

## WAY OF TIME

Monks who follow the Way of Time learn to bend the river of moments that flows around all things. Through intense meditation and precise motion, they gain the ability to glimpse the future, rewind fleeting instants, and even delay the inevitability of death.

These monks see time not as a tyrant, but as a tool—one to be shaped by discipline and clarity of purpose. Whether darting through the battlefield in a blur or pausing a foe mid-strike, practitioners via time and space as singular tapestry, meandering through both equally.

### BORROWED TIME

Starting at 3rd level when you select this Way, you learn to store time. You can choose to be under the effect of the *slow* spell until the start of the next turn. After you do so, you are under the effect of the *haste* spell the subsequent turn until the start of the turn after that.

You can gain the effect of *haste* until your next turn immediately without storing time by expending 2 ki points.

#### BORROWING TIME OUTSIDE OF INITIATIVE

While a DM may allow you to borrow time outside of initiative if you wish to perform a hastened action during exploration, any time you roll initiative the process of borrowing time is interrupted and you do not gain a subsequent benefit from previously borrowed time.

## TIME MANIPULATION

Additionally, you learn the following spells at the following levels, and can expend ki points equal to the level of the spell to cast them.

If a spell uses a DC, it uses your Ki Save DC. Any spells cast through Time Manipulation require no verbal or material components, but always require a somatic component.

Monk Level	Spells Known
3	<i>tranquil moment</i> <sup>K</sup>
5	<i>time skip</i> <sup>K</sup>
9	<i>slow</i>
13	<i>split timeline</i> <sup>K</sup>
17	<i>hold monster</i>

### REWIND

At 6th level, you gain the ability to manipulate the flow of time to redo events. As a reaction to missing an attack roll, failing a saving throw or ability check, or being hit by an attack roll, you can force it to be rerolled, using the new roll as the outcome instead.

Each time you do this again before completing a long rest, the ki point cost increases by 1.

### ADAPTIVE LEARNING

Starting at 11th level, when you use Rewind to retry an event, you gain advantage on the roll, or force the creature rolling to attack you to have disadvantage.

## SOLITARY MOMENT

Starting at 17th level, on your turn you can spend 4 ki points to take an additional action. During this action, all other creatures are considered Paralyzed.

Each time you do this, the cost in ki points doubles. If you do this more than once during the same turn, you gain a level of Exhaustion for each additional action taken after the first additional action immediately after the action completes.

The ki point cost resets when you complete a short or long rest.