



CHRONOMANCER

A diminutive dwarf steps out from the gates of a clockwork city, and steps forward into the past. A half-elf thrust through time finds herself in unfamiliar but strangely prophetic lands. An ancient old man, wrinkled and spotted with time suddenly turns back the clock to reveal the face of a puckish young sprite. To most beings, time is a strait forwards path from past to present, but to a chronomancer, the very hours of the clock are but tools to be wielded by skilled and intuitive hands.

RELEVANCE OF TIME

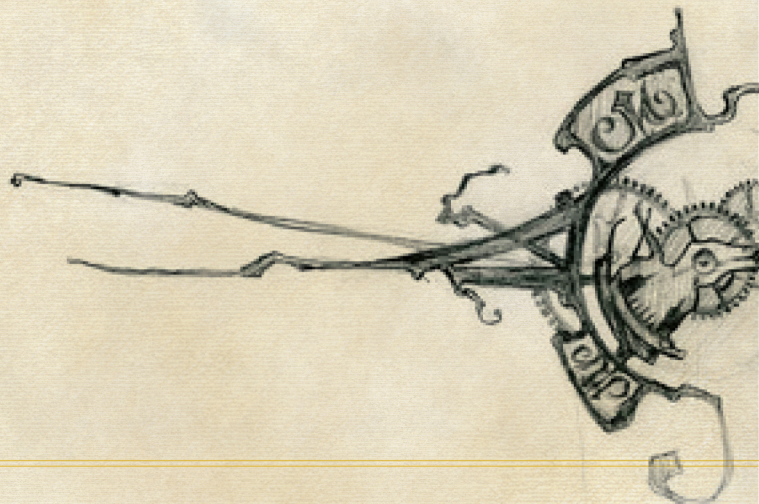
Chronomancers are not bound by the limitations of the temporal world. With an innate and indescribable knowledge of time, they watch from a perspective outside the ticking clock of chronological time. Using their powers to alter moments or craft intricately woven timelines, a chronomancer can change the course of battle or erase entire series of events from existence. Chronomancy is a frightening and dangerous power, and not to be wielded lightly. Those who do not truly understand their power can find themselves lost forever in the clockwork mechanization of infinite time - or worse, locked forever in a single moment, doomed to repeat their actions for all eternity. Time is a fragile thing, and the misuse of its power has the potential to whip out all of existence.

....or perhaps it already has.

CREATING A CHRONOMANCER

As you build your chronomancer, think about how you first came to understand the ebb and flow of time. Did some arcane mishap send you hurtling for eons through the corridors of timespace? Or did some great cataclysm launch you backwards, then forwards in time, only to discover you had been burdened with terrible power? Chronomancers are rarely created through careful study, but perhaps one final epiphany unlocked the mysteries of temporal manipulation within your mind?

It can also be helpful to consider the mechanisms that have brought you into path of adventuring. Where, or perhaps more importantly, when, have you come from, and what do you plan to do now that you are here. With all of time and space at your disposal, why have you chosen to involve yourself now? Are you trying to fix mistakes made by your ancestors? Or desperately fighting to stop events that cannot be allowed to pass? Maybe you arrived by accident and are simply trying to return to a home that ceased to exist 200 years ago. Perhaps you are perilously attempting to right the wrongs of your own doing, and repair the damage you caused before time itself begins to fall apart.



CHRONOMANCER

Level	Proficiency Bonus	Features	Manipulations Known	Time Shards	Chrono Dice
1st	+2	Time Manipulation, Great Clock	3	3 + Wis	d4
2nd	+2	Ageless Linguistics, Primary Source	3	3 + Wis	d4
3rd	+2	Great Clock Feature	3	4 + Wis	d4
4th	+2	Ability Score Increase	3	4 + Wis	d4
5th	+3	Time manipulation Feature	5	5 + Wis	d6
6th	+3	Great Clock Feature	5	6 + Wis	d6
7th	+3	Ageless Linguistics	5	6 + Wis	d6
8th	+3	Ability Score Increase	5	7 + Wis	d6
9th	+4	Time manipulation Feature	7	8 + Wis	d8
10th	+4	Chronoshelter	7	9 + Wis	d8
11th	+4	Great Clock Feature	7	9 + Wis	d8
12th	+4	Ability Score Increase	7	10 + Wis	d8
13th	+5	Time manipulation Feature	7	11 + Wis	d10
14th	+5	Ageless Linguistics	11	12 + Wis	d10
15th	+5	ChronoShelter	11	12 + Wis	d10
16th	+5	Ability Score Increase	11	13 + Wis	d10
17th	+6	Great Clock Feature	11	14 + Wis	d12
18th	+6	Time manipulation Feature	11	15 + Wis	d12
19th	+6	Ability Score Increase	15	15 + Wis	d12
20th	+6	Sands of Time	15	16 + Wis	d12

CLASS FEATURES

As a chronomancer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per level

Hit points at 1st Level: 8 + your Constitution modifier

Hit points at higher Levels: 1d8 (or 5) + your Constitution modifier each level after 1st

PROFICIENCIES

Armor: Light armor, Shields (Buckler*)

Weapons: Daggers, Spears, Quarterstaves, Shortswords and Firearms (Sidearms and Longarms*)

Tools: Gaming Sets, Tinker's Tools

Saving Throws: Wisdom, Intelligence

Skills: Choose two from Arcana, History, Insight, Investigation, Perception, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Two shortswords or a shortsword and shield
- A quarterstaff and light armor
- Your choice of a gaming set or tinker's tools
- A clock, hourglass, or chronometer
- An ancient tome and an explorer's pack

TEMPORAL MANIPULATION

Chronomancers are capable of harvesting time itself to fuel and empower their abilities.

SHARDS OF TIME:

At 2nd level you gain access to a pool of time energy in the form of Shards of Time, which you can spend to Manipulate time in various ways. You have a number of Time Shards equal to half your level + your proficiency bonus + your wisdom modifier. You regain all expended Time Shards after completing a long rest.

MANIPULATIONS

At first level, You know three manipulations. You learn additional manipulations at level 5 and again at 9th, 13th, and 18th level. Manipulations can be found on the time manipulations list at the end of the class description, before the Chronomancer Spell List.

If a Manipulation requires you to roll a dice to determine its effect, you use the Chrono-dice value listed on the Chronomancer Table.

THE GREAT CLOCK

Chronomancers treat all of time as a great 24-hour clock, beginning with creation and ending with... well very few dare to venture that far.

At 1st level, you choose what moments on this clock you have visited. Some of the most influential periods are detailed at the end of the class description, before the time manipulations list. Your Great Clock selection grants you features when you choose it at 1st level, and again at 3rd, 6th, 11th, and 17th level.

KEEPER OF TIME

““One cannot become the master of time until one first masters the telling of time.” - Unknown. Beginning at lvl 1, You always know what time it is, even while underground.

PRIMARY SOURCE

You have experienced much of history first hand; At 2nd level, you gain proficiency in History. If you already have proficiency in this skill, you may double your proficiency bonus when making history checks

AGELESS LINGUISTICS

Travelling through time has given you the chance to learn some of the oldest languages in existence. at 2nd level, You gain proficiency in 2 exotic languages. You gain 2 additional exotic languages at 7th level, 14th level

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can choose to gain a feat as per the Player's Handbook instead of improving ability scores.

CHRONOSHETER

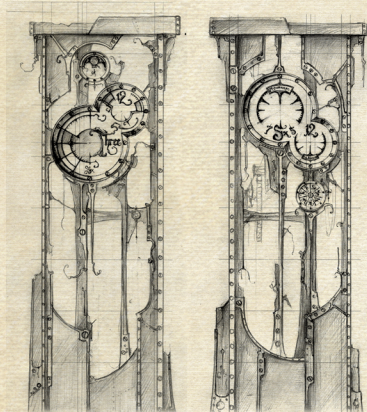
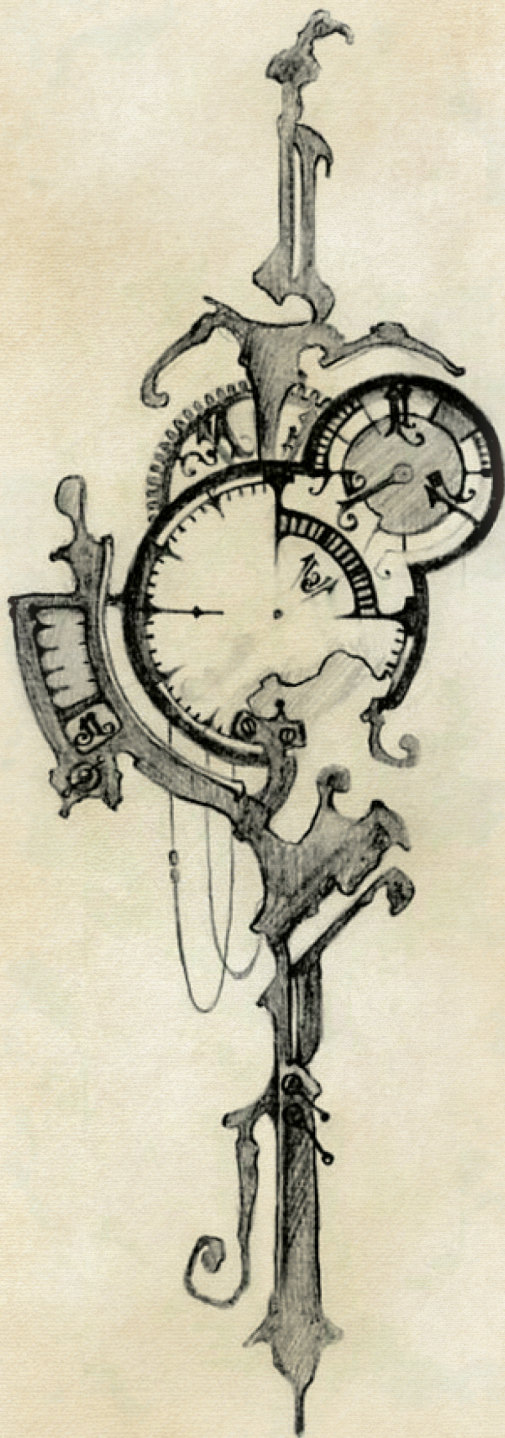
Beginning at 10th level, you can compress and expand time to offer your allies rest in the midst of battle. You may spend a shard to allow yourself and your allies to complete a short rest in only a minute, so long as they are within 50 ft of you

At 15th level, you can expand time even further. When you take a short rest through normal means, you can spend 3 Time Shards to allow your party to gain the benefits of a long rest instead. If you do so, you must complete a long rest through normal means before you can make use of this feature again

SANDS OF TIME

Upon reaching 20th level, you can manipulate the very sands of time to undo a specific timeline. You expend a number of Time Shards to reverse time by a number of hours equal to the number of Time Shards spent.

All experience and items gained within that time are lost. All resources that were used within the time frame become unused. You may choose up to 6 targets to retain their memories of the original timeline; all others are completely unaware of the change. You can only use this feature once every 7 long rests (a week), or risk destabilizing the very fabric of time.



THE GREAT CLOCK

The events that a Chronomancer witnesses have a profound effect that few can understand. Be it one single moment of clarity or devastation, or an entire age of war or prosperity, chronomancers are defined by the timelines they bear witness to.

KEEPER OF THE EARLY HOURS

You have travelled back to the first moment's of creation, when reality itself was still being defined. Your exposure to the raw forces of creation has granted you an innate understanding of the magical forces at work in the world. You can bend these forces the same way you bend time, bolstering your arsenal of temporal manipulations with powerful spells.

SPELLCASTING

You can cast chronomancer spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting, the Chronomancer spell list is contained at the end of this document.

CANTRIPS

At 1st level, you know one cantrips of your choice from the chronomancer spell list. You learn additional chronomancer cantrips of your choice at higher levels, as shown in the cantrips Known column of the Dawn Witness table.

CASTING SPELLS

The Keeper of Early Hours table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You know a number of spells as shown on the Keeper of Early Hours table. The spells must be of a level for which you have spell slots.

For example, if you are 3rd-level, you have four 1st-level and two 2nd-level spell slots. At 3rd level, you know 4 spells. If you know the 1st-level spell magic missile, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of known spells.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for chronomancer spells, since the power of your magic relies of your innate understanding of time. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a chronomancer spell you cast and when making an attack roll with one

Spell save DC = 8 + your proficiency bonus + your wisdom Modifier

Spell Attack Modifier = your proficiency bonus + your wisdom modifier

SPELLCASTING FOCUS

You are attuned with a Clock, hourglass, or Chronometer, and use it as a spellcasting focus for your chronomancer spells.

KEEPER OF EARLY HOURS

Level	Cantrips known	Spells known	Spell Slot level				
			1st	2nd	3rd	4th	5th
1st	1	-	-	-	-	-	-
2nd	2	-	-	-	-	-	-
3rd	2	-	-	-	-	-	-
4th	2	2	1	-	-	-	-
5th	2	2	1	-	-	-	-
6th	2	3	1	-	-	-	-
7th	2	4	2	1	-	-	-
8th	2	5	2	1	-	-	-
9th	2	6	2	1	-	-	-
10th	3	7	3	2	-	-	-
11th	3	7	3	2	-	-	-
12th	3	8	3	2	-	-	-
13th	3	9	3	2	1	-	-
14th	3	10	3	2	1	1	-
15th	3	11	3	2	1	1	1
16th	3	12	3	2	2	1	1
17th	3	13	3	2	2	1	1
18th	4	13	3	2	2	1	1
19th	4	13	3	2	2	1	1
20th	4	13	3	2	2	1	1

TEMPORAL MAGIC

By manipulating the fabric of time, you can expend shards of time to create spell slots, or sacrifice unused spell slots to gain more shards of time.

CREATING SPELL SLOTS

At 3rd level, you can transform unexpended Shards of Time into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots of no higher than 5th level.

KEEPER OF EARLY HOURS

Spell Slot Level	Shard Cost
1	2
2	3
3	5
4	6
5	7

CONVERTING SPELL SLOTS TO SHARDS OF TIME

As a bonus action on your turn, you can expend one spell slot and gain a number of Shards of Time equal to the slot's level.

DELAY SPELL

At 6th level, you can send your spells a short distance into the future. When you cast a spell, you can expend up to 6 Shards of Time to delay the effect of the spell a number of rounds equal to the number of shards spent, or 6 seconds per Shard spent when out of combat. If the effect would originate from you, it originates from the position you were standing when you cast the spell

IMPOSE CONTINUITY

Starting at 11th level, you can use your power over time to extend the duration of your spells. When you cast a spell that can be maintained with a bonus action, you can instead spend up to 5 Time Shards to set its duration to a number of rounds equal to the number of Time Shards spent. If you would lose concentration on the spell, you may use your reaction to maintain it. Affected creatures may repeat their saving throws against the spell at that time.

In addition, you may spend two Time Shards to double the duration of any spell with a duration of 1 minute or longer, up to a maximum 24 hours. If you would lose concentration on the spell, you may use your reaction to maintain it. Affected creatures may repeat their saving throws against the spell at that time.

CHRONOSPELL

At 17th level, you are capable of perfectly blending your Temporal Manipulation and Spellcasting to wield powerful magic known as chronospells. Choose one 6th level spell from the Dawn Witness spell list as your chronospell. As an action on your turn, you can expend a number of Time Shards equal to 3 + your chronospell's level to cast it.

At higher levels, you may replace your chronospell with one of a higher level: a 7th level spell at lvl 18, an 8th level spell at lvl 19, and a 9th level spell at lvl 20.



EXPLORER OF THE LAND BEFORE TIME

The mortal races are but newcomers within the grand scheme of time, and your journeys have taken you to times when the realm was ruled by creatures of insurmountable size. You have watched the Earliest Gods wage war against the forces of chaos, and seen titanic beasts shape the land, and surviving these prehistoric hours has honed your mind and body to peak condition.

ANCIENT WARRIOR

At lvl 1 your time in the untamed wilds of pre-history grants you proficiency in simple weapons, and one of the following skills: Animal handling, Survival, Nature

CHRONO-SURGE

So much time spent in times of prehistoric danger had forced you to learn new ways of channelling your temporal control. You can combine your martial prowess with your temporal manipulation to enter a state of altered time while fighting.

Beginning At 3rd level you can spend a shard to activate your chrono-surge as a bonus action. While surging, the world around you slows down, allowing you to make more effective use of your combat skills; you gain the following benefits:

- You have advantage on attack rolls against enemies
- Enemies have disadvantage on attack rolls against you.

Your surge lasts for 1 minute. It ends early if take damage or if your turn ends and you haven't moved or hit with a weapon attack since your last turn. You can also end your surge on your turn as a bonus action. Once you have surged a number of times equal to your proficiency bonus, you must complete a long rest before activating this ability again.

ENTANGLED ACTION

Beginning at 6th level, your surge creates a fixed point in spacetime to which you may return at any time.

When you activate your surge may choose to become entangled to your current position. At any time while you are surging, as a bonus action, you may spend a Shard to teleport back to this position; you may only teleport in this way once per round. At the end of your turn, if you have not teleported using this feature, you may choose to become entangled to your new position instead.

TRANS-TEMPORAL SHIFT

When you reach 11th level, your power over time allows to move in ways that seem physically impossible to others. While surging, you gain the following benefits:

- You can move through enemy spaces while surging
- You do not provoke attacks of opportunity.

In addition, your base movement speed increases by 10 feet.



TEMPORAL MULTIPLICITY

At 17th level, you are no longer limited by the constraints of a single time line, and can choose multiple courses of action at once.

When you activate your surge, you may choose to spend up to 6 Time Shards to split yourself into multiple alternate timelines. You create a number of additional timelines equal to one-half the number of Time Shards spent, up to a maximum of three.

All timelines originate in your current space and move on your turn. They can each move and take actions separately, and all timelines are considered to be surging. When a timeline's surge would end, that timeline collapses and any damage or conditions it suffered are applied to the remaining timelines. When only one timeline remains, the surge continues as normal.

Any resources such as Time Shards or spell slots are shared between all timelines.

CITIZEN OF GREAT AGES

You have roamed the streets of every city ever built and mingled amongst the peoples of every civilized age. You have learned to wield some of the greatest weapons ever made.

CENTURION'S ARMORY

At lvl 1, you have trained alongside some of the greatest warriors in history. You gain proficiency in all martial weapons and firearms. In addition, you may use your wisdom modifier in place of strength or dexterity when making weapon attacks.

DENIZEN OF MILLENNIA

At lvl 3 the time you have spent among the people of countless nations has given you a set of skills particularly suited to city life: You gain proficiency with one artisan tool of your choice.

In addition, choose three skills from Deception, Insight, Investigation, Persuasion, Slight of Hand, and Stealth. While within a city or civilized area, you have proficiency in these skills.

HOROLOGICAL COMBAT

At 6th level, Choose one of the Following:

Timelost Rounds: By creating a time rift inside your weapons, you are able to fire ammunition that you have already spent. Your ranged weapons ignore the ammunition and loading properties. In addition, you ignore the misfire property of firearms. (Rules for firearms are added as an addendum at the end of this class)

Synchronous Weapons: You may spend a short rest to entangle a melee weapon within the flow of time. You may summon swap one entangled weapon in your hand for another with no action. In addition you may re-roll any 1s on damage dice when using melee weapons

TEMPORAL DISPLACEMENT

Beginning at 11th level, You can alter the past to change the current location of creatures. As a reaction, you may spend up to 3 Time Shards to swap the location of up a number of targets equal to the number of Time Shards spent. You must have line of sight to all targets, and all targets must be within 30 ft of your current position.

At 16th level the number of shard you may spend in this way increases to 6. At 20th level you may spend up to 9 Time Shards in this way.

QUANTUM BARRAGE

Once 17th level is obtained, you can alter the flow of time around you to unleash a barrage of attacks all at once. When you take the attack action on your turn, you may choose to spend up to 6 Time Shards to make a number of extra attacks equal to the number of Time Shards spent. You must complete a short rest before using this ability again

WITNESS OF THE FINAL MOMENTS

You have travelled beyond the End of time, to the forbidden place when other chronomancers fear to tread. What you found in the empty void cannot be described, but has become a part of you, and you a part of it.

KNOWLEDGE OF THE END

At lvl 1, witnessing the end of days has hardened your mind against those who might assail you. You gain advantage on saving throws against becoming frightened, and have resistance to psychic damage.

AURA OF EMPTINESS

At 3rd level, your presence feels like an unsettling absence in the fabric of reality. You gain proficiency in the intimidation skill. If you are already proficient in intimidation, you may add twice your proficiency modifier to intimidation checks.

As a bonus action on your turn, you may spend a shard to add your intimidation bonus to your attack roll.

ANTIMATTER WEAPON

At level 6, the weapons you wield are corrupted by the nothingness of empty time. You may choose to treat any weapon damage you deal as either psychic or force damage.

In addition, Once per short rest, when you hit with a weapon attack, you may choose to spend a shard and absorb the damage dealt as health points.

NULL PROPHECY

At 11th level, Your gaze reveals visions of the dark nothingness at the end of time. When you make an intimidation check, you may spend up to 5 Time Shards to roll your chrono-dice and deal psychic damage to the target equal to the result times the number of Time Shards spent.

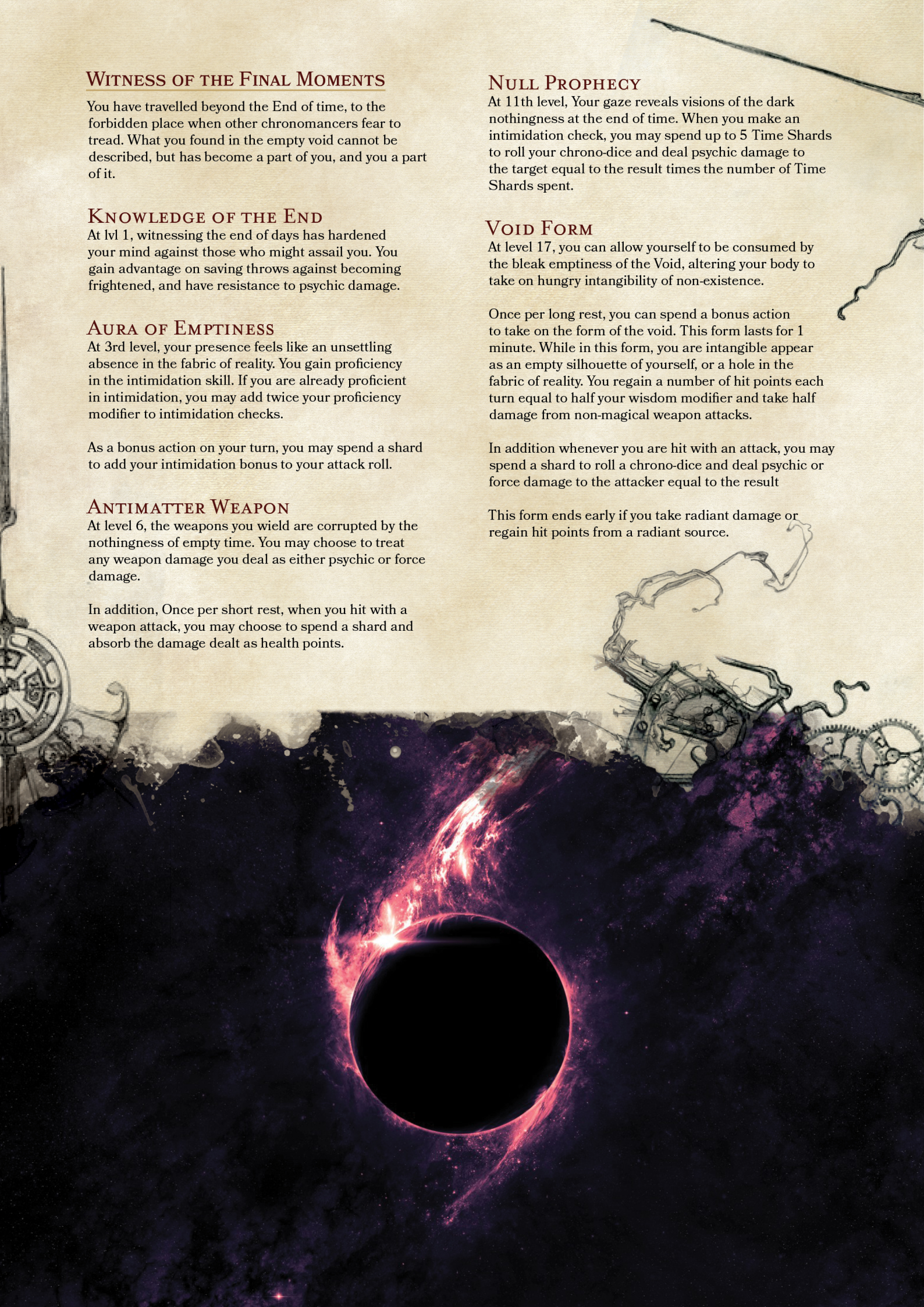
VOID FORM

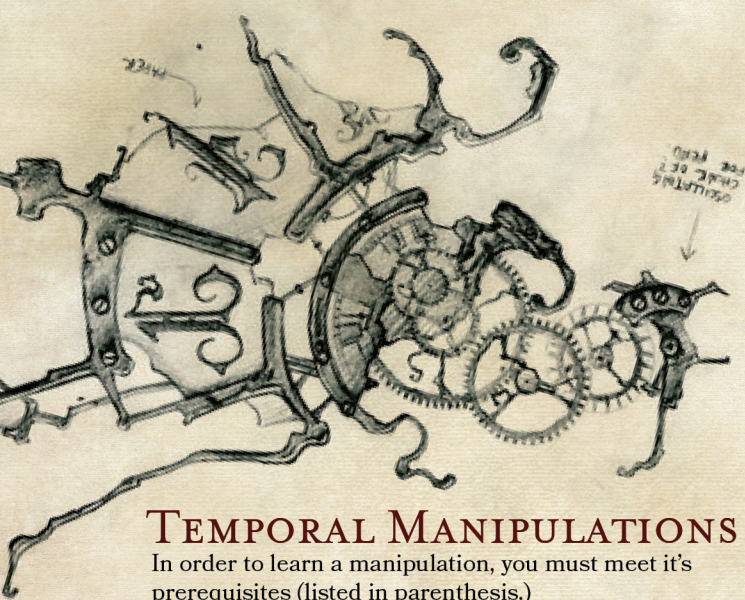
At level 17, you can allow yourself to be consumed by the bleak emptiness of the Void, altering your body to take on hungry intangibility of non-existence.

Once per long rest, you can spend a bonus action to take on the form of the void. This form lasts for 1 minute. While in this form, you are intangible appear as an empty silhouette of yourself, or a hole in the fabric of reality. You regain a number of hit points each turn equal to half your wisdom modifier and take half damage from non-magical weapon attacks.

In addition whenever you are hit with an attack, you may spend a shard to roll a chrono-dice and deal psychic or force damage to the attacker equal to the result

This form ends early if you take radiant damage or regain hit points from a radiant source.





TEMPORAL MANIPULATIONS

In order to learn a manipulation, you must meet it's prerequisites (listed in parenthesis.)

ACCELERATE(1ST LVL)

As an action on your turn, you may expend one Shard to cast Haste

BOLT OF TIME (1ST LVL)

Your attack glows with a temporal power as you strike. As a bonus action when you hit with an attack or spell, you may spend a shard to roll your chrono-dice and deal additional damage equal to the result.

BULLET TIME (1ST LVL)

As a reaction when you are targeted by an attack, you may choose to spend a shard to roll your chrono-dice and add the result to your AC.

CHRONO-STEP (5TH LVL)

By stretching and bending time, you seem to move faster than physically possible. You may spend a Shard to Dash as a Bonus action. While moving in this way; you do not provoke attacks of opportunity and can move along the surface of liquids as if under the effect of the water walk spell.

DECELERATE (1ST LVL)

As an action on your turn, you may expend one Shard to cast Slow. The Spell save DC equals 8 + your proficiency bonus + your wisdom modifier

DELAY DAMAGE (1ST LVL)

As a reaction to taking damage, you may spend a Shard to roll a chrono-dice and delay the damage a number of rounds equal to the result

DEJA VEU (5TH LVL)

As a reaction to an attack or non-attack action, you can expend a Shard to rewind time to before the attack or action occurred, effectively nullifying any costs or outcomes. You must be aware of the attack or action in order to react this way and do not recover your reaction as part of time rewinding.

Only you and the creature that performed the attack or action are aware of the original outcome. Unless otherwise compelled, the creature can attack a new target or choose to perform a new action.

GRAVITY WELL (18TH)

You compress time at a single point, drawing everything towards it. As an action you may spend a shard to create a gravity well. Choose a point within 20 ft that you can see. All creatures within 15ft of that point must succeed on a strength saving throw vs 8 + your proficiency bonus + your wisdom modifier or be pulled 5 ft towards the point.

NON-SEQUENTIAL REACTION

(5TH LVL)

As a reaction, you may spend a shard to take your next turn early. You may move and take actions as normal. During the time when your turn would have normally taken place you disappear from combat and you reappear at the end of that round

PAUSE (1ST LVL)

When you hit with an attack or spell, you may spend a shard to force the target to make wisdom save. On a failure, the target is stunned until the beginning of your next turn .

REVERT WOUNDS (5TH LVL)

As an action you can spend one Shard to reverse the flow of time on one creature within 20 ft that you can see. The target regains a number of hit points equal to your chrono-Dice + your wisdom modifier.

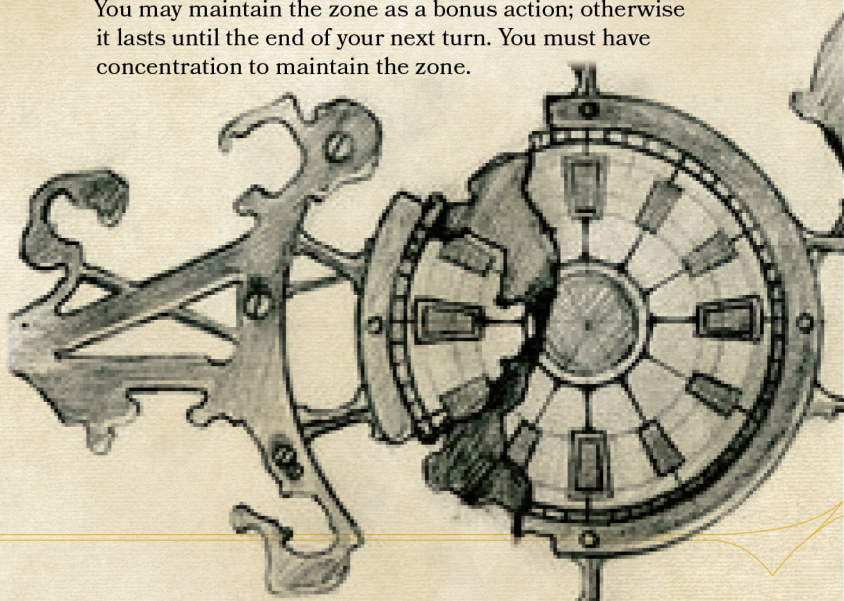
Beginning at 6th level, you may spend additional Time Shards to target multiple creatures; you may target one additional creature for each additional shard spent, up to a maximum of 3. At 11th level, you can target up to 6 creatures.

STASIS (9TH LVL)

As an action, you may spend a shard to stop time in a small, isolated area. You create a sphere 5ft in diameter at a point within 20 ft that you can see. Within this zone, time ceases to move forward: projectiles passing through the zone stop in mid-air, liquids do not flow, and objects do not age.

Creatures that enter or start their turn within the zone must make wisdom saving throw equal to 8 + your proficiency bonus + your wisdom modifier or become immobilized and silenced until the start of their next turn

You may maintain the zone as a bonus action; otherwise it lasts until the end of your next turn. You must have concentration to maintain the zone.



STOP PROJECTILE (5TH LVL)

As a reaction when you are targeted by a projectile attack, you can spend a shard to attempt to stop the projectile in mid-air. Make a wisdom saving throw vs the attack. On a success, the projectile is halted in mid-air until the start of your next turn.

Beginning at 6th lvl, you may spend an additional shard to instead change the target of the attack.

TEMPORAL ANOMALY (5TH)

You are capable of stretching time in battle to allow your allies more time to act. Once per round, as a reaction, you may spend a Shard to allow a creature to take an action instead of a bonus action.

TIME STOP (18TH LVL)

Your innate understanding of temporal reality allows you to temporarily remove yourself from the flow of time. As an action on your turn, you may spend 6 Time Shards to cast *Time Stop* as a chronomancer spell once between long rests.

TRANS-TEMPORAL LOCOMOTION

(11TH LVL)

You displace yourself in time, changing your current location. As a reaction, you may spend a shard to teleport to another location within 20ft that you can see.

WEIGHT OF THE AGES (13TH LVL)

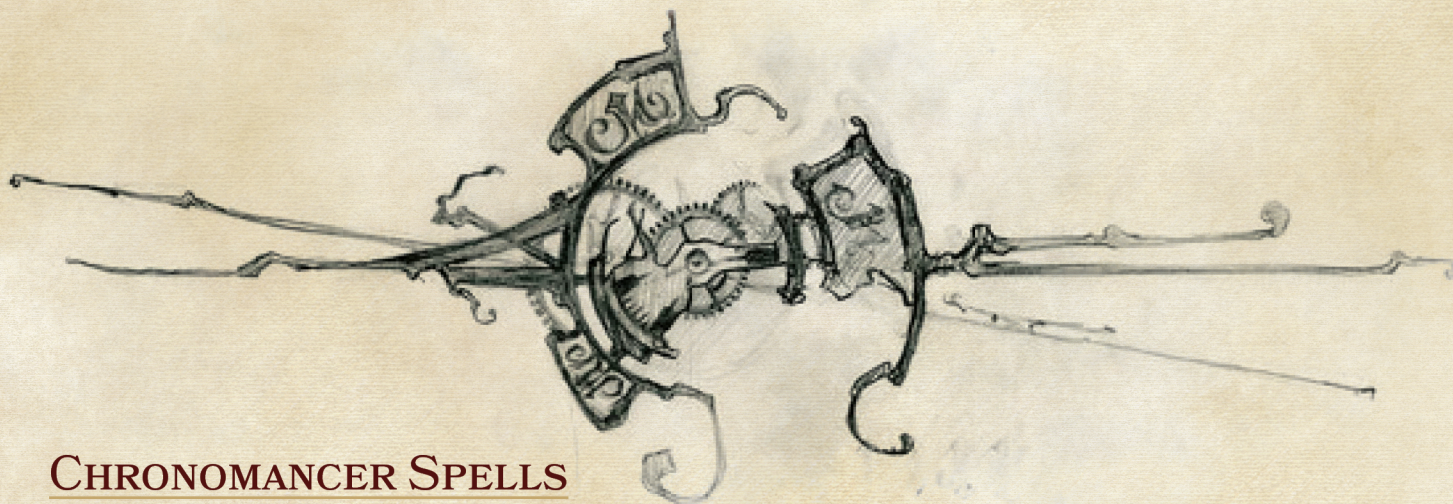
Once per encounter, when you hit with an attack against a target, you can choose to spend 3 Time Shards to attempt to age the target or their equipment. The target makes a wisdom saving throw with a DC equal to 8 + your proficiency modifier + your wisdom modifier. On a failure, choose one of the following effects

Target: the target ages 1d4 years, and gains one level of exhaustion.

Armor: the target's armor begins to rust or decay. The target takes a cumulative -1 penalty to AC for 1d4 rounds. This penalty remains until the equipment is repaired.

Weapons: the target's weapon begins to rust or decay. The weapon takes a cumulative -1 penalty to its damage for 1d4 rounds. This penalty remains until the equipment is repaired





CHRONOMANCER SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Light
Mage Hand
Mending
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike

1ST LEVEL

Burning Hands
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Jump
Mage Armor
Magic Missile
Shield
Silent Image
Sleep
Thunderwave

2ND LEVEL

Alter Self
Blindness/Deafness
Blur
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Gentle Repose
Gust of Wind
Invisibility
Knock
Levitate
Mirror Image
Misty Step
Scorching Ray
See Invisibility

Shatter
Spider Climb
Suggestion
Web

3RD LEVEL

Aura of Vitality
Blink
Clairvoyance
Counterspell
Daylight
Dispel Magic
Fear
Fireball
Fly
Gaseous Form
Hypnotic Pattern
Lightning Bolt
Major Image
Plant Growth
Protection from Energy
Sleet Storm
Stinking Cloud
Tongues
Water Breathing
Water Walk

4TH LEVEL

Banishment
Blight
Confusion
Dimension Door
Fabricate
Greater Invisibility
Ice Storm
Polymorph
Stoneskin
Wall of Fire
5th level
Antilife Shell
Cloudkill
Cone of Cold
Creation
Destructive Wave
Dominate Person
Modify Memory
Seeming
Telekinesis
Teleportation Circle
Wall of Stone

6TH LEVEL

Chain Lightning

Circle of Death
Disintegrate
Eyebite
Globe of Invulnerability
Heal
Move Earth
Sunbeam
True Seeing

7TH LEVEL

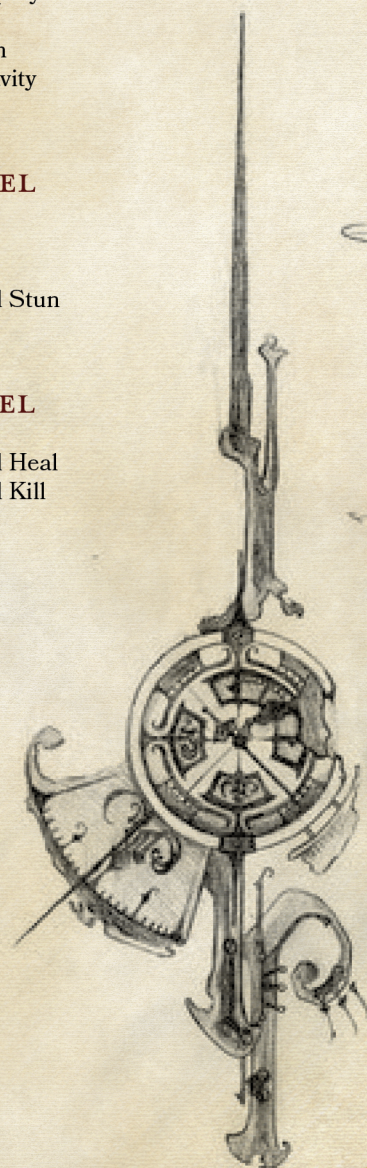
Delayed Blast Fireball
Etherealness
Finger of Death
Plane Shift
Prismatic Spray
Regenerate
Resurrection
Reverse Gravity
Teleport

8TH LEVEL

DemiPlane
Earthquake
Mind Blank
Power Word Stun
Sunburst

9TH LEVEL

Gate
Power Word Heal
Power Word Kill
Wish



CREDITS AND ACKNOWLEDGMENTS

IMAGES IN ORDER

God of Time, by Shiyao Jiang

Magic Time, by Dennis Schiller

Chronomancer, by unknown Artist for Guild Wars 2

Void Magic, By unknown Artist

Chronomancer concept art, by unknown artist for Guild Wars Utopia

Unknown, by Kerkai Kotaki

All Clocks and Flourishes are the beautiful concept sketches of Eric Freitas, who actually makes these functional clocks. - I am so sorry for butchering your incredible designs.

SPECIAL THANKS

A huge thank you to Zst0rm for his/her wonderful chronomancy class. This started as a few modifications to make your class function well in my campaign setting, and turned into something completely new.

Also to my Friends and Players for helping to me balance and playtest (still an ongoing process)

And especially to my Wife, who had to put up with me for nigh-on a month while I obsessed over this

