

## INTRODUCTION

Welcome to Time and Again! This is a book of 14 subclasses all based around the concept of time. It started as a discussion about an interesting design idea and grew into what you see here. We hope there's something for everyone here—we have subclasses about the past, the present, and the future; about preserving time and destroying it; about splitting seconds and splitting timelines. Enjoy!

### SPELLS OF TIME

Many of the subclasses in this book have spells that they offer. Some of them, like *slow* and *haste*, have obvious connections to the idea of time. Others are a little less clear. Here are suggestions for how you can re flavor spells to fit with time-themed characters. You can choose to follow them or not, but they can help you create a character with a strong chronomancy theme.

**Healing.** Healing spells can be flavored as a local time reversal, rewinding to before the wounds occurred.

**Spells that Reverse Conditions.** Spells like *lesser restoration* can be flavored as a local time reversal as well, or a merging with another timeline where the unfortunate condition never occurred.

**Spells that Hinder Movement.** Spells like *hold person* can be flavored as stopping or slowing time for a creature.

#### **Spells that Increase Die Rolls or Give Advantage.**

Spells like *bleed* can be flavored as drawing on the power of alternate timelines to increase probability of success. The same can be done with spells that do the opposite, like *bane*.

**Spells that Give Information.** Spells like *identify* or *legend lore* can be flavored as looking into the past to gain knowledge that was lost.

**Spells that Give Foreknowledge.** Spells like *augury* can be flavored as looking into the future, or potential futures.

**Spells that Create Demiplanes.** Spells like *Leomund's secret chest* can be flavored as reaching into bubbles that are outside or alongside the normal timeline.

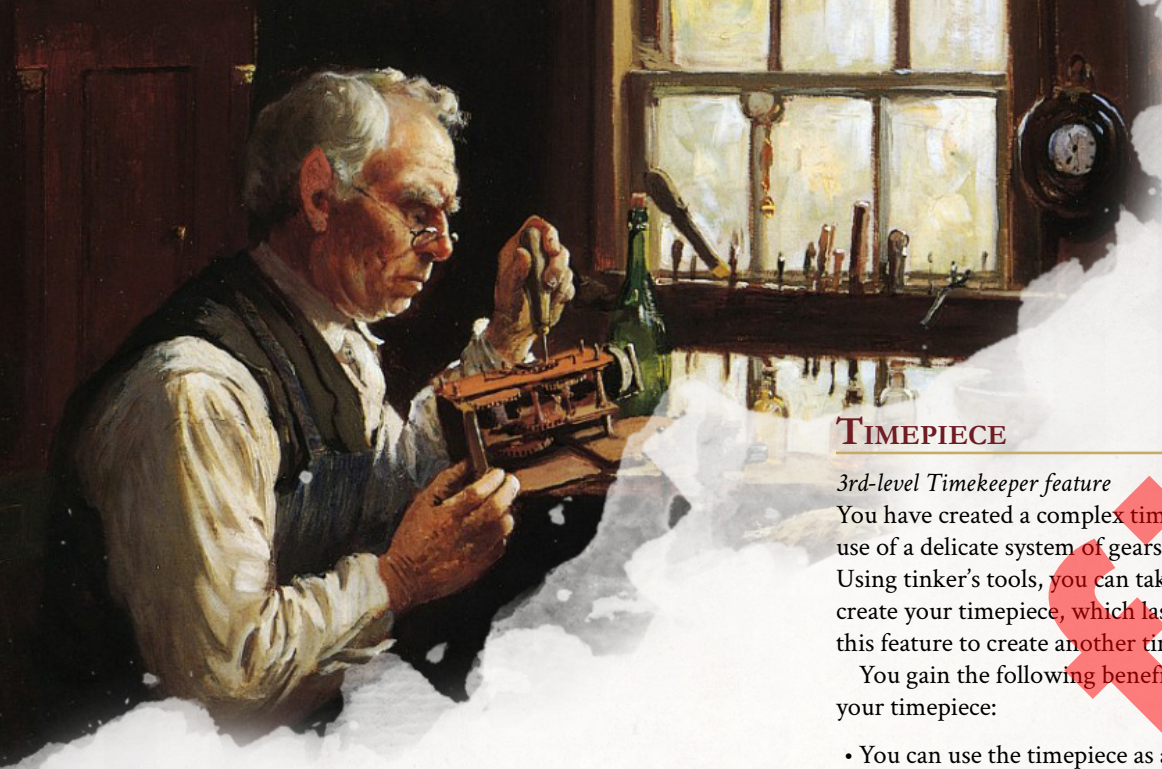
**Spells that Teleport.** Spells like *misty step* can be flavored as pausing time while you move to a new location or swapping places with yourself in an alternate timeline.

**Spells that Create or Change Objects.** Spells like *fabricate* can be flavored as moving material through time to a point when it has been made into something useful.

### MULTICLASS ARCHETYPES

This book includes two subclasses using the Multiclass Archetype format from the Strixhaven Unearthed Arcana. While this was cancelled, we still believe that it offers a unique form of play and a unique design space, so we have included them, including guidelines for how to play this type of subclass.





## TIMEKEEPER

*Designed by Rilee Horowitz*

An artificer who specializes as a Timekeeper tinkers very precisely with cogs, gears, springs, and small mechanisms to create watches or clocks that they keep on their person. These timekeeping tools are magically imbued so as to never lose a second, and serve as powerful focuses for temporal magic latent in the universe. The artificer who creates such a timekeeping tool uses it to harness that temporal magic, gaining powerful advantages over enemies, giving formidable boons to allies, and rewinding away wounds and ailments by slightly modifying the flow of time.

## TIMEKEEPER'S TOOLS

*3rd-level Timekeeper feature*

You double your proficiency bonus on ability checks you make with tinker's tools.

## TIMEKEEPER SPELLS

*3rd-level Timekeeper feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Timekeeper Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

### TIMEKEEPER SPELLS

#### Artificer Level Spells

3rd	cure wounds, expeditious retreat
5th	lesser restoration, hold person
9th	haste, slow
13th	death ward, blight
17th	greater restoration, hold monster

## TIMEPIECE

*3rd-level Timekeeper feature*

You have created a complex timekeeping device that makes use of a delicate system of gears, springs, and mechanisms. Using tinker's tools, you can take an action to magically create your timepiece, which lasts until destroyed or you use this feature to create another timepiece.

You gain the following benefits while you hold your timepiece:

- You can use the timepiece as a spellcasting focus for your artificer spells.
- You always know the number of hours, minutes, and seconds left before the next sunrise or sunset.
- When you use the Ready action to ready a spell, you can choose to cast it into your timepiece, which holds the spell's magic. When you ready a spell in this way you don't need to use your concentration on holding the spell's magic as normally required by readying a spell.

## HOROLOGY

*3rd-level Timekeeper feature*

You are well versed in the arcane science of measuring time, and your finely tuned timepiece is in sync with the universe, never losing a second. Your timepiece is constructed in such a way that allows it to stockpile small amounts of extra time, and, by utilizing this stored power, you can make minor alterations to the flow of time.

### TICKS

Ticks are a representation of your stockpiled time.

Whenever you roll initiative or take the Ready action in combat you gain 2 ticks. As an action you can expend one spell slot and gain a number of ticks equal to the slot's level. You can never have more ticks than double your proficiency bonus and you lose all ticks when you finish a long rest.

### COMPLICATIONS

You've installed multiple complications, additional functions that go beyond telling time, into your timepiece that make use of stored time as fuel. While you hold your timepiece, you can spend ticks to activate a complication as a bonus action as shown on the complications table. Once you activate a complication, you can't activate that complication again until you activate a different complication that costs more ticks.



## COMPLICATIONS TABLE

Complication	Tick Cost	Description
Compound Bezel	1	You twist the bezel of your timepiece, revealing additional indices. The next time you cast a spell that does not have a duration of instantaneous, the spell's duration is doubled.
Sharpened Caliber	2	Your timepiece's movement is honed to perfection, and with your extra seconds you can grant that to others. You target a creature within 30 feet. They gain an additional 15 feet of movement until your next turn.
Quickening Crown I	3	You wind up the crown of your timepiece, sharing a tiny amount of stored time with an ally. You target a friendly creature within 30 feet. They gain an additional bonus action until the end of their next turn.
Rewinding Ratchet	4	You click a button and the ratchet inside your timepiece rewinds the mainspring. You target a creature within 60 feet that you can see (other than you). They reroll initiative with your choice of advantage or disadvantage and are placed in the initiative order based on their new roll.
Quickening Crown II	5	You wind up the crown of your timepiece, sharing a small amount of stored time with an ally. You target a friendly creature within 30 feet. They gain an additional move action until the end of their next turn.
Skipping Oscillator	6	You halt the oscillator inside your timepiece for a single moment, slowing time around you. As a part of this bonus action, you cast a spell with a casting time of 1 action.
Quickening Crown III	7	You wind up the crown of your timepiece, sharing a moderate amount of stored time with an ally. You target a friendly creature within 30 feet. They gain an additional reaction until your next turn.
Weave-echo Escapement	8	The escapement mechanism in your timepiece holds an echo of the magic once stored inside it, which you can access with a click of a button. Until the end of your turn, you can cast the most recent spell that was stored in your timepiece without expending a spell slot.
Quickening Crown IV	9	You wind up the crown of your timepiece, sharing a great amount of stored time with an ally. You target a friendly creature within 30 feet. They gain an additional action until the end of their next turn.
Quickening Crown V	12	You wind up the crown of your timepiece, sharing all of your stored time with an ally. You target a friendly creature within 30 feet. They take an additional turn immediately after their next turn.

## RECALIBRATE

### 5th-level Timekeeper feature

With a small alteration to your timepiece, you've discovered how to quickly readjust and recalibrate the mechanisms, allowing you to generate magical effects you didn't predict needing. As a bonus action, you can choose to temporarily prepare one artificer spell that was previously unprepared and is of a level you are able to cast. This spell remains prepared until you expend a spell slot to cast it or finish a long rest. Once you prepare a spell in this way, you can't do so again until you finish a short or long rest.

## HOROLOGICAL EXPERT

### 9th-level Timekeeper feature

The complexity of your timepiece continues to increase, allowing it to more efficiently capture extra time in dire moments and preserve temporal magic from your spellcasting. Whenever you roll initiative, you gain a number of ticks equal to your proficiency bonus. Whenever you cast a spell of 1st level or higher with your timepiece, you gain 1 tick.

## SELF-WINDING MAINSPRING

### 15th-level Timekeeper feature

After long hours of magical poking and mechanical proding, you've discovered a way to magically treat your timepiece's mainspring, creating a complex and powerful mechanism that self-winds when holding magic. When you use the Ready action to ready a spell with your timepiece, you can cast it using your reaction for as long as the spell remains stored in your timepiece rather than just before the start of your next turn. When you end your turn with a spell stored in your timepiece, you gain 1 tick. If that spell deals damage or restores hitpoints, the damage dealt or hit points restored increases by 1 die rolled by the spell. For each die added after the first, there is a cumulative 5% chance that when you end your turn, the spell will overload your timepiece. If your timepiece is overloaded, it is destroyed, and the spell it stored is lost.







## PATH OF THE ANOMALY

*Designed by Erin Tierney*

Many barbarians act as agents of destruction, but most only destroy the physical world around them. Barbarians who walk the path of the anomaly shred the fabric of spacetime in their immediate vicinity. These living anomalies follow this path for different reasons, whether to control their peculiar powers or to use them to wreck havoc upon their more temporally linear foes.

### TEMPORAL STATIC

*3rd-level Path of the Anomaly feature*

Your rage resists attempts to control or alter the flow of time around you. While you are raging, if a spell or magical effect, such as *slow*, would directly change your speed, you have advantage on saving throws against it. This does not apply to spells that reduce speed by applying a condition such as restrained.

If you choose, you can cause spells that increase a creature's speed, such as *haste* or *longstrider*, to automatically fail to effect targets within 10 feet of you.

### TEMPORAL FRAY

*3rd-level Path of the Anomaly feature*

Your rage frays time around you. The first attack that is made against you after you enter your rage is made with disadvantage.

### STAGGER TIME

*6th-level Path of the Anomaly feature*

You can manipulate the anomaly around you to skip short distances through time. When you are hit by an attack while raging, you can use a reaction to blink forward through time. You gain resistance to the damage of the attack if you do not already have it and disappear, reappearing at the beginning of your next turn in an unoccupied space of your choice within 10 feet of where you disappeared from. If there is no unoccupied space within 10 feet, you appear in the nearest unoccupied space.

You do not experience time passing for the duration between disappearing and reappearing.



## CHRONAL OBSCURITY

### 10th-level Path of the Anomaly feature

Your anomalous existence prevents others from finding your place in the timeline. If a spell or ability such as *augury* or *divination* would grant knowledge of future events, this foreknowledge does not take into account your involvement.

Additionally, you can cast *modify memory* on a creature you are not fighting, potentially altering their memory to that of a different potential timeline. If you so choose, instead of altering the creature's memory as described in the spell, you can erase the creature's memory of you in the last 24 hours. You cast this spell without expending a spell slot and your spellcasting ability for the spell is Constitution. Once you cast the spell in this way, you cannot do so again until you have finished a long rest.

## MOMENT SPLIT

### 14th-level Path of the Anomaly feature

You gain full control over the anomaly you create, enabling you to split time itself. When you make an attack while raging, you can tear through the strands of time as part of the attack. Time stops for everyone but yourself, and you can take an additional turn immediately after the attack resolves. The flow of time resumes after you complete this turn.

For every time you use this ability after the first, the violence you inflict upon the time stream hurts your very being. When time resumes, you take 10d12 force damage for each time you had previously used the ability. This count resets when you complete a long rest.







## PATH OF THE TEMPORAL TEMPEST

*Designed by Fahim Sheikh*

Throughout the multiverse there exist nexus points where timelines converge, forming a temporal tempest of limitless possibilities and inevitable ends. A temporal barbarian is an individual who came into contact with such a vortex and, through sheer strength of will, survived. Survivors of such an encounter have a connection to the raging tempest of time but only those with the strongest of wills can bend it to their whim to manipulate time and ravage their foes.

### TEMPORAL CONNECTION

*3rd-level Path of the Temporal Tempest feature*

Starting when you choose this path at 3rd level you gain temporal points equal to twice your proficiency bonus whenever you enter a rage. You lose any unspent temporal points when your rage ends. As you gain levels in this class you gain new ways to spend these points. If an ability allows for a saving throw, it is made against your temporal DC which is equal to 10 + your proficiency bonus + your Constitution modifier. At third level you may spend a temporal point as a bonus action for the following two abilities.

### TEMPORAL BRUTALITY

You channel the temporal tempest into your attacks to ravage your foes. When you hit with a melee attack you summon a fraction of the tempest and deal an extra 1d4 of force damage for each point spent. You may also choose one ability and force the target to make a saving throw against your temporal DC. On a fail the target has disadvantage on all ability checks using that ability till the end of your next turn. For example, choosing Strength may cause the target's muscles to atrophy with age while choosing Intelligence regresses their mind closer to the level of a young child.

### TEMPEST STORM

The tempest surges out of you momentarily in all its chaotic glory and subjects those caught up in it to struggle as you once did to keep themselves in sync with their current timeline.

Each creature in a 5 foot radius must make a Constitution saving throw against your temporal DC. On a fail the creature takes a 1d4 penalty on all attacks and saving throws till the end of your next turn. You may spend additional temporal points to increase the radius, with a 5 foot increase per additional point spent.



## PRIMAL PAST

### *6th-level Path of the Temporal Tempest feature*

As a bonus action you may spend two temporal points and choose cold, fire, or poison damage.

You summon the tempest in a 10 foot area around you and subject it to the chaos of time. The area goes back to an earlier, primal time or alternate reality when the planet was subject to extreme conditions such as volcanic infernos, blistering ice ages, or poisonous atmospheres. This area lasts till the start of your next turn.

Your control over the tempest carves out an area of safety for you while the rest of the area is flung back in time as the tempest rages. When a creature first enters or starts its turn in the area it must make a Dexterity saving throw against your temporal DC, taking 1d6 damage of the chosen type on a fail, and half on a success. You may spend additional temporal points to increase the area by 5 feet for each additional point spent. The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## TEMPORAL DISPLACEMENT

### *10th-level Path of the Temporal Tempest feature*

Starting at 10th level you gain the ability to channel the temporal tempest to impose your will over the timeline. In the heat of battle numerous decisions are made in a split instance and these in turn create brief splinters in the timeline. Temporal displacement allows you to manipulate the timeline for yourself or another and place them in a more favorable position found in one of these splinters. You may either displace yourself to any point within 30 feet of you that you can see or you may choose a creature that you can see and force it to make a Constitution saving throw. On a failed save the creature is displaced to a new position within 30 feet of you that you can see.

## MASTER OF TIME

### *14th-level Path of the Temporal Tempest feature*

You have gained mastery over the temporal tempest and tamed it to unleash its fury in focused, devastating effects or to use it to enhance yourself and wreak havoc. You may spend three temporal points as a bonus action to activate one of the following effects:

**Hastener of Time.** Tapping into the temporal tempest, you become chaos incarnate as you hasten yourself through time, allowing you to act at blinding speed. You place yourself under the effects of the *Haste* spell for one minute. When you do so it is treated as an innate ability and you automatically regain all spent temporal points. Once the effect ends you must make a DC 15 Constitution saving throw. On a failure you gain a point of exhaustion.

**Rage Against Time.** You unleash and channel the tempest to alter recent events that occurred near you. Whenever you or a creature within 30 feet of you makes a saving throw, you can allow that creature to reroll the save with advantage or disadvantage as a reaction. The creature must use the new roll. If the creature is unwilling, it must make a Constitution saving throw against your temporal DC. On a success, the reroll is not made with advantage or disadvantage.

**Time Ravager.** The next time you hit a creature you can subject your target to a focused burst of the tempest and allow it to ravage their body in a way that only time can. The target must make a Constitution saving throw against your temporal DC. On a fail it takes 10d12 necrotic damage and ages 1d100+50 years. If the aging would cause the creature to die of old age, it instead has 30 days left to live. This effect can only be reversed either by use of the spells *greater restoration* or *wish*, or through Divine Intervention. On a success the creature only takes half damage.

Once you use one of these effects for Master of Time, you may not use that same effect again until you complete a long rest.

