

💡 The Genius Guide to:

The Time Warden



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Time is something we all understand on an instinctive level, at least to a degree, but few of us have ever tried to define. Time has been called the 4th dimension, nature's way of making sure everything doesn't happen all at once, and a philosophical construct to allow for the comparison of durations. Philosophers grant time the power to heal all wounds, but also warn it is the death of all things from mountains, to kings, to peasants. We do not need to understand time to make use of it, but no matter how much we deny its power, we remain beholden to it.

Time is one of the great forces of the universe. But what if time doesn't just happen? What if time is fragile, or at least mutable, and must be guarded?

The time warden is a master of chronothurgy, the magic of manipulating time, and a self-appointed guardian of the timeline—the sequence of events from the beginning up to the present, and stretching out to the end. With the ability to manipulate time comes the ability to abuse it, and, if damaged, time can become dangerous. Time wardens are aware that if time is stretched too far, ignored too much, or called upon too recklessly, the result can be an injury to time. The measure of how likely a given use of time is to cause damage is known as choral dissonance, and time wardens seek such dissonance and do their best to reduce it.

Of course, time wardens do far more than place a stitch in time. They are spellcasters, calling on temporal spells as sorcerers call on the arcane and clerics on the divine. Through manipulation of chronothurgy, a time warden can divine the future, heal his allies, undo many harmful effects, and eventually carry friends through time. Much like the bard or monk, the role of the time warden is less well defined than classes that stick closer to the cleric/fighter/rogue/wizard mold,

but by the same token is less likely to overlap with existing characters filling those traditional roles. Certainly a time warden can be of great benefit to a band of adventurers, granting time-based benefits and hampering foes, if not through direct damage.

Alignment: Time wardens can be of any alignment. Because of their instinctive desire to protect and maintain their own timeline, most time wardens are lawful.

Hit Die: d8

CLASS SKILLS

The time warden's class skills are Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all categories, each taken separately), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the time warden.

Weapon and Armor Proficiency: A time warden is proficient in all simple weapons, but no form of armor or shield.

Spells: A time warden casts temporal spells drawn from the time warden spell list presented in Spell Lists. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a time warden

must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a time warden's spell is 10 + the spell level + the time warden's Charisma modifier.

Like other spellcasters, a time warden can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1: Time Warden. In addition, he receives bonus spells per day if he has a high Charisma score (see Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

TABLE 1: THE TIME WARDEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+2	+2	Mote of time	1	—	—	—	—	—
2	+1	+0	+3	+3	Mote of time (AC, proficiencies)	2	—	—	—	—	—
3	+2	+1	+3	+3	—	3	—	—	—	—	—
4	+3	+1	+4	+4	Aevum	3	1	—	—	—	—
5	+3	+1	+4	+4	Mote of time (duration)	4	2	—	—	—	—
6	+4	+2	+5	+5	—	4	3	—	—	—	—
7	+5	+2	+5	+5	Aevum	4	3	1	—	—	—
8	+6/+1	+2	+6	+6	Mote of time (personal timeline)	4	4	2	—	—	—
9	+6/+1	+3	+6	+6	—	5	4	3	—	—	—
10	+7/+2	+3	+7	+7	Aevum	5	4	3	1	—	—
11	+8/+3	+3	+7	+7	Mote of time (swift spell)	5	4	4	2	—	—
12	+9/+4	+4	+8	+8	—	5	5	4	3	—	—
13	+9/+4	+4	+8	+8	Aevum	5	5	4	3	1	—
14	+10/+5	+4	+9	+9	Mote of time (duration, improved)	5	5	4	4	2	—
15	+11/+6/+1	+5	+9	+9	—	5	5	5	4	3	—
16	+12/+7/+2	+5	+10	+10	Aevum	5	5	5	4	3	1
17	+12/+7/+2	+5	+10	+10	Mote of time (allies' checks)	5	5	5	4	3	2
18	+13/+8/+3	+6	+11	+11	—	5	5	5	5	4	3
19	+14/+9/+4	+6	+11	+11	Aevum	5	5	5	5	5	4
20	+15/+10/+5	+6	+12	+12	Lord of time	5	5	5	5	5	5

WARDENS, REAVERS, AND THIEVES

The time warden is described as being concerned with maintaining a single, safe timeline and avoiding choral dissonance, but not a lot of guidance is given on who or what is the main threat to that timeline. This is intentional, because that answer should vary by campaign, much as the threats sought out by paladins and the lost secrets hunted by wizards vary by campaign.

One simple answer is to assume there are chaotic anti-time wardens, known as time reavers, who seek to rip time apart. The time reaver class requires no game mechanic alterations—a simple change of flavor text can have them cause choral dissonance with their spells and abilities. Such characters can be a real long-term threat to the continuity of time, and PC time wardens can be called on to put an end to their temporal damage. Another excellent choice for time warden foes are time thieves, as defined in *The Genius Guide to the Time Thief*. The powers of the time thief are fueled by motes and aeons, and thus follow the same rules presented in this product, but are stolen from other timelines. Although time thieves might not mean to cause damage to a timeline, and a single time thief may not do enough damage to cause a serious problem, a campaign can easily define the collective actions of time thieves as a whole as a real danger against which time wardens must struggle.

Further, a time warden doesn't *need* a specific threat to time, and even against typical foes can function as a useful part of a team. The motes and aevum used to power a time warden's class abilities are defined as being scraps of leftover time the character naturally

gathers in the course of his daily preparations. Much as a cleric can be assumed to be doing the work of her gods just by praying for spells and going on adventures, a time warden can be assumed to be carrying out the protection of the timeline just by preparing his daily abilities and going on adventures. If a GM and player want to build a plot around a more specific threat, the above possibilities are certainly one set of options, but anything that serves the overall plot of a campaign can also serve as a threat to time. From undead hordes (guilty of remaining after their allotted time is over) to chromatic dragons seeking time-related treasures, to evil wizards who fracture time as part of their research into more powerful spells, nearly any campaign villains can become a threat to time that requires a time warden's attention.

As for the result of damaged time, again each GM should choose a severity and frequency that matches the needs of the campaign. The baseline assumption of this product is that time is very difficult to damage, and the time warden's innate gathering of miscreant motes and aevum is enough to prevent serious temporal harm. A GM wishing to focus on temporal threats might want to create a set of random encounters used for areas with high temporal dissonance. Such encounters could include time reavers or time thieves, or creatures long extinct from the campaign world (dinosaurs are great for this role if not already in use), or even time elementals (using the temporal creature, presented at the end of the product, on fire or air elementals).

The time warden's selection of spells is extremely limited. A time warden begins play knowing four 0-level spells and two 1st-level spells of the time warden's choice. At each new time warden level, he gains one or more new spells, as indicated on Table 2: Time Warden Spells Known. (Unlike spells per day, the number of spells a time warden knows is not affected by his Charisma score.

The numbers on Table 2: Time Warden Spells Known are fixed.)

Upon reaching 3rd level, and at every other time warden level after that (5th, 7th, and so on), a time warden can choose to learn a new spell in place of one he already knows. In effect, the time warden "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of

the spell being exchanged, and it must be at least one level lower than the highest-level time warden spell the time warden can cast. A time warden can swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A time warden need not prepare his spells in advance. He can cast any spell he

knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Mote of Time (Su): A mote is a tiny, split-second of time that a time warden gathers from lost timelines and the aftereffects of choral dissonance. The motes are inconsequential slivers of continuance left over from lost timelines, denied fates, and avoided destinies. If left "wild," the motes can cause choral dissonance, leading most time wardens to believe gathering them is an important part of their timeline-guarding duties. By using these motes, a time warden can affect his present timeline, allowing him to subtly alter the normal flow of time.

Once a round, as a free action, a time warden can expend a mote to create one of the effects listed below. When the effect grants a bonus to a roll or check, the bonus is equal to +1d4. This increased to +2d4 at 8th level, and +3d4 at 16th level. The time warden can decide to add this bonus immediately after seeing the result of the original die roll. The possible uses of a mote are as follows:

*Gain a bonus to skill check, ability check, saving throw, or caster level check. The roll must represent a single action that occurs entirely within a single round. (A time warden could use a mote to add a bonus to a Spellcraft check to identify a spell as it is cast, but not to a Craft check made to determine how much progress was made after a day of work.)

*Add a bonus to an initiative check.

*Take a single swift action that does not count against the time warden's normal limit of one swift action per round.

*At 2nd level, a time warden gains the ability to add the bonus from spending a mote of time to his Armor Class (as a dodge bonus) until the beginning of his next turn, or to gain proficiency in a single weapon or type of armor for 24 hours.

*At 5th level, the time warden can spend a mote to extend the duration of a time warden spell he has cast. By slowing the speed with which the spell's magic travels through time, the time warden can increase the duration of any time warden spell he has cast that already has a duration of at least 7 rounds. The spell's duration is increased by +2d4 rounds. This increases to a +3d4 round extension of duration at 14th level.

*At 8th level, a time warden can spend a mote of time to alter his personal timeline to one in which he received different training. This requires 1 hour of uninterrupted meditation. At the end of this time, the time warden can remove skill points from one skill and add them to a different skill, or exchange one feat for another feat, or exchange one spell known for a different spell known. In all cases the selection must meet all normal restrictions (cannot exceed maximum skill points in a skill, select a feat for which the time warden does not qualify or exchange one being used to qualify for other feats, spells must be exchanged for other spells of the same level on the same class list, and so on).

Any change made remains in effect for 24 hours. A time warden cannot have more than 1 total change per three class levels in effect at the same time. Any attempt to

TEMPORAL SPELLS?

The time warden draws on the power of time to cast spells, just as bards, sorcerers, wizards, and witches call on arcane power, and clerics, druids, inquisitors, oracles, paladins, and rangers call upon divine power. As a result, a time warden's spells are considered neither arcane nor divine but temporal, a third form of spell. This rarely matters in game play, and on those rare occasions when an ability or rule refers to a spell's power source, a GM should have little difficulty determining how temporal spells fit in. Exactly because this issue is unlikely to come up, a GM can decide that the time warden spells are in fact arcane or divine (whichever best fits his campaign) without affecting game balance.

make additional changes to his timeline of training fail.

*At 11th level, the time warden can spend a mote to cast a spell with a casting time of 1 standard action or less as a swift action. The time warden cannot cast any other spell on the same round this ability is used.

*At 17th level the time warden can use a mote to grant any ally he can see a +3d6 bonus to any one skill check or ability check that occurs entirely within 1 round.

Each day, a time warden can spend a total of three motes, plus one mote per time warden level.

Aevum: At 5th level, the time warden gains the ability to control *aevum*, distinct moments of important time, gathered in the

same way notes are from fragmented futures and lost histories. Unlike a *mote*, which is a very minor split second of time, an *aevum* is a more noteworthy moment—a crucial instance when something important was supposed to happen. While a time warden can freely spend *motes* for minor effects, *aevum* represent more major manipulations of time.

When first gained, the time warden must select a single power he can use with his *aevum* from the list below, and he has only a single *aevum* to spend each day. He gains additional *aevum* powers at 9th, 13th, and 17th level, as well as gaining one additional *aevum* at each of those levels. Spending an *aevum* is a standard action unless an ability says otherwise.

Arcane Timeline (Su): The time warden alters his personal past so that one spell slot he has expended becomes available again.

Divide Time (Su): The time warden can break up the bigger, more important moments of fateful time under his control into smaller, more easily manipulated pieces. By spending an *aevum*, the time warden can recharge his daily uses of notes. He regains a number of notes of time equal to 1d4 + his Charisma modifier. This cannot increase his number of notes available to above his normal note maximum.

Enforce Dissonance (Su): The time warden can spend an *aevum* to negate the effect of any ability that creates choral dissonance, which includes any ability that requires the expenditure of notes or *aevum*, and spells and spell-like abilities with “time” in the

title. This acts as a *greater dispel magic* spell, but can affect (or counterspell) spell-like and supernatural abilities that meet the description of creating choral dissonance.

Preferred Timeline (Su)*: The time warden can rewind time by small amounts to erase any minor mistakes he makes as a result of distraction around him. By spending an *aevum*, the time warden can use skills reliably even under adverse conditions. Once he spends the *aevum*, he can take 10 on any skill check made over the next hour, even if stress and distractions would normally prevent him from doing so.

Reverse Timeline (Su): By spending an *aevum*, a time warden can draw information from his future or past, allowing him to instantly gain the benefits of considerable study and reflection. He can also peer briefly into the future to see how others react to his various attempts at negotiation or subterfuge. The time warden can make a single ability check or skill check with a result equal to 20 + his total ability or skill bonus.

Time Jaunt (Su): By spending one *aevum*, the time warden can take himself and up to one touched creature per three levels in a short hop through time. The time travelers can go a maximum number of years into the future or the past equal to the time warden’s level x the time warden’s level, but this theoretical maximum is almost never achieved. Because of the pressure of choral dissonance, there are severe limitations to how far a time jaunt can go.



The time jaunt cannot go any farther back in time than when the time warden and those traveling with him last interacted with another creature with an Int, Wis or Cha of at least 1 or interacted with the world in any major way (including any change to any character's status, or acquisition of any material or item worth at least 1 gp). It cannot go any further forward in time than the earliest point at which a creature with an Int, Wis or Cha of at least 1 would observe. As a result of this limitation, the time jaunt can only take the time warden when no one is observing him (except those traveling with him), and only to an area that is unobserved.

A time warden can spend an aevum to time jaunt only once per day. A time warden must be at least 13th level to select this ability.

Time Stop, Lesser (Su): By spending an aevum as a swift action, the time warden can pause his own timeline to engage in activity that occurs outside the normal timeline. This acts as the *time stop* spell, but the time warden gains only a single round of activity during the *time stop*. A time warden must be at least 16th level to select this ability.

Lord of Time (Su): At 20th level, the time warden has almost total control over his own timeline, allowing him to change his history (and training) daily. Each time the time warden regains the use of his spells and abilities for the day, he can also re-assign his skill points, feats, and spells known as he wishes. The time warden must meet the prerequisites for any new feats he selects, and he cannot change out a feat he is using as a prerequisite for other feats or abilities. The new selection of skill point allotment, feats, and spells known is instant,

remaining (even in an antimagic field) until the time warden changes them again with this ability.

Further, the time warden can add his Charisma modifier to his caster level when resisting any chronothurgy effect attempting to dispel his spells and abilities (such as the *dispel duration* spell or *enforce dissonance* ability).

CHRONOTHURGY

Chronothurgy is a new spell descriptor, normally exclusive to spells used by the time warden. It indicates that a spell deals with manipulation of time and travel through time, and it also stipulates that the spell is subject to a set of rules that apply to all such spells.

Chronothurgy spells can accomplish only those effects that it would be possible for the caster to create without a spell, if given infinite time to do so, or if the effect can be created by slowing, speeding, or changing the flow of time. This is because the effects created through chronothurgy spells are actually effects wrought by the caster either in the future (and then brought back to the current time), in an alternate timeline (such as borrowing knowledge from another timeline where the caster researched such a question), or as a result of slowing, speeding, or freezing time to manage a task with precision not normally possible. So when a time warden casts *cure light wounds*, he is speeding the natural recuperation of the character affected, and when casting *cause light wounds* he is moving the character's body back to a time when it had been injured.

Table 2: Time Warden Spells Known

Character Level	Maximum Spells Known					
	1st	2nd	3rd	4th	5th	6th
1	4	2	—	—	—	—
2	5	3	—	—	—	—
3	6	4	—	—	—	—
4	6	4	2	—	—	—
5	6	4	3	—	—	—
6	6	4	4	—	—	—
7	6	5	4	2	—	—
8	6	5	4	3	—	—
9	6	5	4	4	—	—
10	6	5	5	4	2	—
11	6	6	5	4	3	—
12	6	6	5	4	4	—
13	6	6	5	5	4	2
14	6	6	6	5	4	3
15	6	6	6	5	4	4
16	6	6	6	5	5	4
17	6	6	6	6	5	4
18	6	6	6	6	5	4
19	6	6	6	6	5	5
20	6	6	6	6	6	5

In all these cases, it is assumed that even with infinite time the caster has access only to his current resources and those that could easily be obtained by him. Thus a time warden casting a spell to summon or create a sword can do so, because characters with common resources and no time limit can obtain swords easily. The time warden could not necessarily summon a tyrannosaurus (depending on the campaign), and definitely couldn't summon a *dagger of*

three wishes. Similarly the caster must deal with the physical state of the world as it is currently, rather than as it might be at some point in the future. Thus a time warden wishing to create a campfire underwater in a lake is unable to do so, even if there is a dam holding water in the lake and it might someday break, releasing the water.

All time warden spells have the chronothurgy descriptor, and thus they are

all limited to effects the time warden could create through time manipulation. This is true even if the time warden is casting a spell that doesn't have the chronothurgy descriptor when cast by other classes. Thus a time warden casting *teleport* is limited to teleporting to those locations he could reasonably get to if given unlimited time to do so, but can't teleport into a *resilient sphere* (since it has no entrance point), even though

a wizard casting *teleport* could do so. Of course most of the time the spells work as described and the GM can use the normal function of the spell as a baseline for what is reasonable. A time warden casting *summon monster I* could arrange to have trained allies somewhere in his future or past, and thus can summon those creatures listed in the spell.

These restrictions exist for numerous reasons. First, it helps a GM adjudicate what can and cannot be done with chronothurgy spells, especially more open-ended ones such as *time travel*. Second, the theme of the time warden is a respectful and careful use of time, and these limitations represent what cannot be done because doing so might cause a rift in time. The power of a time warden is drawn from the strong fabric of the timestream, so it's impossible for their chronothurgy spells to weaken that fabric in the same way that it's impossible to fly by pulling on your bootstraps.

Additionally, because of their alien nature compared to most magic, chronothurgy spells are more difficult to duplicate or turn into magic items. When using other spells to duplicate the effect of a chronothurgy or chronothurgy spells (such as *limited wish*, *wish*, or *miracle*), or when using spells to price magic items based on chronothurgy or chronothurgy, treat the spell level as if it was 50% higher (minimum +1 level). Thus, for these purposes, a 4th-level chronothurgy spell is treated as being 6th level, and a 6th-level chronothurgy spell is treated as being 9th level.

HOW HARD IS IT TO GO TO TOMORROW?

There's a conceit to the design of the time warden that requires an explanation. The class, and its powers, are based on the idea that the difficulty in traveling through time is not how far you go, it's how much change you have wrought as a result. Traveling ten years into the future in a small, empty room and then coming back is relatively easy because you haven't made any changes to either end of your timeline. When you do make changes, the universe fights against you, and that is when greater power is required. Thus, the true limit of time magic is not how far can you go, it's what can you accomplish when you do so. When describing the force that pushed back against changes wrought through time travel, time wardens refer to "chronal dissonance."

As time wardens learn to manipulate their timelines (and those of others) through spells and class abilities, they discover that although trips through time can be made easily, *useful* trips through time are difficult. Thus they must focus on making specific, small, controllable changes in their timelines to reduce chronal dissonance and get something useful done. The practical effect of this is that a time warden's spells and abilities are defined in terms of change, rather than temporal distance. At low levels, time wardens can implement only relatively minor changes, roughly on par with the effects of the spells, talents, and feats available to other classes.

When a time warden casts *comprehend languages*, he might actually be drawing on the power to take a trip through time to study the language in question at a small university, but the end effect is the same as any other class with access to the spell. While this might not seem quite as flavorful as creating a whole new set of a few hundred time-manipulation spells exclusively for the time warden, using existing spells has advantages of balance. (GMs and players already have a good feel for how powerful *hold person* is, but might not be so sure about a single-target *freeze timeline* spell that did much the same thing.)



0-LEVEL TIME WARDEN SPELLS

Bleed: Cause a stabilized creature to resume dying.

Create Water: Creates 2 gallons/level of pure water.

Daze: Humanoid creature of 4 HD or less loses next action.

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

Ghost Sound: Figment sounds.

Guidance: +1 on one attack roll, saving throw, or skill check.

Know Direction: You discern north.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Open/Close: Opens or closes small or light things.

Sift*: See area as though examining it.

Stabilize: Cause a dying creature to stabilize.

Summon Gear:** Summon one piece of mundane equipment.

Touch of Fatigue: Touch attack fatigues target.

*Indicates a spell from the *Advanced Player's Guide*.

** Indicates a new spell, defined below.

1ST-LEVEL TIME WARDEN SPELLS

Broach Block:** A metal item on your body blocks attacks, giving you a +4 shield bonus to AC.

Comprehend Languages: You understand all languages.

Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your base land speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Hold Portal: Holds door shut.

Identify: Gives +10 bonus to identify magic items.

Ill Omen*: Target rolls twice for checks and attacks and uses worst roll.

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Invigorate*: Temporarily relieves fatigue or exhaustion.

Jump: Subject gets bonus on Acrobatics checks.

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

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Remove Fear: Suppresses fear or gives +4 on saving throws against fear for one subject + one per four levels.

Restful Sleep*: Gain more hit points while sleeping.

Split Second Parry:** You slow attacks enough to parry them with a held weapon, gaining a +4 armor bonus to AC.

Summon Monster I: Summons extraplanar creature to fight for you.

Timely Inspiration*: Gives bonus on failed check/attack.

Touch of Gracelessness*: Subject loses 1d6 + 1 Dex/two levels and is prone to falling down.

Touch of the Sea*: Swim speed becomes 30 ft.

True Strike: +20 on your next attack roll.

Unseen Servant: Invisible force obeys your commands.

Ventriloquism: Throws voice for 1 min./level.

*Indicates a spell from the *Advanced Player's Guide*.

** Indicates a new spell, defined below.

2ND-LEVEL TIME WARDEN SPELLS

Augury^{MF}: Learns whether an action will be good or bad.

Blink: You randomly vanish and reappear for 1 round/level.

Blur: Attacks miss subject 20% of the time.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Chronal Bolts:** You summon crossbow bolts from other timelines to strike your foes.

Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).

Daze Monster: Living creature of 6 HD or less loses next action.

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

Expeditious Excavation*: Moves 5-ft. cubes of earth.

Find Traps: Notice traps as a rogue does.

Gallant Inspiration*: +2d4 bonus on failed attack roll or skill check.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Inflict Moderate Wounds: Touch attack, 2d8 damage + 1/level (max +10).

Locate Object: Senses direction toward object (specific or type).

Make Whole: Repairs an object.

Status: Monitors condition, position of allies.

Summon Monster II: Summons extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Whispering Wind: Sends a short message 1 mile/level.

*Indicates a spell from the *Advanced Player's Guide*.

3RD-LEVEL TIME WARDEN SPELLS

Borrow Fortune*: Retry attack or check, but do worse on next two.

Chronal Weapon:** Summon missed weapon blows from throughout time to smite your foes.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Contagion: Infects subject with chosen disease.

Continual Flame^M: Makes a permanent, heatless light.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).

Dispel Duration:** Dispel any effect or affliction that has a duration.

Displacement: Attacks miss subject 50% of the time.

Jester's Jaunt*: Teleport target within 30 ft. of itself.

Haste: One creature/level moves faster, receives +1 on attack rolls, AC, and Reflex saving throws.

Inflict Serious Wounds: Touch attack, 3d8 damage + 1/level (max +15).

Minor Creation: Creates one cloth or wood object.

Nap Stack^M: Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits.

Ray of Exhaustion: Ray makes subject exhausted.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Slow: One subject/level takes only one action/round, -1 to AC, Reflex saving throws, and attack rolls.

Snare: Creates a magic booby trap.

Speak with Dead: Corpse answers one question/two levels.

Summon Monster III: Summons extraplanar creature to fight for you.

Tongues: Speak and understand any language.

*Indicates a spell from the *Advanced Player's Guide*.

** Indicates a new spell, defined below.

4TH-LEVEL TIME WARDEN SPELLS

Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).

Dimensional Anchor: Bars extradimensional movement.

Dimension Door: Teleports you a short distance.

Diminish Plants: Reduces size or blights the growth of normal plants.

Dismissal: Forces a creature to return to native plane.

Divination^M: Provides useful advice for specific proposed actions.

Fabricate^M: Transforms raw materials into finished items.

Hold Monster: As *hold person*, but any creature.

Inflict Critical Wounds: Touch attack, 4d8 damage + 1/level (max +20).

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

Locate Creature: Indicates direction to known creature.

Modify Memory: Changes 5 minutes of subject's memories.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.

Quench: Extinguishes fires.

Secure Shelter: Creates sturdy cottage.

Scrying^F: Spies on subject from a distance.

Summon Monster IV: Summons extraplanar creature to fight for you.

*Indicates a spell from the *Advanced Player's Guide*.

5TH-LEVEL TIME WARDEN SPELLS

Commune with Nature: Learn about terrain for 1 mile/level.

Contact Other Plane: Lets you ask question of extraplanar entity.

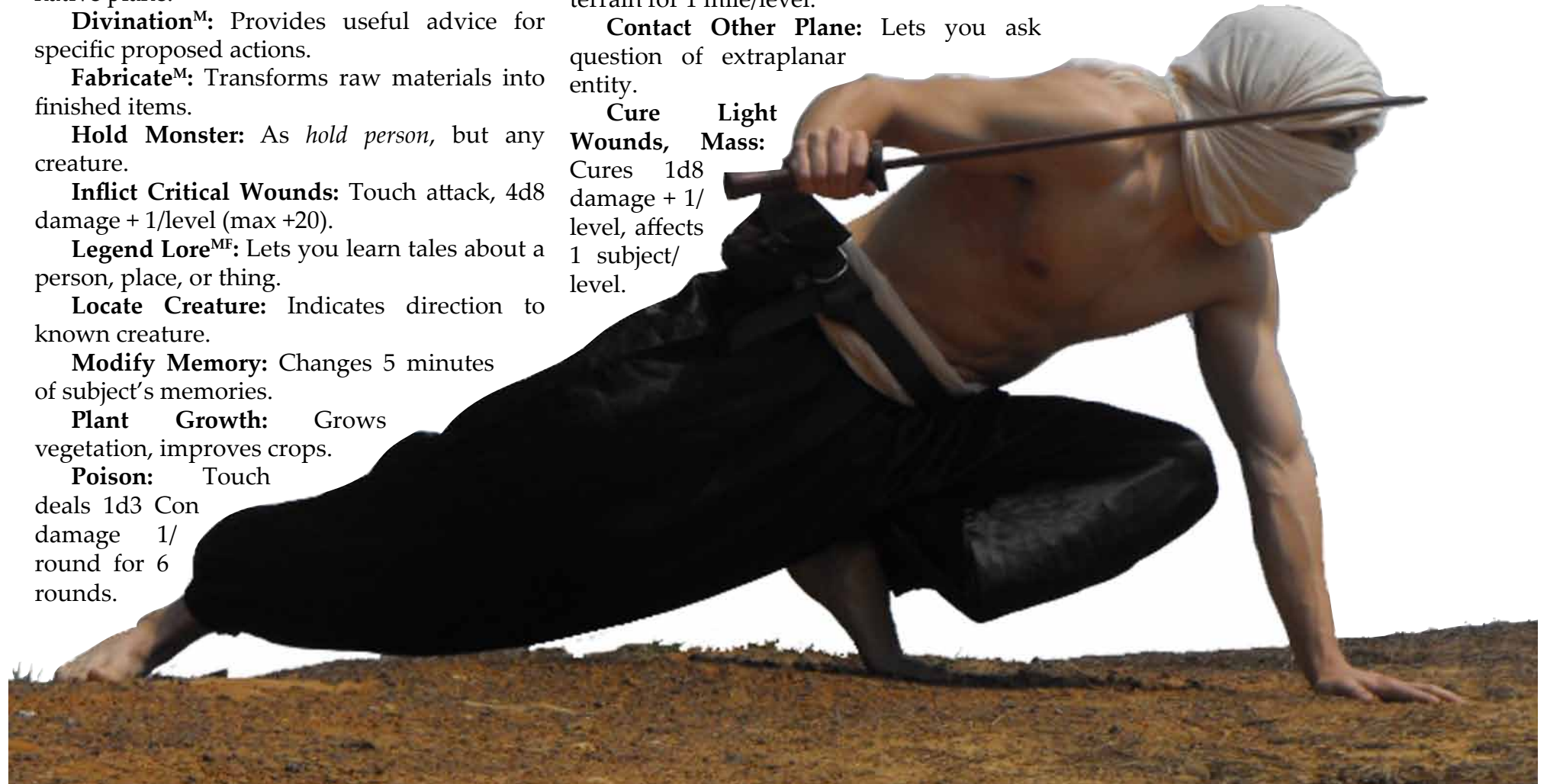
Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.

Dispel Duration, Greater^{}:** As *dispel duration*, but with multiple targets.

Elude Time^{M*}: Puts you in temporary suspended animation.

Getaway^{*}: Teleports a group of predetermined allies and creatures to a predetermined location.

Inflict Light Wounds, Mass: Deals 1d8 damage + 1/level, affects 1 subject/level.



Major Creation: As *minor creation*, plus stone and metal.

Move Earth: Digs trenches and builds hills.

Plane Shift^F: As many as 8 subjects travel to another plane.

Reincarnate: Brings dead subject back in a random body.

Rusting Grasp: Your touch corrodes iron and alloys.

Secret Chest^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.

Summon Monster V: Summons extraplanar creature to fight for you.

Teleport: Instantly transports you as far as 100 miles per level.

Threefold Aspect^{F*}: Appear older or younger.

Waves of Fatigue: Several targets become fatigued.

Word of Recall: Teleports you back to designated place.

*Indicates a spell from the *Advanced Player's Guide*.

** Indicates a new spell, defined below.

6TH-LEVEL TIME WARDEN SPELLS

Banishment: Banishes 2 HD/level of extraplanar creatures.

Breath of Life: Cures 5d8 damage + 1/level and restores life to recently slain creatures.

Cat's Grace, Mass: As *cat's grace*, affects 1 subject/level.

Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.

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

Find the Path: Shows most direct way to a location.

Foresight: "Sixth sense" warns of impending danger.

Inflict Moderate Wounds, Mass: Deals 2d8 damage + 1/level, affects 1 subject/level.

Instant Summons^M: Prepared object appears in your hand.

Refuge^M: Alters item to transport its possessor to you.

Scrying, Greater: As scrying, but faster and longer.

Summon Monster VI: Summons extraplanar creature to fight for you.

Teleport, Greater: As teleport, but no range limit and no off-target arrival.

Teleport Object: As teleport, but affects a touched object.

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

Time Travel^{}:** You and 1 creature/3 levels travel through time.

Twin Form^{*}: Creates controllable duplicate of you.

Wall of Iron^M: 30 hp/four levels; can topple onto foes.

Wall of Stone: Creates a stone wall that can be shaped.

*Indicates a spell from the *Advanced Player's Guide*.

NEW SPELLS

The following are new spells unique to the time warden. Many of these spells are extremely similar to existing spells. These can be considered alternate versions of the spells they are based on. Rather than list all the rules for such spells, only the differences

between the time warden spell and the normal spell it is based on are given. For purposes of interactions with other spells, effects, and magic items, these alternate spells can be treated as the same as the spells they are based on.

BROACH BLOCK

This spell functions as *shield*, except you must have some metal piece of attire as a focus. When attacked, you slow the attack and maneuver yourself so that the metal focus deflects the blow.

CHRONAL BOLTS (CONJURATION)

This spell functions as *magic missile*, but rather than create magical energy darts it plucks real crossbow bolts out of different points in the timeline. (Only bolts the absence of which has no major impact are so summoned). Each bolt requires an attack roll. Rather than use base attack bonus and Dexterity modifier, these bolts use an attack bonus equal to your caster level + Charisma modifier. Each bolt deals 1d8 points of damage on a successful hit, and are treated as mundane crossbow bolts for purposes of SR and DR.

CHRONAL WEAPON (EVOCATION)

This spell functions as spiritual weapon, but rather than create a weapon of force it summons missed weapon blows from throughout time and applies their effects to your selected foes. The weapon blows are treated as mundane weapons for purposes of DR and SR, and are not a force effect. You may select any weapon of your size to deliver these blows (most time wardens select the greatsword or greataxe). The weapon blows are delivered from a small, moving ripple in time (which can be seen and is

subject to the same spell effects *spiritual weapon* is subject to). At 11th level, the weapon blows are treated as magic weapons (though they gain no bonus to attack or damage rolls). Rather than use normal base attack bonus plus your wisdom modifier, these weapon attacks use an attack bonus equal to your caster level plus your Charisma modifier.

DISPEL DURATION

This spell allows you to cause an effect to run rapidly through time, potentially ending it. It functions as *dispel magic*, except it works against any effect that ends after a set duration or a set number of successful saving throws (including diseases and poisons), rather than only against spells. However, *dispel duration* has no effect on spells that do not end after a set duration (even ones subject to *dispel magic*), and when it is used to counterspell it is effective against chronothurgy spells only.

DISPEL DURATION, GREATER

This spell functions as *greater dispel magic*, except it targets effects that end with time or a set of saving throws, as defined in *dispel duration*.

SPLIT SECOND PARRY

This spell functions as *mage armor*, except you must have a weapon in hand as a focus. When attacked, you slow the attack and maneuver yourself so the weapon focus is used to (at least partially) parry the blow.

SUMMON GEAR

School conjuration (summoning) [chronothurgy]; **Level** time warden 0
Casting Time 1 round
Components V, S
Range 0 ft.
Effect one summoned piece of mundane gear
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

This spell summons one piece of mundane, typical gear of your choice. The item cannot have a gold piece value of more than 1 gp per 5 caster levels, and it cannot weigh more than 1 lb. per 5 caster levels. This gear appears in your hands or at your feet (your choice). The item is typical for its type. Only one item appears per casting, and if you summon a new item before the duration of a previous item has ended, the previous item immediately disappears. An item summoned with this spell is clearly a conjuration. The summoned item disappears at the end of this spell.

TIME TRAVEL

School conjuration (teleportation) [chronothurgy]; **Level** time warden 6
Casting Time 1 standard action
Components V, M (diamond worth 1,500 gp)
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 point in the past or future, which might be as distant as 10 years per caster level. This spell can duplicate the effects of the time jaunt time warden ability (see above). It can also be used to travel through time to the past or future to make arrangements or set up events to work to your advantage. When used in this way, it has the same capacity as a *limited wish* spell.

For any other use of this spell, time travel is possible only if the GM is willing to allow it. You can bring along objects as long as their weight doesn't exceed your maximum load. You can 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 time to which you are headed.

The GM can indicate to a caster that trips to specific times are allowed, or they might require trial and error on the part of the caster. Normally, since a caster can time travel only to eras he has some concept of,

you will have some clue that your GM is willing to allow transport to a given time when your character gains a clear idea what that time was like. (In this regard the *time travel* spell is very similar to *plane shift*—it gives players a capacity to move outside the normal scope of a campaign, and it is most useful when a GM has prepared material for such transit.) If a *time travel* trip is attempted that falls outside these parameters, the temporal dissonance it would cause is too great to overcome. The spell fails, but the material component is not consumed.

TEMPORAL CREATURE

Temporal creature is a simple template designed to grant creatures time-altering abilities and to allow a GM to create time-related challenges for a game featuring a strong temporal theme. Temporal creatures gain temporal powers based on their Hit Dice plus the time sense ability.

Time Sense (Su): This acts as scent, but it can be used only to locate and track temporal creatures, as well as character or items able to spend motes or aevum. It can also be used to cast chronothurgy descriptor spells.

CR: 1–6 HD +1, 7+ HD +2.

ADVENTURES IN TIME

The time warden, like the similarly themed time thief from the *Genius Guide to the Time Thief*, is specifically designed to allow players access to time-manipulating magic without forcing the GM to constantly deal with the consequences of PCs traveling to the past to kill the Wight King (or any

TEMPORAL CREATURES: POWERS BY HD

HD	Temporal Power
Up to 3	Creature receives 1 mote of time per HD and can use them as a 1st-level time warden.
4–6	Creature receives 1 mote per HD and can spend them as a 2nd-level time warden.
7–11	As 4–6 HD, but the creature also receives 1 aevum power and 1 aevum per 4 HD.
12+	As 7–12 HD, but the creature has 1 aevum power for every 6 HD.

major campaign villain) before he's born. Unlike the time thief, the time warden has a few options that result in actual time travel (though not until higher level). Because of this, a few thoughts on how to handle time-traveling adventures are required.

GMs should keep two basic ideas in mind. First, the ability of the time warden to physically take himself and others through time can be removed from the class without making it less effective in a campaign. Since the time warden must select aevum and spells to travel through time, removing those options simply requires a time warden to make different ability choices, maintaining the overall power of the character. Second, the ability to travel through time should be used much as the abilities to travel to different planes or teleport are. These are tools to allow a campaign to have adventures in different places using different kinds of threats, not short-cuts for bypassing

adventures you have taken time to prepare. It's fair to state to players that if they can't use *plane shift* or *teleport* to get past an encounter, they can't use *time travel* to do so either.

The time warden class specifically has a built-in conceptual limitation, choral dissonance. A time warden simply cannot use his powers to do anything that would create too much choral dissonance. At the upper end this is not a philosophic limitation, but a hard limit no different from how far you can jump or how much weight you can lift. A time warden may or may not seek to limit the creation of choral dissonance as part of his duties. But events that would create major volumes of such dissonance are simply beyond his powers. When explaining how you intend to handle choral dissonance with the player of a time warden, you should outline that any action that would prevent an adventure from occurring would, by default, create so much choral dissonance as to be impossible. It should very rarely be necessary to invoke this for any power of the time warden other than time jaunt and the *time travel* spell, but it's best to establish such ground rules early in a campaign.

It's also a good idea to establish how time travel and potential paradox work in your campaign as soon as a time warden shows up. While you don't necessarily have to explain these rules to the players (though time travel is a fair Knowledge [arcana] subject), it's best to have a firm idea of how you are handling efforts by a time traveler PC to create a paradox by killing his own grandfather before the PC's father is born (preventing the PC's birth, preventing him from traveling in time, preventing him from killing his grandfather, which means he *would* be born, and thus could kill his grandfather,

preventing his birth, repeated *ad nauseam*) before it comes up in play. Since this is not an issue handled by the core rules (nor one there is much real-world input on), the following theories of time travel borrow heavily from popular time travel fiction.

1. Trips to the past or future are trips to alternate, unconnected timelines. Using this theory of time travel, no one can actually travel into their own future or past. They can only go to the future or past of nearly-identical timelines, and changes made in those alternate timelines has no effect on the “base timeline” the character travels from. Returning to “your own time” returns you to your base timeline, where there is no impact from any changes made. Thus going back in time to kill your grandfather (or the Wight King’s grandfather) has no effect on your own time, because it happens in an alternate reality. While this is unsatisfying for many players (as time travel become more like alternate reality travel), it is the easiest way to prevent time travel from derailing the events of an ongoing campaign.

2. Timelines fix themselves. This theory of time travel assumes that any serious damage done in the past (or major changes made using knowledge from the future) are repaired before they become important. Whatever unlikely events are required to make sure the present and future remain set occur, as soon as a time traveler isn’t directly influencing them. Under this set of rules, while you can go back in time and kill your grandfather, it just means someone else marries your grandmother, and your parents (and you) are still born on-schedule. The Wight King may not come to power, but someone else with the same abilities does, and takes the same actions. Knowledge of a future

invasion does nothing to prevent it, because circumstances always twist around to make sure it goes forward as planned. Under this set of rules time travel is possible, but very rarely makes any major changes. While that helps preserve a GM’s campaign, it’s a lot of work for the GM to explain how different events brought about the same end, and often frustrates players.

3. Major events in time are immutable. This is essentially a much more powerful version of choral dissonance. Using this version of time travel, important events simply cannot be changed through time travel, no matter how hard you try. A time traveler cannot kill his own grandfather (although he might be able to kill the person he *thought* was his grandfather), nor can the rise to power of the Wight King be prevented. Information taken from knowing events of the future can’t be used to stop those events. No matter how hard a time traveler attempts to make major changes, it’s not possible. This is a more immediate version of timelines fixing themselves, and while still easily frustrating for players it has the advantage of being less work for the GM.

4. Anything is possible, but you’re not the only time traveler. While often the most difficult version of time travel to implement, this is in many ways the most satisfying. This theory states you can do anything in time, changing the past, present and future, but there may be forces at work trying to stop you. Going back in time to kill your grandfather is possible, but your

own grandson may show up from his future to stop you (and even if you succeed, you may still exist afterward because some time traveler used a *wish* to ensure you do, to meet their own ends). Efforts to kill the infant destined to be the Wight King run into time-traveling creatures wishing to defend him, to ensure he grows to his full power. The advantage of this system is it prevents players from using time travel to avoid major conflict, because other time traveling conflict find them. If the Wight King is a CR 14 necromancer, the GM can create a CR 14 time threat (possible using the temporal creature template) to defend him if the PCs wish to destroy the King before he exists. Thus major encounters are not bypassed, just altered.

5. All of the above. In a world where magic is real and gods exist, different rules may apply to different events in time. The god of time may refuse to allow too much change to the timeline, or individual gods might protect events important to them and their worshipers. This system allows a GM to simply shut down any time travel efforts that move away from the action, while giving freedom for creative solutions form players and time-travel plots of the GM’s invention. If players are aware that different rules apply to differing events, the GM can even allow Knowledge (arcane) or Knowledge (history) checks for players to know what events are immutable, which will fix themselves, what is open for intervention, and when they have slipped into alternate timelines.

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