

WAY OF THE BROKEN HOURGLASS

Monks of the Way of the Broken Hourglass understand that time is not an immutable force, but rather a gentle flow that permeates all of existence. By mastery of their ki, they can cause a ripple in the flow of time, granting them a slew of incredible abilities.

Understanding that a fraction of a second can make the difference between life and death, these monks know to slow or even stop time at the perfect moment to spell doom for their opponents.

ACCELERATE AND REWIND

Starting when you take this monastic tradition at 3rd level, you gain the ability to briefly accelerate an object's movement in the flow of time, turning it into a deadly projectile. When you make an unarmed strike, you may palm an object weighing up to 5 pounds to strike with as part of the attack. This grants the unarmed strike the thrown (20/60) weapon property, and its damage type becomes bludgeoning, slashing or piercing, as appropriate for the palmed object.

Immediately after throwing an object as part of an unarmed strike, you can rewind the object's motions, causing it to return to your hand.

CRACK THE HOURGLASS

Also at 3rd level, you can spend 1 ki point as a bonus action to cause a ripple in the flow of time, causing you to move with incredible speed while time slows to a crawl. Until the end of your turn, other creatures cannot take reactions in response to your actions or movement, and you can take three additional actions on this turn. These additional actions can only be used to take the Attack (One unarmed strike only), Dash, Hide, or Use an Object actions.

Continually pushing against the flow of time is strenuous. You suffer one level of exhaustion at the end of your turn if you use this ability again before 1 minute has passed.

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TEMPORAL PRECOGNITION

At 6th level, your attunement with the flow of time allows you to see glimpses of the immediate future. You gain the following benefits:

- You can add your Wisdom modifier to your Initiative rolls.
- You can't be surprised while you are conscious.
- You instinctively avoid danger without slowing your attacks. Whenever you use your Patient Defense, you can make an unarmed strike as part of the same bonus action.

SHATTER THE HOURGLASS

By 11th level, your ability to manipulate time has improved enough to stop time almost completely. When you use Crack the Hourglass, you also have advantage on attack rolls until the end of your turn, and your attacks deal additional damage equal to one roll of your martial arts die on a hit.

Additionally, your precognition has become second nature to you, allowing you to dodge and strike in perfect unison. When you use Patient Defense, you may make two unarmed strikes, instead of one, as part of the same bonus action.

CHRONAL SEVERANCE

When you reach 17th level, you have gained the ability to sever your foes from the flow of time. When you hit a creature or object with an unarmed strike, you can spend 3 ki points to banish the target to a space outside of time. If the target is a creature, it can make a Charisma saving throw. On a success, the creature is banished until the end of its next turn. Otherwise, you can banish the target for any amount of time you specify, up to 24 hours. After this time is up, the target reappears in the space it left (or in the nearest unoccupied space if that space is occupied), in the same condition it was in before it was banished, with no time having passed from its perspective.

Once you use this ability, you suffer 1d6 levels of exhaustion each time you use it again until you finish a long rest.





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