

# Time Mage Spell List

## 0-LEVEL TIME MAGE SPELLS

**Amanuesis:** Copy nonmagical text.

**Daze:** A single humanoid creature with 4 HD or less loses its next action.

**Detect Magic:** Detects all spells and magic items within 60 ft.

**Mending:** Makes minor repairs on an object.

**Message:** Whisper conversation at distance.

**Moment:** Can act in a surprise round.

**Read Magic:** Read magical scrolls.

**Timer:** Sounds an audible alarm after a set time, up to 2 hours per caster level.

**Torchlight:** Object shines like a torch.

## 1ST-LEVEL TIME MAGE SPELLS

**Anticipate Peril:** Target gains a bonus on one initiative check.

**Awaiting:** Prepare and plan before you need to act.

**Crafter's Knowledge:** Target gains a +5 insight bonus on its next Craft skill check.

**Deceleration:** Target's speed is halved.

**Delayed Opponent:** Target acts a little slower than normal.

**Mage Armor:** Gives subject +4 armor bonus.

**Memory Lapse:** Subject forgets events back to last turn.

**Precognition, Defensive:** Subject gains +1 insight bonus to AC and saving throws.

**Precognition, Offensive:** Subject gains +1 insight bonus on your attack rolls.

**Precognition, Tactical:** Subject gains +2 insight bonus on a chosen combat maneuver.

**Prescience, Offensive:** Subject gains +2 insight bonus on your damage rolls.

**Omen of Peril:** You know how dangerous the future will be.

**Shield:** Invisible disc gives +4 to AC, negates an amount of *ruin* damage.

**Skillful Moment:** Take 20 on a chosen skill check.

**Sluggish Movement:** Creatures of 5 HD or less within 20 ft. slowed for 1 round.

**True Strike:** Add +20 insight bonus to your next attack roll.

## 2ND-LEVEL TIME MAGE SPELLS

**Accelerate Poison:** Hastens targeted poison's onset.

**Celerity, Lesser:** Take a move action immediately, but be dazed for a round.

**Clockwork Timer:** Caster delays another spell.

**Contingent Action:** Prepare a readied action.

**Delay Disease:** Ravages of disease staved off for a day.

**Delay Poison:** Stops poison from harming target for 1 hour/level.

**Delay Response:** Target is forced to delay their action.

**Dimension Hop:** You, touched objects, and your familiar or companion teleport to any spot within close range.

**False Future:** Target is shown a false future and is reposition 5 ft.

**Future's Boon:** On any d20 roll, roll two dice and takes the better result.

**Gentle Repose:** Preserves one corpse.

**Make Whole:** Repairs an object.

**Masterwork Transformation:** Make a normal item into a masterwork one.

**Recall Agony:** Foe takes 4d6 points of non-elemental damage.

**Slow Magic:** As *dispel*, but only suppresses magic.

**Switch Fate:** Steal the initiative score of an opponent.

**Time Shudder:** Nearby creatures are affected by haste or slow each round.

### 3RD-LEVEL TIME MAGE SPELLS

- Aging Touch:** Touch attack that deals 1 point of strength, dexterity, and constitution damage.
- Alter Fortune:** Cause one creature to reroll any die roll.
- Blink:** You randomly vanish and reappear for 1 round/level.
- Deceleration, Mass:** As *deceleration*, but all creatures within range.
- Delay Poison, Communal:** As *delay poison*, but you may divide the duration among creatures touched.
- Dimension Step:** Allies can immediately teleport a distance equal to their speed.
- Dispel:** Cancels one magical spell or effect.
- Fly:** Subject gains a flying speed of 20 feet.
- Haste:** Subject becomes *hasted*.
- Quicken, Lesser:** You grant a target creature an immediate move action.
- Reversion, Minor:** You create an imperfect replica of yourself that you can absorb into yourself, healing for  $1d8 + 1$  per caster level (max of 5).
- Shelter Out of Time:** All creatures and objects within a 5 ft. square are instantly transferred to a temporary extradimensional space in which time does not pass.
- Slow:** Target is inflicted with Slow status.
- Wind Back the Key:** Restores an item to its original, undamaged state.

### 4TH-LEVEL TIME MAGE SPELLS

- Age Resistance, Lesser:** Ignore penalties from middle age.
- Baleful Blink:** Subject has 50% chance of failure on attacks and spells.
- Celerity:** Take a standard action immediately, but be dazed for a round.
- Corrode:** Items disintegrate under the stress of centuries.
- Dazera:** As *daze*, but all within 30 feet.
- Delay Death:** Losing hit points doesn't kill subject.
- Dimension Door:** Teleports you a short distance.
- Make Whole, Greater:** Repairs  $1d6 + 1$  points per caster level on a construct (maximum  $10d6 + 10$ ) and can fix destroyed magic items or technological items (items at 0 hit points or fewer).
- Quintessence:** Liquid time, coating something in this renders a subject immobile and immune to time.
- Reality Rift:** Subject is cast outside of time and space for 1 round/level.
- Sending:** Delivers short message anywhere, instantly.
- Shieldra:** As *shield*, except it affects up to 5 creatures that grants an invisible disc that gives +4 to AC, negates an amount of *ruin*, *ruinra*, and *ruinga* damage.
- Symbol of Slowing:** Triggered rune slows creatures.
- Temporal Jolt:** Unstable time deals  $1d6$ /two caster levels damage and destroys non-magical items.
- Time Shield:** Spells are consumed at double the normal rate in the area around you.
- Time to Act:** You may make a single skill check in the same round you cast the spell.

### 5TH-LEVEL TIME MAGE SPELLS

- Anticipatory Strike:** Turn your next turn right now, even interrupting other actions.
- Bend Space and Time:** Instantly transports you as far as 100 miles per level.
- Blink, Greater:** Controlled blinking between the Material Planes grants defenses for 1 round/level.
- Contingent Spell Immunity:** Protect against a specific spell once / 5 levels.
- Dimension Shuffle:** Teleport multiple creatures short distances within line of sight.
- Flight:** Caster gains a flying speed of 40 feet.
- Gravity:** Target loses half of current hit points.
- Miasma of Entropy:** Rot all natural materials in 30-ft. cone-shaped burst.
- Past's Façade:** Return a body to a previous more youthful state
- Permanency:** Makes certain spells permanent.

**Reversion, Greater:** You create an imperfect replica of yourself that you can absorb into yourself, healing for  $3d8 + 1$  per caster level (max of 15).

**Second Chance:** Caster can reroll one attack roll, saving throw, ability check, or skill check.

**Temporal Reiteration:** Ongoing effects on you do not progress in duration for one round.

**Temporary Repair:** Dispel time affecting spells in the area around you.

**Threefold Aspect:** Appear older or younger.

## 6TH-LEVEL TIME MAGE SPELLS

**24 Hours:** Receive a full day of restful healing.

**Age Resistance:** Ignore penalties from old age.

**Antimagic Field:** Negates magic within 10 ft.

**Contingency:** Sets trigger conditions for another spell.

**Dispel, Greater:** As *dispel*, but with multiple targets.

**Elude Time:** Puts you in temporary suspended animation.

**Hastega:** As *haste*, but all allies within 30 feet.

**Quicken:** You grant a target creature an immediate standard action.

**Recall Agony, Mass:** As *recall agony*, but deals  $8d6$  non-elemental damage to all creatures within range.

**Reincarnate:** Brings dead subject back in a random body.

**Reversion, Mass:** You create imperfect replicas of yourself and other creatures that you or they can absorb into themselves, healing for  $1d8 + 1$  per caster level (max of 20).

**Slowga:** As *slow*, but all enemies within 30 feet.

**Temporal Acceleration:** Your time frame accelerates for 1 round.

**Temporal Disjunction:** Target creature is permanently lagged in time.

**Time to Pause:** As *time to act*, but take 10 on the check.

## 7TH-LEVEL TIME MAGE SPELLS

**Age Resistance, Greater:** Ignore penalties from venerable age.

**Bend Space and Time, Greater:** As *bend space and time*, but no range limit and no off-target arrival.

**Deja Vu:** Creature experiences last round's damage all over again.

**Fate of One:** Reroll any roll you just failed.

**Graviga:** As *gravity*, but affects one creature per two levels (max of 5) within 30 feet.

**Plane Shift:** As many as eight subjects travel to another plane.

**Reverse:** All healing effects are reversed.

**Slow Skin:** Delays the damage attacks deal you.

**Stop:** Target is inflicted with Stop status.

**Teleport Object:** As *bend space and time*, but affects a touched object.

**Time Spellurge:** Reduce the casting time of your chronomancy spells.

**Time Stop, Lesser:** As *time stop*, but only free to act for 1 round.

## 8TH-LEVEL TIME MAGE SPELLS

**Celerity, Greater:** Take a full-round action immediately, but be dazed for a round.

**Dimensional Lock:** Teleportation and interplanar travel blocked for 1 day/level.

**Hindsight:** You see into the past.

**Moment of Prescience:** You gain  $+1/\text{level}$  insight bonus on single attack roll, check, or save.

**Reality Rift, Mass:** As *reality rift*, but all creatures within range.

**Recall Death:** Subject dies or takes  $5d6$  damage.

**Temporal Stasis:** Puts subject into suspended animation.

**Time to Act, Greater:** As *time to act*, but take 20 on the check.

**Withering:** Everyone within the area of effect is aged  $1d6$  years per level.

## 9TH-LEVEL TIME MAGE SPELLS

**Foresight:** “Sixth Sense” warns of impending danger.

**Gravija:** As *graviga*, but affects one creature per two levels (max of 10) within 50 feet.

**Hasteja:** As *hastega*, but grants an enhanced version of haste.

**Paradox Haze:** You distort the nature of time, granting all creatures two rounds worth actions per round.

**Quicken, Greater:** You grant a target creature an immediate full-round action.

**Reality Rift, Greater:** As *reality rift*, except creature disappears permanently on a failed save.

**Slowja:** As *slowga*, but affects an enhanced version of slow.

**Spellbane:** Prevent 1 spell per 5 levels from working in a 10-foot emanation.

**Stopga:** As *stop*, but all creatures within range.

**Temporal Abstraction:** Concentrate 5 rounds of time into a single round.

**Timeless Body:** Ignore all harmful and helpful effects for 1 round.

**Time Regression:** Relive the last round.

**Time Stop:** You act freely for 1d4 + 1 rounds.

**Time Walk:** As *bend space and time*, but to a different time period.