

Time Mage Spell Descriptions

0-LEVEL TIME MAGE SPELLS

Amanuensis

Chronomancy/Cantrip

Level: Time Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Object or objects with writing

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand. You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a sepia snake sigil). If the target contains normal and magical writing (such as a letter with explosive runes), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied. Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages. The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

Daze

Enfeebling/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Dazed Condition: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

Detect Magic

Cantrip/Enhancing

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Mending

Healing/Chronomancy/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Moment

Chronomancy/Cantrip

Level: Time Mage 0

Casting Time: 1 free action

Range: Personal

Target: You

Duration: Instantaneous

This spell grants the caster a brief moment of time in which to catch his breath and take measure of his situation. The caster can act in a surprise round.

Read Magic

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Timer

Illusion/Cantrip
Level: Illusionist/Time Mage 0
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 80-ft.-radius emanation centered on a point in space
Duration: Until discharged; maximum 2 hours/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Timer sounds an audible alarm after a set time, not to exceed 2 hours per caster level. You choose what type of alarm sound *timer* creates during casting and cannot thereafter change the sound's basic character. Anyone within the area will hear the alarm sound clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. The sound lasts for 1 round. Creatures within a silence spell cannot hear the alarm.

Torchlight

Light/Cantrip
Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

1ST-LEVEL TIME MAGE SPELLS

Anticipate Peril

Chronomancy

Level: Astrologian/Time Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or until activated

Saving Throw: Will negates

Spell Resistance: Yes

A creature affected by *anticipate peril* gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

Awaiting

Chronomancy

Level: Time Mage 1

Casting Time: Special

Range: Personal

Target: You

Duration: 1 round

This spell twists the caster's perception of time. He may wait and absorb all the actions of others, planning and preparing and then, when he is ready, he may act without any perceivable delay. This spell may be cast as a free action. Under the influence of this spell, the caster receives two benefits. Casting this spell fixes the caster's initiative. In the following round, the character acts on whatever initiative this spell was cast, immaterial of any actions on his part that would normally change his initiative. Additionally, the caster may delay his actions in a round for as long as he wishes and never forfeit those actions. This spell gives the caster time to prepare and plan. He may observe all the actions of his opponent before acting and he has time to consider what to do if he waits until everyone else has acted. This spell does not mean the GM must stop the game while the player plans but he should give the player a few minutes if he is willing to let everyone else act first.

Crafter's Knowledge

Chronomancy/Enhancing

Level: Astrologian/Time Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day/level or until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target is struck by knowledge of the future and gains a +5 insight bonus on its next Craft skill check.

Deceleration

Chronomancy/Enfeebling

Level: Time Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Medium or smaller creature

Duration: 1 min./level

Saving Throw: Reflex negates

Spell Resistance: Yes

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent casting of *deceleration* on the subject does not further decrease its speed.

Delayed Opponent

Chronomancy/Enfeebling

Level: Time Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You make a creature act a little slower than normal. If the targeted creature fails their will save their next action is delayed until just before your next action. The creature's initiative is changed for the rest of combat to just before your action.

Envelope

Enhancing

Level: Astrologian/Time Mage/White Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds + 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a veil that helps against evading physical attacks. The target gains a +2 dodge bonus to Armor Class for the duration of the spell.

Mage Armor

Enhancing

Level: Black Mage/Illusionist/Time Mage/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Memory Lapse

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

Omen of Peril

Chronomancy

Level: Time Mage 1

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

A brief glimpse into the future gives you a vision that hints at how dangerous the immediate future is likely to be. Based on an assessment of your immediate surroundings and chosen path of travel, you receive one of three visions that reflect the next hour's journey: safety, peril, or great danger. The base chance for receiving an accurate reply is 70% +1% per caster level, to a maximum of 90%; the DM makes the roll secretly. If the *omen of peril* is successful, you get one of three visions, which lasts just a second or two.

- **Safety:** You aren't in any immediate danger. If you continue on your present course (or remain where you are if you have been stationary for some time before casting the spell), you will face no significant monsters, traps, or other challenges for the next hour or so.
- **Peril:** You will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.
- **Great Danger:** Your very life is at grave risk. You will likely face powerful NPCs or deadly traps in the next hour. If the roll fails, you get one of the two incorrect results, determined randomly by the DM, and you don't necessarily know that you failed because the DM rolls secretly.

Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the characters' likely courses of action and what dangers they're likely to face.

Precognition, Defensive

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Touched creature

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject's awareness to extend a fraction of a second into the future, allowing them to better evade an opponent's blows. The subject gains a +1 insight bonus to AC and on all saving throws. If caught in a situation where their Dexterity bonus isn't applied to their Armor Class, this bonus to AC and saving throws does not apply.

Precognition, Offensive

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Touched creature

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject's awareness to extend a fraction of a second into the future, allowing them to better land blows against their opponent. The subject gains a +1 insight bonus on their attack rolls.

Precognition, Tactical

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Touched creature

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject's awareness to extend a fraction of a second into the future, allowing them to better perform a particular combat maneuver. Select one type of combat maneuver, such as bull rush or reposition, when you cast this spell. The subject gains a +2 enhancement bonus to combat maneuver checks of that type for the duration of the effect.

Prescience, Offensive

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Touched creature

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject's awareness to extend a fraction of a second into the future, allowing them to better aim blows against their opponent. The subject gains a +2 insight bonus on their damage rolls.

Shield

Enhancing

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D) or until discharged.

Shield creates an invisible shield of force that hovers in front of you. It negates up to 5 points of ruin damage plus an additional 5 points per two caster levels directed at you. Once the shield spell absorbs the maximum amount it can, the spell ends. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. This spell only affects against the *Ruin* spell, not any other higher versions of it.

Skillful Moment

Chronomancy

Level: Time Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Upon casting this spell, you channel a future result of one designated course of action into an act you're about to perform. When casting this spell, choose one skill. One the round after you cast this spell, you may take 20 on the chosen skill as a single standard action. You only gain this benefit on the skill noted at the time of the spell's casting, gaining no bonus to any other skill. If you do not make the skill check in the round immediately following the spell's casting, the benefit is lost.

Sluggish Movement

Chronomancy

Level: Time Mage 1

Casting Time: 1 swift action

Range: 20 ft.

Area: 20-ft.-radius burst centered on you

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Any creature with 5 Hit Dice or less is slowed for 1 round. Creatures beyond the radius of the burst are not slowed. An affected creature under the effect of a *haste* spell has the *haste* spell suppressed (not dispelled) for 1 round.

True Strike

Chronomancy

Level: Astrologian/Time Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

2ND-LEVEL TIME MAGE SPELLS

Accelerate Poison

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. *Accelerate poison* does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected.

Celerity, Lesser

Chronomancy

Level: Time Mage 2

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You borrow a slice of time from the future, pulling it into the present so that you can act. Upon casting this spell, you can immediately take a move action. After performing this action, you are dazed until the end of your next turn.

Clockwork Timer

Chronomancy

Level: Time Mage 2

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spell

Duration: Instantaneous

Saving Throw: see text

Spell Resistance: No

You delay a spell by up to 1 min./caster level. This delay affects an area or instantaneous spell that you cast immediately after casting *clockwork timer*.

When the time expires, the delayed spell is immediately activated. The spell generates a distinctive ticking sound that can be heard with a DC 15 Perception check within 50 ft. of the spell effect.

A successful *dispel* removes both *clockwork timer* and the spell it is delaying. A caster who spends 10 min. crafting a *clockwork timer* and then succeeds on a Spellcraft check (DC 15 + the spell level) makes the timer more resistant to *dispel* and similar effects, increasing the dispel DC by +4.

Contingent Action

Chronomancy

Level: Time Mage 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

An advancement of the *moment* spell, *contingent action* allows the caster to prepare himself in an instant. The caster of this spell prepares a readied action. Though he may cast this spell, readying the action and still move, the readied action otherwise follows all the normal rules.

Delay Disease

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You press your focus to the creature and implore the contagion that ravages it to lie dormant. As the spell takes effect, a dim yellow glow passes over the creature's body. The progress of any nonmagical disease that already afflicts the target is halted for the duration of the spell. *Delay disease* allows the subject to skip the required saving throw against the disease for the day that the spell is in effect. During this period, the subject accrues no further ability damage from the disease. A skipped saving throw counts as neither a success nor a failure for the purpose of recovery from the disease. Furthermore, the incubation period of any disease to which the subject is exposed during the spell's duration does not begin until the spell expires. *Delay disease* does not cure any damage that a disease might already have dealt, and it has no effect on magical or supernatural diseases.

Delay Poison

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

Delayed Response

Chronomancy

Level: Time Mage 2

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You force the target to delay their action until after the next creature in the initiative order takes their action unless the target makes a successful Will save. You must cast this spell before the results of the creature's actions are determined. This may result in the creature's action being invalid, such as attacking a target that has moved, in which case the action is wasted. If the target was casting a spell, they do not need to make a concentration check.

Dimension Hop

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

False Future

Chronomancy

Level: Astrologian/Time Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You show the targeted creature a vision of the future that is slightly incorrect. At any point in the target's turn, you can reposition them 5 ft. to reflect their reaction to the false insight. The target may react after the reposition has occurred. This might make an action the creature was about to take invalid, such as repositioning them when they are about to make an attack, in which case the action is wasted. You cannot reposition the creature into a square which they could not occupy or where there is no ground (such as over a cliff, into a river, or a flow of lava). Repositions using this spell do not provoke attacks of opportunity.

Future's Boon

Enhancing

Level: Astrologian/Time Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

You may make any one d20 roll (typically a check or attack roll) twice, then take the better of the two results. If used with an ability or skill, the ability or skill check cannot take more than 1 round. The subject must choose which die roll to affect before the roll is made, at which point the spell discharges. You may only be under the effect of one future's boon at a time.

Gentle Repose

Chronomancy/Necromancy

Level: Necromancer/Time Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: 1 day/level

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant. The spell also works on severed body parts and the like.

Make Whole

Chronomancy

Level: Time Mage 2

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./level or one construct creature of any size

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on an object or construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When make whole is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Masterwork Transformation

Chronomancy

Level: Time Mage 2

Casting Time: 1 hour

Range: Touch

Target: One weapon, suit of armor, shield, tool, or skill kit touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Through the manipulation of space and time, you convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality.

The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gil for a weapon, 150 gil for armor, or 50 gil for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made

masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

Recall Agony

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 4d6 points of non-elemental damage as the past (or future) impinges briefly on the present.

Slow Magic

Chronomancy

Level: Time Mage 2

Slow magic is a time mage's version of the *dispel magic* spell. The spells are identical except where specifically noted. Spells successfully affected by this spell are not *dispelled* but are instead suppressed for 1d4 + 1 rounds.

Magic items and spells with an instantaneous duration are unaffected by *slow magic*. *Slow magic* can be used with a counterspell but only against spells with a duration other than instantaneous. The countered spell begins to operate normally after 1d4 + 1 rounds. A suppressed spell can still be detected using *detect magic* and the time spent suppressed counts against the spell's duration.

Switch Fate

Chronomancy

Level: Astrologian/Time Mage 2

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell can only be used at the start of any given round. The caster of this spell can steal the target's initiative. If the spell is successful, the caster and the creature that he targets, switch initiatives.

Time Shudder

Chronomancy

Level: Time Mage 2

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

You cause a ripple in time that affects all creatures in the area. At the start of each creature's turn, there is a 50% chance the creature is hasted (as *haste*); otherwise it is slowed (as *slow*).

3RD-LEVEL TIME MAGE SPELLS

Aging Touch

Chronomancy

Level: Time Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch ages living creatures. Any creature you touch with a successful melee touch attack takes 1 point of Strength, Dexterity, and Constitution damage. This aging is reflected in the target's appearance-skin becomes more wrinkled and pockmarked, hair turns white, posture stoops-and while this has no additional negative effect, it does provide a cumulative +2 bonus on Disguise checks. Only the target's body is aged by this spell, and it gains none of the benefits of growing older naturally. Creatures that gain benefits by age category do not gain additional advantages due to this spell.

Every time a creature is affected by this spell, it is temporarily aged one age category. Every time the target ages in this way, the effects of this spell stack, until the target reaches venerable age. If a creature is aged past venerable, it instead takes 5d6 points of non-elemental damage each time it is struck, as its body succumbs to the ravages of incredibly swift decay.

Ability damage dealt by this spell heals as normal, at a rate of 1 point per day for each affected ability. The bonus on Disguise checks also fades over time, decreasing at a rate of -2 every day until the target's Disguise modifier returns to normal.

Alter Fortune

Chronomancy

Level: Astrologian/Time Mage 3

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a single utterance, you create a momentary distortion that engulfs and confounds your foe. You change the flow of chance, causing the subject to immediately reroll any die roll it just made. It must abide by the second roll.

Blink

Chronomancy

Level: Time Mage 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You “blink” quickly back and forth between the Material Plane and the Ethereal Plane and look as though you’re winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn’t help opponents, since you’re ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you’re blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Non-elemental damage affects you normally. Its effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can’t attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Deceleration, Mass

Chronomancy

Level: Time Mage 3

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *deceleration*, but affects multiple creatures within the area of effect.

Delay Poison, Communal

Chronomancy

Level: Time Mage 3

Targets: Creatures touched

This spell functions like *delay poison*, except you divide the duration in 1-hour intervals among the creatures touched.

Dimension Step

Chronomancy

Level: Time Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/3 levels, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

All the creatures you target with this spell gain a dark, shimmering pattern of runes on their shoes and feet. The runes blaze with arcane light for a moment. Less than a second later, the targets have shifted position on the battlefield. This spell allows your allies to make a short teleport. All creatures targeted by this spell can teleport a distance equal to their base land speed. A target can teleport to any square within its line of sight. This movement does not provoke attacks of opportunity. A creature can teleport up to a ledge, down to the base of a flight of stairs, and so forth as long as it observes the restrictions and limits given above.

Dispel

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel*. *Dispel* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

Targeted Dispel: One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had

the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

Envelopga

Enhancing

Level: Astrologian/Time Mage/White Mage 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 3 rounds + 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a veil that helps evading physical attacks. The targets gain a +2 dodge bonus to Armor Class for the duration of the spell.

Fly

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can fly at a speed of 20 feet (or 15 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good.

Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled.

Haste

Chronomancy/Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell receives the Haste status effect. When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Quicken, Lesser

Chronomancy/Enhancing

Level: Time Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You grant the target creature an immediate move action that takes place after this spell is cast. This does not modify the creature's Initiative, however. A creature can only be affected by this type of spell (including the other versions of Quicken) once a minute.

Reversion, Minor

Chronomancy/Healing

Level: Time Mage 3

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: 24 hours

You create an imperfect replica of yourself within the time stream at the time the spell is cast. You must currently have a number of hit points equal to or greater than half your maximum hit points to cast the spell. If at any time during the duration of the spell you are brought below half your maximum hit points, you can end this spell as an immediate action to absorb strength from your replica and immediately regain a number of hit points equal to 1d8 plus 1 point per caster level (maximum +5).

Shelter Out of Time

Chronomancy

Level: Time Mage 3

Casting Time: 10 minutes

Range: Touch

Target: One 5 ft. cube of space

Duration: 6 hours/level

Saving Throw: None

Spell Resistance: No

During the spell, you inscribe runes around a single square of space. All creatures and objects within that square at the conclusion of the casting of this spell are instantly transferred to a temporary extradimensional space in which time does not pass. Creatures or objects that are only partially within the space are not transferred. Once the spell ends, the extradimensional space disappears, and any creatures or objects in the extradimensional space appear in the nearest unoccupied space to the original square exactly the same as when they left. You cannot dismiss this spell once it has been cast.

Slow

Chronomancy/Enfeebling

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Slow status effect. The victim suffers a -1 penalty on Attack rolls, -1 penalty on Reflex saves, moves at half movement, and can only take 1 standard action a round.

Wind Back the Key

Chronomancy

Level: Time Mage 3

Casting Time: 1 hour

Range: Touch

Target: One object of up to 1 lb./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You reverse the flow of time around an item, restoring it to its original, undamaged state. Any damage the item has is repaired. If the item has been destroyed, then this spell restores it to full, working order.

4TH-LEVEL TIME MAGE SPELLS

Age Resistance, Lesser

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you from dying of old age, but as long as the spell is in effect, you ignore the –1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the age-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

Baleful Blink

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: No

You cause the creature to wink in and out of time erratically, much to its chagrin. You curse one creature to a frustrating existence on the outskirts of time. The subject shimmers in and out of time and has a 50% miss chance on any melee or ranged attacks (as if the target of the attack had total concealment). Because the magic of the spell only causes the subject to blink when attacking or casting, attackers have no miss chance against her, and spells cast against her affect her normally. Because the blinking is so rapid, she cannot attempt to blink through walls. The subject of a *baleful blink* spell can cast spells on itself with impunity; in this case, it has no miss chance because the target of its spell (itself) travels along with the spell.

Celerity

Chronomancy

Level: Time Mage 4

This spell works like *lesser celerity*, except that you pull even more time into the present. When you cast this spell, you can immediately take a standard action, as if you had readied an action. You can even interrupt another creature's turn when you cast this spell. However, after you take the standard action granted by this spell, you are dazed until the end of your next turn.

Corrode

Chronomancy/Enfeebling

Level: Time Mage 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft. / level)

Target: One object

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: No

This spell exposes an inanimate object of up to 25 pounds in weight to decades of time in an instant. Even the best-constructed item crumbles to dust under the exposure of eons. Magical items are entitled to a saving throw to avoid this effect.

Dazera

Enfeebling

Level: Black Mage/White Mage/Time Mage 4

Range: Medium (100 ft. + 10 ft./level)

Target: One or more humanoid creatures with 10 or fewer Hit Dice, within 30 ft. of each other

This spell functions as *daze*, except as noted above.

Delay Death

Chronomancy

Level: Time Mage 4

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of the negative constitution score before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow *raise* to work, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect. The spell does not prevent the subject from entering the dying state by dropping to –1 hit points. It merely prevents death as a result of hit point loss. If the subject has fewer than hit points than negative its constitution score when the spell's duration expires, it dies instantly.

Dimension Door

Chronomancy

Level: Geomancer/Time Mage 4

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

Make Whole, Greater

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 5 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell repairs 1d6 points of damage plus 1 point per level when cast on an object or construct (or constructed) creature (maximum 10d6+10). Greater make whole can fix destroyed magic items or technological items (items at 0 hit points or fewer), and restores the magic properties of the item if your caster level is at least equal to that of the item. This spell otherwise functions as make whole.

Quintessence

Chronomancy

Level: Time Mage 4

Casting Time: 1 round

Range: 0 ft.

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called *quintessence*. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of *quintessence* around any extremely small object.

Objects sealed within *quintessence* are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with *quintessence* is also partially pulled out of the time stream (the caster is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the *quintessence* evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Reality Rift

Chronomancy/Enfeebling

Level: Time Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You cast a creature outside of time and space, temporarily negating its existence. If it fails its save, it and all items it is carrying disappear into nothingness, ceasing to exist. At the end of this spell's duration, that creature reappears where it was. If another creature or object is occupying the space it reappears in, then the target is shunted off to the nearest open space and takes 1d6 points of damage per 5 ft. it traveled.

Sending

Chronomancy
Level: Time Mage 4
Casting Time: 1 full-round action
Range: See text
Target: One creature
Duration: 1 round; see text
Saving Throw: None
Spell Resistance: No

Through space and time, you contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Shieldra

Enhancing
Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 4
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/two levels (maximum of 5)

This spell functions like *shield*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other. This spell works against the *Ruinra* and *Ruinga* spells as well as *Ruin*.

Symbol of Slowing

Chronomancy
Level: Time Mage 4
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions as *symbol of death*, except all creatures within 60 feet of a symbol of slowing are slowed (as the slow spell) for 1 round per caster level.

Temporal Jolt

Chronomancy
Level: Time Mage 4
Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A colorless beam streaks toward your target, violently throwing the target back and forth in time, aging natural materials and damaging the brittle remains. The ray requires a ranged touch attack to hit and deals 1d6 points of non-elemental damage per 2 caster levels (maximum 10d6). In addition, the beam speeds the decay or corrosion of nonmagical items, aging them hundreds of years in a single moment. Nonmagical armor worn by an affected target permanently loses 1d6 points of Armor Class (to the maximum amount of protection the armor offered) and nonmagical weapons and items being held are instantly destroyed (items in backpacks, pouches, and other containers are unaffected). Armor that has its armor bonus reduced to 0 is destroyed. Magic items are unaffected by this spell.

Time Shield

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: 30 ft.

Effect: 30-ft.-radius sphere centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You create a bubble of magically enhanced time that consumes spells at a quickened rate. Upon casting this spell, all spells and spell effects within the *time shield* have their durations consumed at twice their normal rate. Any spell with a duration measured in rounds or minutes, whether beneficial or harmful, is affected (spells measured in hours, days, or longer are shortened imperceptibly). Creatures affected by spells cast outside a *time shield* that enter the *time shield* have their spells consumed at the increased rate. Upon leaving the *time shield*, the creature's spells again decrease at their normal rate.

Even spending only a portion a round within a *time shield* causes spells to expire at an accelerated rate. Thus, if a creature begins and ends its turn outside a *time shield* but passes through the area of effect in the interim, any spells that affect the creature lose 2 rounds of duration that round.

A *time shield* cannot affect another *time shield*, thus the spell has no effect on other instances of this spell.

Time to Act

Chronomancy

Level: Time Mage 4

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Time to act gives you the time to perform a single skill check. The skill check must be an actual action, you must have at least one rank in the skill; all necessary equipment must be on your person and ready to use. Skill checks that require extensive time or bulk materials cannot be used with this spell. The skill check cannot be a reaction to outside actions or the actions of others. During the action, you cannot move from your current position but you can perform any other physical aspects of the skill use. You cannot make use of any spell,

supernatural or even extraordinary ability-related skill check. To others you seem to blur and then the action is complete.

Touch of Years

Chronomancy

Level: Time Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 day/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a touch, your foe becomes visibly enfeebled, as if a sudden weight of years had dropped onto his shoulders. Your touch deals 3 points of drain to the subject's Strength, Dexterity, and Constitution scores; a successful Fortitude save negates this effect and prevents any further harm. If the subject fails its initial saving throw, it takes another 3 points of drain to its Strength, Dexterity, and Constitution scores each day thereafter as long as the spell lasts. A successful Fortitude save negates this drain, but doesn't end the spell's duration. The ability drain from this spell can be eliminated as normal, but doing this doesn't end the spell's duration. If you cast this spell on a creature while another casting of *touch of years* is already in effect on it, the second spell doesn't deal ability drain. Instead, a failed initial Fortitude save renders the creature permanently deafened and blinded. These conditions can be removed by normal means (such as *esuna*), but doing this has no effect on the ability drain. This spell can't be dispelled, but any effect that would remove a curse allows the spellcaster a caster level check (DC 11 + your caster level) to end the spell's duration. This doesn't restore any ability score points already lost.

5TH-LEVEL TIME MAGE SPELLS

Anticipatory Strike

Chronomancy

Level: Astrologian/Time Mage 5

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

The air reverberates with an eager hum as your movements pick up speed. Once you cast this spell, until the start of your next turn, you can activate this spell in response of taking damage or being struck by a hostile spell. You take your normal action for the round, rather than waiting for your turn to come up in the initiative sequence. In subsequent rounds, your place in the initiative order does not change—you change the time when you act for this round only. You can take a standard action and a move action, or a full-round action, just as you could if you were taking your action at your normal place in initiative order. You can't cast this spell if you're flatfooted, and you can't cast this spell a second time until after your next turn has passed.

Bend Space and Time

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is Spell Resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and Spell Resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

To see how well the teleportation works, roll d% and consult the following table. Refer to the following information for definitions of the terms on the table.

Familiarity: “Very familiar” is a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you can currently physically see it or you've been there often. “Seen casually” is a place that you have seen more than once but with which you are not very familiar. “Viewed once” is a place that you have seen once, possibly using magic such as scrying.

“False destination” is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten “scrambled.” You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters take more damage and must reroll.

Blink, Greater

Chronomancy

Level: Time Mage 5

An immaterial fog descends over your eyes as you complete the spell. You perceive the closeness of a parallel, temporal reality, and you know that you can pass freely between that world and the one upon which you stand.

This spell functions like *blink*, except that you have control over the timing of your “blinking” back and forth on the outskirts of time. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically. While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Contingent Spell Immunity

Chronomancy

Level: Time Mage 5

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 day/level, until discharged (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This powerful, protective spell is similar in effect to the *contingency* spell. When he casts this spell, the caster must designate a spell against which it will be effective. The spell must be on his spell list and he must possess the spell in the form of a scroll, though he need not have created it himself. The spell can be no higher than 4th level. If the recipient of this spell is affected by the designated spell while under the influence of *contingent spell immunity*, the spell’s effects are completely negated as if by Spell Resistance. *Contingent spell immunity* protects from one use of the spell per 5 levels of the caster before discharging. A single target may only benefit from one casting of *contingent spell immunity*. A second casting of this spell negates all previous castings.

Dimension Shuffle

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

With a slight blue shimmer of energy and an audible pop, a number of creatures around you disappear and reappear in new positions. You instantly transfer any subject creature from its current location to any other spot within 30 feet. You must have line of sight to its new location. An unwilling creature can make a Will saving throw to negate this effect. The creature must be placed on solid ground capable of supporting its weight. If you attempt to place a creature within a solid object or into a space where it cannot fit, the spell fails.

Gravity

Enfeebling/Dark

Level: Astrologian/Black Mage/Necromancer/Time Mage 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You weaken your foe with crushing gravity. The target must make a Fortitude save or lose half of his current hit point total.

Miasma of Entropy

Chronomancy/Enfeebling

Level: Time Mage 5

Casting Time: 1 standard action

Range: 30 ft.

Area or Target: Cone-shaped burst or one solid object; see text

Duration: Instantaneous

Saving Throw: Fortitude half or Will negates (object); see text

Spell Resistance: Yes (object)

Miasma of entropy causes accelerated decay in all wood, leather, and other natural materials in the spell's area. It destroys nonmagical objects of wood, leather, paper, and other formerly living organic matter. All such objects within the area rot into slimy, pulpy masses. Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are ruined. Alternatively, you can target *miasma of entropy* against a single solid object of nonliving nonmagical organic matter that weighs up to 10 pounds per caster level.

Past's Façade

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Touch

Target: Creature Touched

Duration: One hour / level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms the touched creature's body, returning it to a more youthful form. The creature can be rejuvenated back to its adult age but no further. Only the creature's physical age is affected, its mind remains untouched. Any penalties the creature has experienced due to aging can be undone using this spell. An old hag can be returned to a beautiful and youthful maiden, an aged warrior whose strength has left him can be returned to his physical prime but with all the benefits of his well-earned experience.

Permanency

Chronomancy

Level: Time Mage 5

Casting Time: 2 rounds

Range: See text

Target: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

This spell makes the duration of other spells permanent. You first cast the desired spell (or by scroll) and then follow it with the permanency spell. Depending on the spell, you must be of a minimum caster level to cast the spell and must expend a specific gil value (2,500 gil x spell level) of diamond dust as a material component. Permanency can only be dispelled only by a caster of higher level than you were when you cast the spell. Making spells permanent is subject to DM's approval.

Reversion, Greater

Chronomancy/Healing

Level: Time Mage 5

Casting Time: 20 minutes

Range: Personal

Target: Self

Duration: 24 hours

You create an imperfect replica of yourself within the time stream at the time the spell is cast. You must currently have a number of hit points equal to or greater than half your maximum hit points to cast the spell. If at any time during the duration of the spell you are brought below half your maximum hit points, you can end this spell as an immediate action to absorb strength from your replica and immediately regain a number of hit points equal to 3d8 plus 1 point per caster level (maximum +15).

Second Chance

Chronomancy

Level: Astrologian/Time Mage 5

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the

ability to reroll one attack roll, one saving throw, one ability check, or one skill check. The ability or skill check cannot take more than 1 round. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll.

Temporal Reiteration

Chronomancy

Level: Time Mage 5

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

A temporal fire encompasses your body. Within its time-defying flames, you gain a moment of stasis. The past round does not count as time spent from the duration of ongoing effects on you such as rage, spell duration, and poison. Casting this spell effectively increases their duration for you by 1 round.

Temporal Repair

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: 50 ft.

Effect: 50 ft.-radius-sphere centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You cement the flow of time around you, preventing time-altering effects from affecting those within and returning any area of manipulated time back to normal. Any time altering spell of lower level than *temporal repair* cannot affect creatures within its area of effect. If the target of a time-altering effect that lasts for multiple rounds enters *temporal repair's* area of effect, that spell is dispelled. For spells of a higher level than *temporal repair*, you must make a caster level check against the opposing caster. If you fail, your opponent's time-altering spell proves stronger than your *temporal repair* and it functions normally. If you succeed, your opponent's time-altering spell is dispelled.

Threefold Aspect

Chronomancy

Level: Time Mage 5

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 24 hours (D)

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual.

You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your

actual age (which are untyped bonuses)-the bonuses granted by this spell represent your idealized form in this *threefold aspect* rather than simply duplicating your ability scores at any one particular age.

True seeing reveals your natural appearance overlaid with that your aspect, recognizing both as part of your true self. Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check. *Threefold aspect* does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.

6TH-LEVEL TIME MAGE SPELLS

24 Hours

Chronomancy

Level: Time Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell greatly accelerates time for a single creature. In an instant, the creature experiences a single day's worth of rest and relaxation. The target receives all the benefits of a single day of rest, including hit point recovery, ability damage repair, etc., except for MP recovery and daily abilities. As a by-product, the creature ages one full day. Spells and other external forces with a fixed duration do not experience the day but poisons, diseases and other internal forces progress as if a day had passed. If *24 hours* was cast on a bleeding individual, for example, this spell would kill them.

Age Resistance

Chronomancy

Level: Time Mage 6

This spell functions as *lesser age resistance*, except you ignore the Strength, Dexterity, and Constitution penalties gained at middle age and old age.

Antimagic Field

Chronomancy

Level: Astrologian 8, Time Mage 6

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier of space and time surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems, shindroids, automatons, and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. *Dispel* does not remove the field.

Two or more antimagic fields sharing any of the same space have no effect on each other. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Contingency

Chronomancy

Level: Time Mage 6

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: 1 day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast *contingency*.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level). The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Dispel, Greater

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/Red Mage/Time Mage/White Mage 6

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel* in one of three ways: a *targeted dispel*, *area dispel*, or a *counterspell*:

Targeted Dispel: This functions as a *targeted dispel*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Area Dispel: When *greater dispel* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Elude Time

Chronomancy

Level: Time Mage 6

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Up to 1 minute/level; see text

You place yourself in a state of suspended animation, similar to temporal stasis. At the time of casting, you choose when the stasis will expire, up to the maximum duration of the spell. Until the duration ends, time ceases to flow for you, and all bodily functions cease. No force or effect can harm you until the spell expires or is removed, such as by a successful *dispel* spell.

Hastega

Chronomancy/Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *haste*, but it affects all allies within the area of effect.

Quicken

Chronomancy/Enhancing

Level: Time Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You grant the target creature an immediate standard action that takes place after this spell is cast. This does not modify the creature's Initiative, however. A creature can only be affected by this type of spell (including the other versions of Quicken) once a minute.

Recall Agony, Mass

Chronomancy

Level: Time Mage 6

Targets: One creature/2 levels (maximum of 5)

This spell functions as *recall agony* except it deals 8d6 points of non-elemental damage to multiple creatures within the area of effect.

Reincarnate

Chronomancy/Healing

Level: Druid 4/Time Mage 6

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None, see text

Spell Resistance: Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains two permanent negative levels when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be reincarnated). A character who died with a MP Pool has a 25% chance of losing all MP.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the table below. For non-humanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell can bring back a creature that has died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

d%	Incarnation	Str	Dex	Con
1-2	Aegyl	—	+2	-2
3-4	Al Bhed	—	+2	—
5-6	Antica	+2	—	+2
7-8	Au Ra	+2*	+2*	—
9-10	Bangaa	—	+2	—
11-12	Burmecian	—	+2	—
13-16	Dwarf	—	—	+2
17-20	Elvaan	+2	-2	—
21-24	Galka	+2	—	—
25-26	Garlean	—	—	+2
27-28	Genome	—	+2	—
29-30	Gnath	-4	+2	—
31-32	Goblin	-2	+2	—
33-34	Gria	+2	—	—
35-36	Guado	—	—	-2
37-40	Hume	—	—	+2
41-42	Hypello	—	+2	+2
43-44	Ixal	—	+2	—
45-46	Kobold	—	+2	—
47-48	Kojin	—	—	+2
49-50	Lamia	-2	+2	—
51-52	Mandragora	—	+2	-2
53-56	Mithra	—	+2	—
57-60	Moogles	-2	+2	—
61-62	Nu Mou	—	—	-2
63-64	Orc	+4	—	—
65-66	Palico	-2	+4	—
67-68	Qiqirn	—	+2	—
69-70	Qu	—	—	+2
71-72	Quadav	—	-2	+2
73-76	Roegadyn	+2	-2	—
77-79	Ronso	+2	—	—
80-81	Sahagin	+2	—	—
82-83	Seeq	—	—	+2
84	Shindroid	—	+2	—
85-86	Sylph	-4	+2	—
87-90	Tarutaru	-2	+2	—

91-92	Tonkin	-2	+2	—
93-94	Vanu Vanu	—	—	+2
95-98	Viera	—	+2	-2
99-100	Yagudo	—	+2	-2

* For Au Ra, if male, gains Str, if female, gains Dex.

Reversion, Mass

Chronomancy/Healing

Level: Time Mage 6

Casting Time: 30 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 24 hours

You create an imperfect replica of yourself within the time stream at the time the spell is cast. Each targeted creature must currently have at least half its hit points. If at any time during the duration of the spell a target is brought below half her maximum hit points, that target can end the spell on herself as an immediate action to absorb strength from her replica and immediately regain a number of hit points equal to 1d8 plus 1 point per caster level (maximum +20).

Slowga

Chronomancy/Enfeebling

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *slow*, except it affects all creatures within the area of effect.

Temporal Acceleration

Chronomancy

Level: Time Mage 6

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round (in apparent time); see text

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can cast spells, move, or perform other types of actions, subject to the restrictions outlined below. While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and spells. This means you cannot target a creature with any attack or spell. However, a spell you cast that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this spell ends. You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts. While under the effect of this spell, you cannot enter an area protected by a null magic field or by a spell that neutralizes high-level spells. Normal and magical fire, ice, acid, and the like can still harm you. When your *temporal acceleration* expires, you

resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Temporal Disjunction

Chronomancy/Enfeebling

Level: Time Mage 6

Casting Time: 1 round

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Temporal disjunction causes the subject's own perceptions to lag moments behind actual events. The creature suffers a -2 penalty to his AC, attack rolls and saving throws, is considered to be flat-footed at all times and suffers a 20% miss chance on all his attacks. Targeted spells suffer a 50% chance of failure but area effect spells can be cast normally. This spell may be removed with a successful *dispel* but it is otherwise permanent.

Time to Pause

Chronomancy

Level: Time Mage 6

This spell functions like *time to act* except it gives the caster sufficient time to take 10 on his check. He can still only make one skill check and the caster must still abide by all the restrictions of the lesser spell.

7TH-LEVEL TIME MAGE SPELLS

Age Resistance, Greater

Chronomancy

Level: Time Mage 7

This spell functions as *lesser age resistance*, except you ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age.

Bend Space and Time, Greater

Chronomancy

Level: Time Mage 7

This spell functions like *bend space and time*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Déjà Vu

Chronomancy

Level: Time Mage 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 2 rounds

Saving Throw: None

Spell Resistance: Yes

You reach into the target's mind and put its thought processes into a temporary loop. Whatever full-round, standard, or move actions the creature takes on its first turn after you cast this spell, it must repeat on the turn after that. The creature must take the same type of actions in the same order (for example, making a full attack, casting a specific spell, withdrawing, attempting a bull rush combat maneuver, or activating a magic item) and must act against the same target or targets, but doesn't have to make exactly the same choices (such as using Power Attack when attacking, moving exactly 15 feet, or choosing "drop" for the command spell). If the circumstances would prevent the target from repeating an action, such as if the target of its attack is dead or the target cannot cast the same spell again, the target instead becomes confused until the spell ends. A creature currently affected by *deja vu* can't be targeted with another *deja vu* spell. A creature affected by *deja vu* can't delay, and if it readies an action on its first turn, it must ready the same action on its second turn.

Fate of One

Chronomancy

Level: Astrologian/Time Mage 7

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. The skill check cannot take more than 1 round. Whatever the result of the reroll, you must use it even if it is worse than the original roll. If you use the power to reroll a saving throw, you can cast this spell even when it is not your turn.

Graviga

Enfeebling/Dark

Level: Astrologian/Black Mage/Necromancer/Time Mage 7

Target: One creature/2 levels (maximum of 5)

This spell functions like *gravity*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Plane Shift

Chronomancy

Level: Geomancer/Time Mage 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Reverse

Enfeebling/Dark

Level: Black Mage/Necromancer/Time Mage 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You twist your enemy's ability to be healed. For the duration of the spell, if the target is healed by any healing spell or effect, it is reversed (takes damage from healing spells and effects) until cured.

Slow Skin

Chronomancy

Level: Time Mage 7

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 round / level (D)

This spell delays the onset of damage. While this spell operates, any damage the caster takes is delayed for a limited number of rounds. The casting level of the spell determines the onset delay.

<u>Caster Level</u>	<u>Onset Delay</u>
13 - 16	2 rounds
17 - 20	3 rounds
20 +	4 rounds

The player should record all damage the character takes in a round as normal but he does not actually remove the hit points until the onset delay has elapsed. Even if the spell is suppressed or dispelled, the damage retains its delay in much the same manner as a *fly* spell wears off gradually. This spell only affects hit point damage. This spell normally offers no protection against special effects or ability drain, unless the effect would be negated by damage reduction; if so this spell delays the effect until the duration has elapsed. Damage is calculated at the time of the attack or effect. Nothing the character does after that time can change the amount of damage he will take when the onset-delay elapses.

Stop

Chronomancy/Enfeebling

Level: Black Mage 9/Time Mage 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/2 levels (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Stop status effect. The victim is unable to move and act (is helpless) for the duration of the spell or until cured.

Teleport Object

Chronomancy

Level: Time Mage 7

Range: Touch

Target: One touched object of up to 50 lbs./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell functions like *bend space and time*, except that it teleports an object, not you. Creatures and magical forces cannot be teleported. If desired, the target object can be sent to on the edge of time. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted *dispel* spell cast on that point brings the vanished item back from the edge of time.

Time Spellurge

Chronomancy

Level: Time Mage 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Green and yellow sparks fly off your body as a light breeze picks up, lifting loose debris and swirling around with a faint howl. This spell speeds the flow of magic through you, hastening your spellcasting ability. Casting times for chronomancy spells are reduced as follows:

Normal Casting Time

1 standard action

1 full round

2-10 rounds

New Casting Time

1 swift action

1 standard action

1 round less than normal

Time spellurge has no effect on any spell with a casting time of greater than 1 minute or a casting time not listed on the table. You can't choose to ignore this effect; that is, you can't opt to cast a spell using its normal casting time. Thus, if all your spells normally have casting times of 1 standard action, they take 1 swift action instead, and because you can't take more than one swift action in a round, you won't be able to cast multiple spells per round while under the effect of *time spellurge*. (If you have available spells with casting times of 1 full round, you are still able to cast more than one of those spells per round). This spell doesn't stack with any other effect that reduces a spell's casting time.

Time Stop, Lesser

Chronomancy

Level: Time Mage 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1 round of apparent time. Normal and magical fire, ice, gas, and the like can still harm you. While the *lesser time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *lesser time stop* have their normal effects on other creatures once the *lesser time stop* ends. Most spellcasters

use the additional time to improve their defenses, summon allies, or flee from combat. You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

8TH-LEVEL TIME MAGE SPELLS

Celerity, Greater

Chronomancy

Level: Time Mage 8

This spell works like *celerity*, except upon casting this spell you can immediately take a full-round action (or a standard action plus a move action, or two move actions). After performing this action, you are dazed until the end of your next turn.

Dimensional Lock

Chronomancy

Level: Time Mage 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include bend space and time, blink, dimension door, shadow walk, and similar spell-like abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Hindsight

Chronomancy

Level: Time Mage 8

Casting Time: 1 hour

Range: Personal

Area: 60-ft. radius, centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can see and hear into the past, getting a look at events that happened previously at your current location. The level of detail you see and hear by means of this spell depends on the span of time you wish to observe; concentrating on a span of days renders a more detailed perspective than, say, a span of centuries. You can view only one span of time per casting, chosen from the following options.

- **Days:** You sense the events of the past, stretching back one day per caster level. You gain detailed knowledge of the people, conversations, and events that transpired.

- **Weeks:** You gain a summary of the events of the past, stretching back one week per caster level. Exact wording and details are lost, but you know all the participants and the highlights of the conversations and events that took place.
- **Years:** You gain a general idea of the events of the past, stretching back one year per caster level. You notice only noteworthy events such as deaths, battles, scenes of great emotion, important discoveries, and significant happenings.
- **Centuries:** You gain a general idea of the events of the past, stretching back one century plus an additional century for every four caster levels beyond 1st. For instance, a 16th-level caster would gain insight into the events of four centuries in the past, and a 17th-level caster would see back across five centuries. You notice only the most remarkable of events: coronations, deaths of important personages, major battles, and other truly historic happenings.

Moment of Prescience

Chronomancy

Level: Astrologian/Time Mage 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends. You can't have more than one *moment of prescience* active on you at the same time.

Reality Rift, Mass

Chronomancy/Enfeebling

Level: Time Mage 8

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/2 levels (maximum of 5)

This spell functions as *reality rift* except it affects multiple creatures at range.

Recall Death

Chronomancy

Level: Time Mage 8

Saving Throw: Will partial; see text

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save, it dies. If the save succeeds, the target instead takes 5d6 points of non-elemental damage.

Temporal Stasis

Chronomancy

Level: Time Mage 8

Casting Time: 1 standard action

Range: Touch

Target: Creature touched
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel* spell or a *freedom of movement* spell).

Time to Act, Greater

Chronomancy
Level: Time Mage 8

This spell functions like *time to act* except that it gives the caster sufficient time to Take 20 on his check. He may still only make one skill check, and the caster must still abide by all the restrictions of the lesser spell.

Withering

Chronomancy
Level: Time Mage 8
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Spherical blast with a radius of 10 ft. / level
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This horrendous spell ages every living thing in the area. All living things in the area of this effect are aged 5d4 years in the blink of an eye.

9TH-LEVEL TIME MAGE SPELLS

Foresight

Chronomancy
Level: Astrologian/Time Mage 9
Casting Time: 1 standard action
Range: Personal or touch
Target: See text
Duration: 10 min./level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even

telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Gravija

Enfeebling/Dark

Level: Black Mage/Time Mage 9

Target: One creature/2 levels (maximum of 10)

This spell functions like *Graviga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Hasteja

Chronomancy/Enhancing

Level: Astrologian/Time Mage 9

Area: 30-ft.-radius burst

This spell functions like *Hastega*, except it affects an enhanced version of the Haste status effect. The subjects receives a +2 bonus on Attack rolls, +2 bonus on Reflex saves, +60 foot movement, and an extra attack if the subjects use a full-attack option.

Paradox Haze

Chronomancy

Level: Time Mage 9

Casting Time: 1 full round action

Range: 60 ft.

Area: 60 ft.-radius emanation, centered on you

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: No

You distort the nature of time around you, temporarily fusing your timeline with another, and allowing the time of each to flow together. Each creature in the area of this spell may take two rounds worth of actions every round.

Quicken, Greater

Chronomancy/Enhancing

Level: Time Mage 9

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You grant the target creature an immediate full-round action that takes place after this spell is cast. This does not modify the creature's Initiative, however. A creature can only be affected by this type of spell (including the other versions of Quicken) once a minute.

Reality Rift, Greater

Chronomancy/Enfeebling

Level: Time Mage 9

Duration: Instantaneous or 1 round/level (see text)

Saving Throw: Will partial

This spell functions as *reality rift* except as above. In addition, even if the creature succeeds its save, it still disappears for 1 round/level. However, if it fails its save, it is permanently removed from reality, disappearing forever. It cannot be resurrected, because it is not dead—it simply does not exist. Only a miracle, wish, or another effect of equal power can bring back a creature whose existence has been negated in this way.

Slowja

Chronomancy/Enfeebling

Level: Astrologian/Time Mage 9

Area: 30-ft.-radius burst

This spell functions like *Slowga*, except it affects an enhanced version of the Slow status effect. Creatures in the area of effect suffer a -2 penalty on Attack rolls, -2 penalty on Reflex saves, moves at quarter movement, and can only take 1 standard action a round.

Spellbane

Chronomancy

Level: Time Mage 9

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: See text

This spell creates an area within which spells selected by you simply do not function.

Select one spell per five caster levels at the time of casting. The spells selected cannot be changed after the spell is cast. This spell otherwise functions like *antimagic field*, except its emanation only prevents the functioning of the selected spells. Only the exact spells mentioned are affected—a spellbane set to prevent the casting of summon nature's ally II would not prevent castings of summon nature's ally I or summon nature's ally III. If you move into an area where a previously cast spell you have selected as a banned spell is in effect, that spell is affected as if by antimagic field. If the spell affects a summoned creature that has spell resistance, you must make a caster level check against the creature's spell resistance to make it wink out.

This spell can even negate an antimagic field or another instance of this spell. Multiple spellbane effects can overlap. Their effects stack, preventing the functioning of every spell targeted by any of the multiple spellbane emanations. Spell effects created by artifacts or deities cannot be suppressed by this spell.

Stopga

Chronomancy/Enfeebling

Level: Time Mage 9

Targets: One creature/2 levels (no two of which may be more than 30 feet apart)

This spell functions as *stop* except it affects multiple creatures within the area of effect.

Temporal Abstraction

Chronomancy

Level: Time Mage 9

Casting Time: 5 rounds

Range: Personal

Targets: You

Duration: Instantaneous

This spell concentrates time, releasing it in a single burst in the round the caster finishes casting the spell. Following the completion of this spell, the caster receives his normal action for that round (plus any additional actions the character may be receiving from *haste* spells etc.) In addition, the caster receives 1d10 bonus standard actions that he may use either before, or after, his normal actions that round.

Timeless Body

Chronomancy

Level: Time Mage 9

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Your body ignores all harmful (and helpful) effects, beginning when you finish casting this spell and ending at the end of your next turn. While *timeless body* is in effect, you are invulnerable to all attacks and spells. This spell cannot be quickened.

Time Regression

Chronomancy

Level: Time Mage 9

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You can regress apparent time 1 round into the past. In effect, you “replay” the previous round of activity. The spell regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else’s actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you’ll probably not choose to cast *time regression* during your second pass through the time stream, instead taking completely new actions. Altering the time stream in such a fashion is mentally taxing and you suffer 2 points of ability damage to Charisma, Intelligence, and Wisdom. This damage cannot be ignored through any special effects or abilities, but can be healed as any other ability damage.

Time Stop

Chronomancy

Level: Time Mage 9

Duration: 1d4+1 rounds (apparent time); see text

This spell functions as *lesser time stop* except you are free to act for 1d4+1 rounds of apparent time instead.

Time Walk

Chronomancy

Level: Time Mage 9

Casting Time: 1 round

Range: Personal and touch

Target: The character and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

A far more powerful version of the *bend space and time* spell, this spell instantly transports the character to the same location, but to a different time. Interplanar travel is not possible, and the spell fails on any plane where time is meaningless. The character can bring along objects and willing creatures totaling up to 50 pounds per caster level. Unwilling creatures cannot be affected by this spell. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

To cast this spell, the character must be able to state the arrival time accurately, down to the minute. The spell never transports the caster and companions to the precise minute desired, but it cannot function at all without a specific minute in time to target. This "drift" effect of not arriving at the precise time desired grows with the "distance" through time (measured in years, months, and weeks) traveled. Thus, a caster teleporting to last month arrives closer to her goal than one traveling 250 years. The minimum temporal distance traveled is 1 day, so this spell is not useful for going back to the beginning of a melee that is still progressing.

This spell requires some knowledge of the destination time, so it cannot transport anyone into the future since the future is entirely unknown to the caster. Even spells that give knowledge of the future cannot give definite enough knowledge to allow this spell to work. It is possible to use this spell to travel forward in time, but only to the point in the caster's life when the caster first went back in time. Since the caster may not know exactly what is transpiring at the destination time, prudent time-travelers prepare for the worst. The errors in arrival for this spell occur in time rather than in location, since the character does not change locations at all. To see how closely the character arrives to the planned arrival time, consult this table.

Temporal Distance Traveled	Temporal Drift*	Chance of Mishap
1 day to 1 month	+/- d8 minutes	5%
1 month to 1 year	+/- d8 hours	7%
1 year to 10 years	+/- d20 hours	10%
10 years to 100 years	+/- d8 days	15%
100 years to 1,000 years	+/- d20 days	20%
1,000 years +	+/- d20 months	25%

* There is a 50% chance that the number is a negative number.

Add or subtract the temporal drift to the destination time to determine the exact time of arrival. Mishaps result in the spell failing and the character taking 1 point of Intelligence damage for every 10 years of expected time travel due to the mental bombardment that time travel brings with it. Thus, a character trying to transport through 100 years would take 10 points of Intelligence damage. Intelligence can be reduced to 0 through this damage (but not lower).

In the case that a traveler meets himself, the two travelers instantly lose control and attack each other with every ability and item at their disposal. However, should a traveler die while traveling in the past, the traveler's body immediately vanishes from the point of time it traveled to and returns to the point where the spell was cast at the

time that the spell was cast. In other words, if a traveler perishes in a fire, the instant that the traveler died in that fire is the instant in which the traveler is no longer in that time period, and the body is never found within that location since it returns to the moment of time in which the traveler finished the spell and began time traveling.