

Advanced Dungeons & Dragons®

OPTIONAL GAME ACCESSORY

Chronomancer

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Table of Contents

Introduction	3	Chapter 4: Chronomancy	39
Where This Belongs in Your Campaign ...	3	Nonweapon Proficiencies	39
How to Use This Book	3	Spells	41
Chapter 1: Chronomancers	4	Outfitting the Chronomancer	55
A Note About the Demi-Plane of Time ...	4	Equipment	55
Requirements and Restrictions	4	Items and Artifacts	56
Experience and Advancement	6	Chapter 5: Protectors of the Realm	59
Benefits and Penalties	7	Who They Are	59
Attitude and Lifestyle	7	What They Do	59
Chronomancer Kits	8	How They Do It	59
Guide	8	The Birth of Chronomancy	60
Historian	9	Action and Organization	60
Seer	10	A Word of Caution	62
Traveler	12	Chapter 6: A New Source of Magic	64
Chronomancer Subclasses	13	Where It Comes From	64
Temporal Champion	13	The School of Chronomancy	64
Temporal Raider	14	Spell Descriptions	64
Chapter 2: The Big Picture	17	Items and Artifacts	66
Beyond Time	17	Normal Magic on Temporal Prime	67
The Building Blocks	17	Guideline #1	67
Linear Existence	17	Guideline #2	68
Physical Traces	18	Guideline #3	71
Temporal Prime	19	The Working of Magical Items	73
End of the Line	19	Magic Resistance of	
Inside the Timestream	20	Temporal Creatures	74
Chapter 3: The Road To Adventure	21	Chapter 7: Fantasy Futures	75
Slipping into the Scene	21	Building a Future	75
At the Starting Gate	22	Future Fantasy	77
More on Timestream Formations	23	Magic	77
Which Way Is Up?	23	Technology	77
Getting About	25	Fantasy Tech	78
Mapping the Realm	26	Creature Evolution	82
Traveling an Objective Mile	27	Creationism	82
Temporal Shortcuts	27	Made To Order	82
Changing History	30	Distant Past	82
Hazardous Duty	32	Present	83
Creatures	32	Future	84
Combat	33	Far Future	85
Natural Hazards	33	Appendix: Official AD&D® Worlds	87
Off the Beaten Path	37	MONSTROUS COMPENDIUM® Appendix	90
Encounters	38		



Moving delicately along the fringes of the magical worlds are the members of an elite and secretive school. These mysterious figures guard the basis of their abilities with paranoid fervor, especially from other wizards. What little is known of them is learned mainly in rumors and legends hinting at a startling truth: Theirs is the mastery of time. Past, present, and future are all merely different lands within their realm. They call themselves *chronomancers*.

In a magical world, few things are entirely impossible. Still, only a small core of intellectuals puts great stock in these legends. In their opinion, not only do chronomancers exist, but these eerie mages are privy to a life unlike any known before. Much evidence has been gathered and weighed, but most people simply cannot (or will not) conceive of a wizard with power over the natural order of events.

Few areas can match the potential for new power associated with time travel: the chance to experience the far future, the ability to influence the past. Even in a fantastic setting, there would be those infatuated with holding sway over time.

Enter the chronomancers, elite wizards with the ability to influence temporal forces. Practicing and developing their unorthodox art, these wizards have turned their backs on traditional destiny to forge new lives for themselves and countless others. Chronomancers can wind back the clock or send it spinning ahead, expanding the horizons of your game world and blazing a path to adventures never before imagined.

Where This Belongs In Your Campaign

Temporal Prime (the dimension of time) and chronomancers can fit into an existing AD&D® game world at whatever level the Dungeon Master chooses. This information

can be used as background for minor adventures that might involve time travel, or the DM can embrace these concepts and turn the characters loose on an unwary (well, maybe a little wary) time-space continuum.

Besides expanding an existing world by allowing access to its past and future, the discovery of Temporal Prime makes an unexplored realm available, complete with new creatures and new puzzles to investigate. The existence of this dimension also gives rise to new character types, a new school of magic, and exciting new magical items for the characters to discover and enjoy.

How to Use This Book

This book is broken up into two large sections. The first section consists of Chapters One through Four. These detail everything about chronomancers and their spells that a chronomancer player should know.

The rest of the book contains material for the Dungeon Master's eyes only. No players should read this part of the book, as it features all sorts of material that is best discovered in the course of play.

Players who are not planning to play a chronomancer should not read this book at all. The world at large knows little about these wizards, and it is easier for the players to realistically portray their characters if the players are as much in the dark about chronomancy as their characters.

As the Dungeon Master, read through this book carefully before considering what sort of a role you want chronomancers to play in your campaign. If you feel that chronomancer player characters would unbalance your campaign, then disallow them in play. You can still use the material presented herein as a background for your campaign, but that doesn't mean that the heroes have to know anything that you don't choose to reveal to them in play.

I cannot prove the existence of this demiplane yet, this dimension of Time, merely the possibility of its existence. I have gathered information concerning the known planes and their relationship with each other, and nothing contradicts this concept. In fact, many of the laws and theories concerning the elemental planes help to directly support the possibility of a temporal plane that exists farther in than the elementals, a dimensional plane that acts as a cornerstone of reality as we know it.

And what exists may be exploited. If power can be drawn from the elements, what kind of magic could be made possible by tapping a dimension? If the raw essence of time could be manipulated according to the will of a mortal humanoid, what limits would there be? The potential for reward stacks highly against an equal potential for devastation. Practitioners would have to be kept to a minority, a dedicated few who could work the temporal force for the betterment of all life. What kind of person could accept such responsibility without turning toward selfish interests? Could the overall morality of a group of such humanoids be enough of a driving force to set them to policing their own kind? Perhaps it's best such arguments remain in the venue of theory.

—Excerpt from Kandalon's *Theories on Time*

Chronomancers draw power for their mystical ability directly from the energy created by the momentum of time. The lifeline of every living thing forms a current in time-space, and the intertwining currents create the timestream. The flow of one timestream covers a reality, and in vortices (a mild form of time turbulences) several timestreams can flow closely and allow passage from one reality to another. Vortices range in size and hazards depending upon how many timestreams flow through them. Temporal Prime is the dimension in which timestreams can be viewed. A chronomancer can slip between reality and Temporal Prime through the use of spells, items, or permanent portals.

A Note About the "Demiplane of Time"

Few previously published AD&D® game materials have dealt with the issue of time travel to any extent. Those that have done so refer to a place called the "demiplane of time." While it is understandable that an outsider might conceive of the dimension of Temporal Prime as some kind of demiplane, it is in fact nothing of the sort.

The phrase "demiplane of time" is simply a misnomer for something that is difficult for anyone but a chronomancer to fully comprehend. It's understandable that outsiders, trying to fit Temporal Prime into their own necessarily limited theories of how the universe is constructed, would make this mistake. Here, however, it is corrected.

For this reason, creatures like the "time demielemental" have been given more appropriate names, as has the dimension that spawned them. All of this becomes clearer with further study of chronomancy.

Requirements and Restrictions

As a wizard from an elite school, the chronomancer has some unusual requirements and restrictions. Any of them can be modified with Dungeon Master discretion, of course, but it is strongly recommended that this be done only under special circumstances.

Ability Scores. Two ability scores govern the chronomancer: Intelligence and Wisdom. A chronomancer must have a minimum Intelligence of 17 to understand the abstract theories on which his mystical art is based. A minimum Wisdom of 16 is required as well, to ensure the wizard has the foresight for understanding the implications of using chronomancy, and the discipline to use it responsibly. It is unlikely that a character without these minimums would ever find an apprenticeship with a chronomancer.



Racial Restrictions. The school of chronomancy is beyond most demihumans, limiting the allowed races to humans, elves, and half-elves. The innate magic resistance of dwarves, gnomes, and halflings prevents them from channeling the mystical energies properly. There may be other races that could build a decent case for learning chronomancy, but chronomancers are secretive enough among their own kind and are not about to extend trust to such races. Chronomancer families of humans, elves, and half-elves are known.

Weapons and Armor. Like most wizards, the chronomancer may use the dagger, staff, dart, blowgun, knife, or sling. Dual-classing allows for the learning of different weapons, but this is the exception, not the rule.

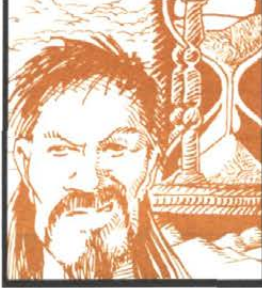
Chronomancers are not allowed to wear armor of any type unless it is elven chain mail and the chronomancer is an elf or half-elf.

Dual-classing cannot change this fact, and Dungeon Masters are cautioned against allowing a kit that permits otherwise.

Racial Level Limits. The standard racial level limits for wizards apply to chronomancers. Dwarves, gnomes, and halflings cannot be chronomancers. Elves are limited to 15th level, half-elves are limited to 12th level, and humans have no level limits.

Alignment. Secrecy and paranoia are infused into the chronomancer at early stages to ensure the secrets of this school are kept as quiet as possible. For this reason, a chaotic alignment is not allowed. A chronomancer of lawful or neutral alignment would not be able to trust a chaotic apprentice, and so would not take on such a student. A chronomancer who has turned chaotic over time may begin to allow some secrets to slip, but paranoia has an even tighter hold on that wizard, for other





chronomancers often attempt to “correct” any such indiscretions that may come to their attention. As such, a chronomancer is unlikely to trust an apprentice of any alignment, much less a chaotic one.

Chronomancers who shift to a chaotic alignment do not suffer for it directly. Their actions are watched more closely by others, though, and what little help they could have expected from other chronomancers would be long in coming.

Dual- and Multiclassed. Humans can become dual-classed chronomancers. If chronomancy is their second course of study, the minimum ability scores are raised to an Intelligence of 18 and a Wisdom of 17.

Regular multiclassing is not possible, since chronomancy automatically requires specialization. Two subclasses of the chronomancer, however, are available to human, elf, and half-elf characters. These are detailed on pages 13–16.

Experience and Advancement

How a chronomancer advances in his chosen field is nearly identical to any other wizard specialist. The mechanics remain the same, but the rates at which experience and levels are earned differ a bit.

Individual Experience Awards

As noted on Table 1, chronomancers earn their experience in a slightly different way than other wizards. Due to the relative complexity of chronomancy spells, more experience is earned for casting them, yet only group experience is earned for casting non-chronomancy spells. Note that, due to the rigors of their studies, chronomancers never receive a 10% bonus on experience for having high ability scores in their prime requisites.

Table 1: Chronomancer Experience

Action	Award
Chronomancy spell cast to overcome foe or problems	60 XP/spell level
Chronomancy spell successfully researched	600 XP/spell level
Making a potion or scroll	XP value
Creating a permanent magical item	XP value

Level Advancement

Chronomancers advance at a slightly slower pace than normal wizards (see Table 2). This is due to the complicated relationship between Temporal Prime and reality that chronomancers must apply to their studies.

Table 2: Chronomancer Experience Levels

Level	Experience Points	Hit Dice (d4)
1	0	1
2	3,000	2
3	6,000	3
4	12,000	4
5	24,000	5
6	48,000	6
7	72,000	7
8	105,000	8
9	160,000	9
10	285,000	10
11	425,000	10+1
12	850,000	10+2
13	1,235,000	10+3
14	1,610,000	10+4
15	1,985,000	10+5
16	2,370,000	10+6
17	2,755,000	10+7
18	3,140,000	10+8
19	3,525,000	10+9
20	3,910,000	10+10