

TIMEREAYER

Transmutation

Level: Sorcerer/wizard 9

Components: V, S, M, F, XP

Casting Time: 1 hour

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

Effect: One-way portal through time and space.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Another spell known only to the Masters of the respective Towers of High Sorcery, *timereaver* is one of the most potentially powerful and dangerous spells known on Ansalon. This spell creates a portal through time and space and allows up to 1 individual per 4 levels of the spellcaster to travel through the portal to another period of time.

Originally intended to allow wizards to research the past or the future, the spell allows individuals to travel backward or forward along the River of Time. The travelers can travel up to 20 years per level of the spellcaster backward in time, or 1 year per level of the spellcaster forward in time (as the future is much more difficult to navigate). The spell pierces the barriers between both time and space. It requires incredible concentration from the spellcaster in order to ensure that travelers end up at both the right time and in the right place (requiring a Spellcraft check at DC 10 + 1 for every decade traveled backward and a Spellcraft check at DC 15 + 1 for every year traveled forward). If the Spellcraft check is failed: 1) the travelers end up either in the right time but the wrong place — 25 miles away per point the Spellcraft check is failed, in a random direction (50% chance), 2) in the right place but the wrong time — up to 5 years per point the Spellcraft check is failed either before or after the targeted time (50% chance). Either failure may place the travelers in a precarious situation, particularly as the spell is a one-way trip (unless the travelers are provided with a means of returning, such as through the *device of time journeying* or another such rare, powerful artifact).

At the beginning of time, the High God dictated that alterations to the River of Time were forbidden, thus those using the *timereaver* spell cannot affect either the past or the future, no matter how hard they try (as a pebble dropped into a river cannot alter the river's path). However, if one of the Chaos Races (any race altered by the effects of the Graystone, such as kender, gully dwarves, dwarves, minotaurs, or sea elves) travels through time, the touch of Chaos within them allows for the possibility of time alteration — a potentially disastrous consequence. This spell was primarily used by the Masters of the Towers to send individuals through time to research aspects of the past or the future, secure in the knowledge the travelers could do little to affect the River of Time. Such expeditions were rarely undertaken, however, as artifacts like the *device of time journeying* (which originally allowed only a single individual to return through time) are exceedingly rare and difficult to produce.

Material Component: A magical circle, created by a mixture of rare ingredients worth at least 10,000 stl + 1000 stl per decade traveled backward in time or per year traveled forward in time.

Arcane Focus: A major artifact, which is temporarily inert for 1 hour per decade of time traversed backwards or 1 year of time traveled forward.

XP Cost: 1,000 XP + 500 XP/decade traveled backward in time or year traveled forward in time.

Note: Prior to the Chaos War, traveling forward in the future reveals a world the gods never left, for Takhisis had not stolen the world. Following the Chaos War, traveling backward in time is impossible past the beginning of the Fifth Age (the moment Chaos was defeated and Takhisis stole the world) up until the gods return after the War of Souls, at which point movement forward and backward in time is unhindered.

