

Articus's Melee Manager



Chronomancy

Level: 3

Range: 60 ft.

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 1 creature

Saving Throw: None

By use of this spell, the chronomancer manipulates time so that the recipient gains more use out of a single combat round. The creature does not move faster, but this extra time grants several bonuses. The creature gains one extra melee attack for every five levels of the chronomancer (up to four total attacks). Also, a -1 adjustment is applied to the creature's initiative roll, surprise roll, and Armor Class due to the extra attention that can be paid to these details.

The material component required is a drop of mercury. This spell is not cumulative with itself or any other spell granting extra attacks. Also, it does not allow for casting of more than one spell per round or the use of more than one magical item.

Notes: Restricted to chronomancers; common.