from each source.

### USING THIS CONDITION IN GAME

Some spells and effects within the game already impose similar effects, such as the Lance of Lethargy invocation. The DM is free to replace such effects with this condition.

The DM is also free to grant certain creature special traits relating to the condition as they deem appropriate. For example, a creature may have advantage or disadvantage on saving throws against it, might increase or decrease the reduction to 5 feet, or even be immune to the condition

## SLOWED

- A slowed creature's speed is halved.

### USING THIS CONDITION IN GAME

Some spells and effects within the game already impose similar effects, such as the Slow spell. The DM is free to replace such effects with this condition.

The DM is also free to grant certain creature special traits relating to the condition as they deem appropriate. For example, a creature may have advantage or disadvantage on saving throws against it, might instead gain the hampered condition, or even be immune to the condition.