

# THE DOMAIN OF TIME

A Preview of *The Tide of Years*, a Penumbra™ Adventure Coming in March 2001  
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**Deity:** Ras'Tan

**Favored Language:** Temporal

**Granted Power:** Clerics choosing the Time domain cast time spells at +1 caster level.

## Time Domain Spells

- 1 **True Strike.** Gain +20 insight bonus into your next single attack roll.
- 2 **Haste.** Subject takes an extra partial action and gains +4 haste bonus to AC.
- 3 **Slow.** Subject takes only a partial action each turn and suffers -2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves.
- 4 **Scry the Ages.** You can see and hear some creature, who may be at any distance or in any time frame past or future. (See description on page 10)
- 5 **Hastening of Age.** The subject loses Str, Dex, and Con levels as his body ages prematurely. (*New spell* — See description below.)
- 6 **Mass Haste.** As haste, but it affects multiple creatures.
- 7 **Wellspring of Youth.** The subject gains Str, Dex, and Con levels as his body regains its youth. (*New spell* — See description below.)
- 8 **Time Stop.** You are free to act for 1d4+1 rounds of apparent time while time ceases to flow for everyone else.
- 9 **Temporal Stasis.** Time ceases to flow for the subject, who is in an impenetrable state of suspended animation.

## NEW TIME SPELLS

### DETECT TEMPORAL DISTURBANCE

Universal [Time]

**Level:** Clr 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 action

**Range:** 60 ft.

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can sense the presence of a disturbance in the natural flow of time up to 60 feet away in your own time frame. This includes the use of spells that manipulate time in any way, natural temporal distortions or gateways, objects that are displaced from their original time, and temporal creatures such as a time elemental. The amount of information revealed depends on how long you study a particular area, as in the *detect magic* spell.

**1st Round:** You can detect the presence or absence of temporal disturbances.

**2nd Round:** Number of different temporal disturbances and the amount of time between the origin and current temporal position of the most powerful disturbance.

**3rd Round:** The location and amount of time between the origin and current temporal position of each temporal disturbance. If the disturbances are in line of sight, you can make multiple Spellcraft skill checks to determine the exact nature of the temporal disturbances; this would include information such as the caster level and type of spell, or the type and level of the creature.

**Note:** Each round you can turn to detect things in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

### DISPEL TEMPORAL EFFECT

Abjuration [Time]

**Level:** Clr 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target or Area:** One temporal effect  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

The caster can dispel any spell cast on a creature or object that manipulates time (such as *haste*, *time stop*, *temporal stasis*, or *slow*) or has “time” as a descriptor (such as the new spells described here), causing it to end as if its duration had expired. It can also suppress the time-related abilities of a magic item, temporarily close an individual temporal disturbance such as a temporal gateway or time distortion, or dissipate a creature relying on an ongoing time spell for its presence (such as a time elemental). In addition, it is able to counter another spellcaster’s time spell, or to dispel the ongoing effects of supernatural abilities and spell-like effects that manipulate time. This spell can be used as a targeted dispel or counterspell, like the *dispel magic* spell:

**Targeted Dispel:** The target is one object, creature, temporal disturbance, or time spell. The caster of *dispel temporal effect* makes a dispel check against the time spell or against each ongoing time spell currently affecting the object or creature. Instantaneous spells cannot be affected, since the magical process is already over before *dispel temporal effect* can be cast. The dispel check is 1d20 +1 per caster level, to a maximum of +10, against a DC of 11 + the spell’s caster level. If the spellcaster targets an object or creature who is the effect of an ongoing time spell (such as a time elemental), he makes a dispel check to end the time spell that conjured the object or creature. If the object targeted is a magic item, the caster makes a dispel check against the item’s caster level. If the roll succeeds, all the item’s time-related properties are suppressed for 1d4 rounds, after which the item recovers on its own. A time portal or other ongoing temporal distortion (such as a time trap) is temporarily closed in this same manner. You automatically succeed at your dispel check against any time spell that you cast yourself.

**Counterspell:** The spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, the caster of *dispel temporal effect* must make a dispel check to counter the other spellcaster’s time spell.

## SCRY THE AGES

Divination [Time]  
**Level:** Clr 6, Sor/Wiz 5, Time 4  
**Components:** V, S, M/DF, F  
**Casting Time:** 1 hour  
**Range:** See text  
**Effect:** Magical sensor  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

As in the spell *scrying*, this spell allows the cleric to see and hear a creature at any distance, but also in any period of time past or future (the time must be specified by the caster beforehand). The DC depends on how well the caster knows the subject and the type of physical connection he has to the person or creature.

Knowledge	DC
None	20
Secondhand	15
Firsthand	10
Familiar	5

  

Connection	Scry Check Bonus
Likeness	+5
Possession	+8
Body Part	+10

Creatures with an Intelligence of 12 or higher can make a Scry skill check (or Intelligence check) against DC 20 to notice the magical sensor generated by the spell. Spells (except *message*) can be cast through the *scry the ages* spell as specified for the *scry* spell.

**Arcane Material Components:** A jewelry “eye” fashioned of a diamond set in gold, with a minimum cost

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of 250 gp, which vanishes upon being cast into the focus when the spell is cast.

**Cleric Focus:** A holy water font costing not less than 100 gp.

**Sorcerer or Wizard Focus:** A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must measure at least two feet by four feet.

## HASTENING OF AGE

Necromancy [Time]

**Level:** Clr 7, Sor/Wiz 7, Time 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray of negative temporal energy

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

Used as a directed attack, the creature struck ages at an extremely rapid rate — cells degrade and bones turn brittle before their time. The victim of this attack ages one step as per the chart above; his Strength, Constitution, and Dexterity are modified the amount specified above his new age. A character's ability score cannot be reduced below 1 in this way. Undergoing *hastening of age* multiple times produces cumulative affects, but casting the spell on a character of Venerable Age changes him only cosmetically; the spell cannot kill. When aged in this way, you may feel and look older, but the time allotted to your soul remains the same; for instance, though an Adult human character is now Middle Aged for all intents and purposes, he still has his full original 55+2d20 years left to live. Note that the bonuses to Intelligence, Wisdom, and Charisma given to normally aging characters do not apply to this spell, as the target

doesn't undergo the experiences that would add to these abilities.

Much like *energy drain*, *hastening of age* requires that twenty-four hours after the attack the subject must make a Fortitude saving throw (using the spell DC) to negate the effects. If he fails, the damage to his abilities and his apparent age become permanent. Success means that the effects begin to fade away. The permanent reduction to a character's ability scores can be dispelled by *restoration*, but not *lesser restoration*; it is a permanent ability drain. *Wellspring of youth* can also counteract it (see next page). *Hastening of age* can only affect mortal creatures that suffer the affects of normal aging; undead creatures and the like are immune.

## WELLSPRING OF YOUTH

Conjuration (Healing) [Time]

**Level:** Clr 8, Time 7

**Components:** V, S, M, XP

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Directed at a single target, this spell allows one person to regain his youth at a rapid rate — cells repair themselves, and wrinkled skin regains its youthful firmness and glow. The recipient of this spell becomes one aging step younger as per the chart above; his Strength, Constitution, and Dexterity are modified the amount specified above his new age. A character's ability score cannot be reduced below 1 in this way. Undergoing *wellspring of youth* multiple times produces cumulative affects, but casting the spell on a character of Childhood age changes him only cosmetically; the spell cannot kill and is not

### Effects of Hastening of Age

		+3 Str, Con, & Dex	-1 Str, Con, & Dex	-2 Str, Con, & Dex	-3 Str, Con, & Dex
<b>Race</b>	<b>Childhood</b>	<b>Adulthood</b>	<b>Middle Age</b>	<b>Old Age</b>	<b>Venerable Age</b>
Human	7 years	15 years	35 years	53 years	70 years
Dwarf	20 years	40 years	125 years	188 years	250 years
Elf	55 years	110 years	175 years	263 years	350 years
Gnome	20 years	40 years	100 years	150 years	200 years
Half-elf	10 years	20 years	62 years	93 years	125 years
Half-orc	7 years	14 years	30 years	45 years	60 years
Halfling	10 years	20 years	50 years	75 years	100 years

## Effects of Wellspring of Youth

		+3 Str, Con, & Dex	+2 Str, Con, & Dex	+1 Str, Con, & Dex	-3 Str, Con, & Dex
<b>Race</b>	<b>Venerable Age</b>	<b>Old Age</b>	<b>Middle Age</b>	<b>Adulthood</b>	<b>Childhood</b>
Human	70 years	53 years	35 years	15 years	7 years
Dwarf	250 years	188 years	125 years	40 years	20 years
Elf	350 years	263 years	175 years	110 years	55 years
Gnome	200 years	150 years	100 years	40 years	20 years
Half-elf	125 years	93 years	62 years	20 years	10 years
Half-orc	60 years	45 years	30 years	14 years	7 years
Halfling	100 years	75 years	50 years	20 years	10 years

able to undo death. When aged in this way, you may feel and look younger, but the time allotted to your soul remains the same; for instance, though a Middle Aged human character is now the Adult age of 15 years for most intents and purposes, he still has only his original 35+2d20 years left to live. Although this spell doesn't provide immortality, it is very popular with the wealthy classes as a way to preserve beauty and vigor throughout a lifetime.

*Wellspring of youth* works to counteract the effects of *hastening of age*, as mentioned above. It can only

affect mortal creatures that suffer the affects of normal aging; undead creatures and the like are immune.

Note that an unwilling target (such as an adult who does not wish to be reduced to a child's body in the middle of combat) is entitled to a Will saving throw, if he or she so chooses.

*Material Component:* Diamond dust worth 100 gp that is sprinkled over the target.

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