

WAY OF TIME

A woman with blue eyes and a blue robe is shown from the chest up. She is holding a glowing blue hand in front of her face, with a bright blue energy field radiating from it. The background is a dark, swirling blue and purple.

HOME BREW

CRYPTIC COMMAND
JASON RAINVILLE

Become one with time.

WAY OF TIME

The Way of Time is an nearly forgotten art which originates as far back, as some legends claim, to the beginning of time itself. It is unknown how the secrets this art were first discovered by mortals; some legends posit that it was a gift bestowed upon those who were loyal to a time dragon, whereas others claim that it originates from scrolls that mortals stole from the gods. Way of Time monks are often a part of secret orders that bring balance to the timelines.

TEMPORAL INTUITION

When you choose this tradition at 3rd level, you learn how to sense the various outcome of the timelines. You can add your Wisdom modifier to your initiative rolls.

Whenever a creature attacks you, you can spend 2 ki point to take the Dodge action as a reaction.

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

EPHEMERAL DISTORTION

Starting at 3rd level, you learn to subtly distort the flow of time in the following ways.

Time Dilation. For 1 minute, you can enter a trance to regain a number of ki points equal to half your monk level rounded up and hit points equal to 1d4 for each ki point regained this way.

Momentary Convergence. On your turn, you can take one additional bonus action. You can only use this ability once per combat.

Once you have used this feature the maximum number of times for your monk level, you must finish a long rest before you can this feature again. You may use feature 2 times at 3rd level, 3 at 6th, 4 at 11th, and 5 at 17th.

CHRONOLOGICAL MANIPULATION

Starting at 6th level, you learn magical disciplines that allow you to manipulate and merge multiple timelines. A discipline requires you to spend ki points each time you use it.

You know the Restore Fate discipline and one other temporal discipline of your choice. You learn one additional temporal discipline of your choice at 11th and 17th level.

Whenever you learn a new temporal discipline, you can also replace one temporal discipline that you already know with a different discipline.

Casting Temporal Spells. Some temporal disciplines allow you to cast spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. Once you reach 5th level in this class, you can spend additional ki points to increase the level of an temporal discipline spell that you cast, provided

that the spell has an enhanced effect at a higher level, as bless does. The spell's level increases by 1 for each additional ki point you spend.

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level.

SPELLS AND KI POINTS

Monk Level	Maximum Ki Points for a Spell
6th-8th	3
9th-12th	4
13th-16th	5
17th-20th	6

TEMPORAL DISCIPLINES

If a discipline requires a level, you must be the level in this class to learn the discipline.

Anticipate. You can spend 2 ki points to cast *shield*.

Asynchronous Presence. You can spend 3 ki points to cast *blur*.

Delay (11th Level Required). You can spend 4 ki points to cast *counterspell*.

Ephemeral Disruption (17th Level Required). You can spend 5 ki points to cast *banishment*.

Escape Fate (17th Level Required). You can spend 5 ki points to cast *death ward*.

Manipulate Fate. You can spend 2 ki points to cast *bless*.

Phaseshift (11th Level Required). You can spend 4 ki points to cast *slow*.

Prescient Instinct. You can spend 3 ki points to cast *Augury*.

Restore Fate. You can use your action to cast either *guidance*, *mending*, or *resistance*.

Slow Time (11th Level Required). You can spend 4 ki points to cast *haste*, targeting yourself.

Temporal Stasis. You can spend 3 ki points to cast *hold person*.

Time Bubble. You can spend 2 ki points to cast *sanctuary*.

Timeline Divergence. You can spend 3 ki points to cast *mirror image*.

Time Well (17th Level Required). You can spend 5 ki points to cast *otiluke's resilient sphere*.

PRESCIENT INTUITION

Starting at 11th level, whenever you make an initiative roll, you can treat a d20 roll of 9 or lower as a 10.

ONE WITH TIME

Starting at 17th level, you learn to bend fate to your will. whenever you make an attack roll or an ability check, and fail, you can spend 1 ki point to reroll it and take the second result.

Additionally, your affinity for time wards off aging. For every 10 years that pass, your body ages only 1 year.