

SPELLCASTER PSIONS (AND A BARBARIAN)



HOMEBREW

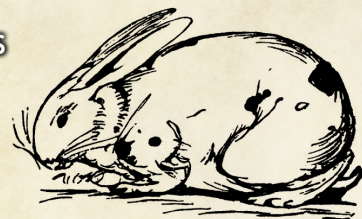
Unlock diverse psychic powers with this quintet of psionic subclass options for the world's greatest fantasy roleplaying game

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BRAIN MOLE

A BARBARIAN TOTEM ANIMAL

Drawing on the animal spirits of his mountain home, a stout dwarf clad only in light armors laughs booming as he shrugs off the psionic assault of his clan's mindflyer foes. With a mighty axe-swing, he smashes through their line, opening the way for his people to fend off the brainstealers.

A deep gnome squats beside his party's campfire, meditating in silence. In the flickering light, he has noticed the presence of the brain moles he emulates, and with a gentle telepathic prod, he makes inquiry, hoping to offer thanks to the creatures - and thereby receives their warning of fast approaching danger: a young behir that he now could prepare for.

An old, iron-like woman smashes her maul into the cloud giant jester's side, having already resisted his charms and arcane tricks. The giant reels as her mind clouds over in pain - and the woman drinks deep of the giant's mental drain.

The shadowy tunnels of the Underdark are home to a numerous host of strange animals that live far from the light of day, from the relatively mundane cave bear and the peculiarly magical deep rothé, to more alien beasts with otherworldly psychic power. The brain mole is one such animal, and some barbarians, particularly those hailing from Underdark homelands, draw inspiration from it as a totem animal, honing psionic powers in admiration.

Barbarians that adopt the brain mole as their totem spirit are frequently looked to by their people as envoys to the paranormal, as their psychic powers grant them a defensive edge against dangerous and invasive magic. Like the brain mole they revere, these barbarians may shy from conflicts they know they can't match, preferring to live long enough to well feed body and mind. However, in battle they are no less fierce than any other barbarian, able to use psionics to ward off harm and drain energy from their foes.

PATH OF THE TOTEM WARRIOR

If you follow the Path of the Totem Warrior from the *Player's Handbook*, you have access to the brain mole options presented here.

TOTEM SPIRIT

The brain mole is an option available to you when you choose a totem animal at 3rd level.

As with the spirits in the *Player's Handbook*, adopting the brain mole as your totem spirit requires a physical object incorporating some part of the totem beast, and you might acquire minor physical attributes associated with it, such as a long, twitching nose or slightly milky eyes.

Brain Mole. While raging, you are immune to psychic damage and have advantage on all Intelligence, Wisdom, and Charisma saving throws. The spirit of the brain mole bestows psionic resilience.

ASPECT OF THE BEAST

This brain mole aspect is available to you when you choose a totem aspect at 6th level.



Brain Mole. You gain the alien powers of the brain mole. You are immune to any effect that would sense your emotions or read your thoughts. You also learn the *mind meld* cantrip and can cast it without somatic components, and you gain the ability to telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

TOTEMIC ATTUNEMENT

At 14th level, this brain mole option is available to you when you choose an attunement.

Brain Mole. While raging, once per turn when you hit a creature with a weapon attack, you can inflict an extra amount of psychic damage to it equal to your Constitution modifier, and you gain temporary hit points equal to the damage dealt. Like the brain mole, you drain the vitality of your prey.

BRAIN MOLE

Tiny beast, unaligned

Armor Class AC 11

Hit Points 5 (2d4)

Speed 15 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	11 (+0)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities psychic

Condition Immunities charmed, stunned

Senses tremorsense 20 ft., blindsight 30 ft. (blind beyond this radius)

Languages telepathy 10 ft. (emotions and images only)

Challenge 1/8 (25 XP)

Creature Sense. The brain mole is aware of the presence of any creatures within 60 feet of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Innate Spellcasting (Psionics). The brain mole's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no components:

At will: *blind spot*, *detect thoughts*

1/day: *dissonant whispers*

Limited Telepathy. The brain mole can only send images of things it has seen or emotions (fear, curiosity, frustration) with its telepathy.

Telepathic Shroud. The brain mole is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage

Psychic Leech. The brain mole targets a creature it can see within 30 feet of it. That creature must succeed on a DC 11 Intelligence saving throw or take 1d8 psychic damage. The brain mole gains hit points equal to the amount of psychic damage inflicted. Creatures with an Intelligence score of 3 or less automatically succeed on the saving throw.

BRAIN MOLE

Brain moles look much like their mundane cousins, but they only feed on grubs and insects when they cannot acquire psionic nourishment. Their preference is to sneak up on creatures for a quick psychic snack before scurrying away. At the first sign of trouble, a brain mole will use its *dissonant whispers* to try and drive dangerous creatures away from it.

PSIONIC SPELLS

You may notice that some spells mentioned throughout the subclasses are marked with an asterisk (*). These are spells that are found in *Xanathar's Guide to Everything*. Other spells are marked with a backtick (`). These are additional psionic cantrips, detailed at the end of this compendium, which originally are from "[Mental Magic: Mind Over Matter](#)" by Kamidio.

VARIANT: BRAIN MOLE FAMILIARS

Brain moles can be summoned by warlocks casting *find familiar* using the Pact of the Chain feature, and are especially appropriate as familiars for those serving the Great Old One.

Other spellcasters may also be able to have a brain mole as a familiar if it is willing. Such brain moles have the following trait:

Familiar. The brain mole can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the brain mole senses as long as they are within 1 mile of each other. While the brain mole is within 10 feet of its companion, the companion shares the brain mole's Telepathic Shroud trait. At any time and for any reason, the brain mole can end its service as a familiar, ending the telepathic bond.



ENIGMAS

A BARDIC COLLEGE

A tiefling garbed in the tunic and robes of an ascetic, her ears plugged with wax, plays a curious, warbling tune upon pan pipes for a noble court. Several of her audience have had their ears similarly plugged with wax, and some have plugs that they remove and replace intermittently: the better to hear the psychic melody humming just beyond her simple notes.

The deafened gnome jester seems to almost skitter across the battlefield, using a series of psychic "jumps" to cover the distance his feet will not. Appearing here, then there, he pushes his psychic music to its limit to cover his allies' needs.

Chuckling inwardly, a halfling silently and signlessly transmits counsel and advice to her colleagues: they are unfamiliar with the intricate simplicities of shire culture and would have to be led by the hand through this grand multi-clan dinner.

Bards of the college of enigmas know that sometimes silence is the sweetest of sounds, allowing reflection upon the puzzles and mysteries of life. Through such meditation, these bards learn to spin psychic melodies, treating minds like sheet music and brain waves like notes. The silent chords of this college come together as a defiant acknowledgment of the mystery of life: though the world cannot always be understood, the mortal mind can be enough to endure.

Erudite universities can serve as gathering places for the college of enigmas, though its members are just as likely to be found as hermits in the wilderness or in common taverns, sharing a tankard as they recount true tales of absurd woe and strange joy.

Bards of enigma who pursue the adventurer's life often do so in an effort to better familiarize themselves with life's absurdity, or as a type of pilgrimage to hone their psionic talents. Wherever they travel, they make natural guides and supporters, leading infrequently, but assisting always.

SOUND OF SILENCE

When you choose this bardic college at 3rd level, your mind awakens to a silent symphony of psionic power. You no longer need verbal components to cast your spells. If a spell only has verbal components, you instead cast it with somatic

components. Furthermore, a creature does not need to be able to hear you to receive a Bardic Inspiration die from you.

You also learn the *message* cantrip if you don't already know it, and it doesn't count against the number of bard cantrips you know. When you cast *message*, you can do so without any verbal, somatic, or material components.

ENIGMATIC DANCE

At 3rd level, creatures can dance to a mystical tune through your psionic powers. As a bonus action, you can expend and roll one of your Bardic Inspiration dice and teleport to an empty space you can see that is no further away from you than a number of feet equal to half the total of the die roll (rounded up) x 5. Any creature that has one of your Bardic Inspiration dice can use a bonus action to expend the die it has and teleport in the same manner.

PARANORMAL ACCOMPANIMENT

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PSIONICS

A CLERIC

DIVINE DOMAIN

A red dragonborn kneels in meditation and communion, and his mind expands with his god's instruction. There is another side to magic, he understands. His mind is more than a tool for memorizing the chants and patterns: it is a wellspring of power in itself. Sardior speaks into his intellect, and someday he will do the same. Sardior brings enemy minds and magic itself to yield, and so shall he. For today, though, the lesson is simple: move the rock. He has already begun to sweat.

Pain explodes across the gnoll's mindscape, and its band beats a hasty retreat as it screams. It, however, is stuck in place, its mind too addled to spark limbs into motion. The armored gnome who had thus afflicted the gnoll eagerly points out the advantage for her allies.

Bound and gagged, the elf and his fellow travelers huddle in a grimy pit of their Yuan-Ti captors' jungle temple. Here they are to await their own sacrifice to fell serpent gods of evil and malice, and bound so well the Yuan-Ti have assumed the best and left the warriors to their own devices. The elf, however, is unperturbed. With a silent prayer to his mindful god, he connects his party in telepathic contact, and with another he undoes the knots on the rogue's hands. With no words spoken, the group soon devises a plan to escape.

Psychic talents are uncommon in most worlds, but gods such as Sardior, Zuoken, and Ilsensine still manifest the powers of the Psionics Domain to diligent followers, invoking the innate magics of an unfettered intellect. The psionic gods have diverse focuses in their doctrine - some preach domination of the minds of others, while others uphold the nobility of striving to attain mental perfection - but all teach their clerics to incorporate psychic talent with their divine magic as dual spellcasters and psions.

PSIONICS DOMAIN SPELLS

Cleric Level	Spells
1st	* <i>cause fear</i> , <i>dissonant whispers</i>
3rd	<i>detect thoughts</i> , <i>phantasmal force</i>
5th	<i>hypnotic pattern</i> , <i>sending</i>
7th	<i>confusion</i> , <i>dimension door</i>
9th	* <i>synaptic static</i> , <i>telepathic bond</i>

PSYCHIC FOCUS

Beginning when you choose this domain at 1st level, you are able to maintain an elevated state of mind, activating benefits of your choice. Choose one of the following psychic focuses to maintain. The effect of the focus lasts until you finish a long rest, at which point you choose to either maintain the same focus or change to a different one.



While you maintain a psychic focus, you gain the ability to cast an associated psionic cantrip. This cantrip counts as a cleric cantrip for you, and it does not count against the number of cleric cantrips you know. These psionic cantrips are detailed at the end of this compendium.

Mentalist. You gain resistance to psychic damage and can cast the *mind meld* cantrip.

Glamour. You can cast *disguise self* without expending a spell slot and regain the ability to do so when you finish a short or long rest. Also, you can cast the *delusion* cantrip.

Hypnotist. You gain proficiency in your choice of either the Deception or Persuasion skills, and you can cast the *mystic charm* cantrip.

Kineticist. When you score a critical hit with a cleric spell attack, you can roll one of the spell's damage dice one additional time and add it to the extra damage of the critical hit. You can cast the *energy beam* cantrip.

Transcendence. You don't need to eat, breathe, or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity, rather than sleeping during any of it. You can cast the *mystic grasp* cantrip.

CHANNEL DIVINITY: ESCHEW COMPONENTS

Starting at 2nd level, you can invoke your alien god to cast a spell using only the power of your mind. When you cast a cleric spell, you can use your Channel Divinity to cast it without any verbal, somatic, or material components that do not have a listed cost. When you do so, the spell you cast cannot be the target of a *counterspell*.

CHANNEL DIVINITY: MIND BLAST

Beginning at 6th level, you can unleash a blast of psychic power using your Channel Divinity. As an action, choose one creature within 30 feet of you. That creature must make an Intelligence saving throw. On a failed save it takes 3d6 psychic damage and is stunned until the end of its next turn. On a successful save a creature takes half as much damage and is not stunned.

NIGHTMARES

A DRUID CIRCLE

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

BRAINSTALER

At 17th level, you learn the *feblemind* spell, which counts as a Domain spell for you, and gain proficiency in Intelligence saving throws. If you are already proficient in Intelligence saving throws, you instead gain proficiency in Charisma saving throws. Also, when a creature is stunned by your Mind Blast, it repeats the saving throw at the end of each of its turns. On a success, it is no longer stunned. On a failure, it remains stunned.

Additionally, when a creature is stunned by your Mind Blast feature, and you are within 5 feet of it and can touch it, you can use an action to attempt to annihilate its mind. If the creature has 100 hit points or fewer, it is immediately killed as you rend its intellect. If the creature has more than 100 hit points, it takes 10d10 psychic damage.

Once you use attempt to annihilate a creature's mind using this feature, you can't do so again until you finish a long rest.

A lizardfolk, scales turned white from darkness and age, sits with a wide-eyed stare amongst the council of druidic circles. His people had feared that some of the other circles were losing resolve, and so rather than speak, he quietly probes each representative with his mind, reading their streams of consciousness like so many pages out of a book.

With but a thought, a firbolg pulls a gnarled yew staff toward her as she stands from meditation. With another, she dons a pack, and with the last she parts a curtain and exits her tent. It seems the world has not been destroyed. Yet.

With psychic exertion, a half-orc soothsayer transmits awful doom into the minds of the ogre minions he and his compatriots are battling, launching them into a terrified frenzy before he tears apart the seams of reality to reveal a hole into inky, awful nothingness. Fed up with the druid's magics, the beholder leading the evil gives a sharp glance, and the half-orc's flesh is locked into stone. However, all does not go dark: the druid just watches from his prison, patient.

Druids of the Circle of Nightmares know the grim, portentous truths of the universe. Whilst most druidic circles venerate natural gods or Mother Earth itself, these druids dedicate themselves to pacifying and serving eldritch monstrosities, great old ones of grim affect which care little for the needs, interests, or even existences of mere mortals.

Druids of Nightmares toil with mad diligence to appease these horrors through sacrifice and circumspection. Some offer the blood of beasts in accordance with the will of dread powers. Others tend to ancient ley lines to maintain ancient connections to the Far Realms.

These circles are the doomsday cults, the visionary sects, and the ancient traditions which foretell the arrival of living comets and indifferent gods. Immersed in the weird influence of their abstruse masters, such druids learn and cultivate psionic magics - the better to shore up their mental fortitude against the endless tide of madness.

MINOR KINESIS

When you choose this circle at 2nd level, you learn the *mystic grasp* cantrip if you don't already know it, and it doesn't count against the number of druid cantrips you know. When you cast *mystic grasp* in this way, you can do so without somatic components.

DOOMSPEAKER

When you choose this circle at 2nd level, you can psychically emit a sense of doom that afflicts creatures with either apathy or terror. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your druid spell save DC. The creatures that fail their saving throw are



all charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

CIRCLE SPELLS

Your mystical connection to the Far Realms has awakened your mind to certain psychic spells. At 3rd, 5th, 7th, and 9th level you gain access to these circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF NIGHTMARES SPELLS

Druid Level	Circle Spells
3rd	<i>detect thoughts, misty step</i>
5th	<i>fear, hunger of Hadar</i>
7th	<i>banishment, confusion</i>
9th	<i>*synaptic static, telekinesis</i>

BODY HORROR

At 6th level, as your infectious madness reveals that all are mere flesh, you learn how to sacrifice the few for the sake of

the many. When a humanoid fails its saving throw against your Doomspeaker feature, you can choose for the creature to be instantly destroyed, converted into misshapen flesh, if its challenge rating is at or below a certain threshold, as shown in the Body Horror table.

BODY HORROR

Druid Level	Destroys Humanoid of CR...
6th	1/2 or lower
10th	1 or lower
14th	2 or lower

ELDRITCH WARD

Starting at 10th level, you can't be charmed or frightened by aberrations or monstrosities, and you gain resistance to psychic damage.

AND I MUST SCREAM

By 14th level, your psychic visions provide maddening insights. You have advantage on initiative rolls, you cannot be surprised, and you are always aware of your surroundings, even when you're unconscious.



ENLIGHTENMENT

A PALADIN SACRED OATH

The treasure hunters strain against the rubble of the cave-in, and for a moment some seem to lose heart - they lack the strength to escape. One, however, pauses to breathe and looks inward. In a moment, his eyes glow with mystic fire and his limbs bring a supernatural strength to bear as he pushes the rocks aside as easily as a thought.

A paladin shouts a prayer, and the putrid, oozing hag reels with a shriek. Finally having had enough, it disappears in a flash of mist, teleporting to safety. Before her compatriots can groan in frustration, however, the paladin raises a hand, smiles, and points. The hag's mental trail leads that way!

The red dragonscale is nearly impenetrable, and most of her fellow warriors have retreated to protect their magician allies from its elemental minions. The knight, however, has one last trick up her sleeve: a technique taught by her mystic sisterhood. She reaches out with her mind and swings twice with her blade, and its flickering, otherworldly edge cuts not through the dragon's hide, but instead through its mind.

Each of these warriors is a paladin bearing the Oath of Enlightenment, a sacred vow of self-development sworn by servants of psychic gods and orders of mystic practitioners. Called mindwords, these paladins blend their divine magics with rigorous self-discipline to hone unique psionic powers.

Such paladins uphold the virtue of knowledge and acumen, viewing truth as power and cunning as life. By dedicating themselves to ascetic living and ponderous meditation, they unlock powers of the mind to bolster their strength in battle.

TENETS OF ENLIGHTENMENT

The oath of enlightenment rejects the rest of the world, preferring to find might and right in personal development.

Pursue Learning. Every new piece of knowledge is growth for your brain, an increase of what is true power.

Deny the Body. Your sword is not the weapon, and your shield is not the defense. Control all physical appetite.

Turn Inward. Instead, hone the true weapon: your mind. Look to yourself for power, rather than the world or others.

Embrace the Emptiness. When you truly unlock the secrets within yourself, the world is shallow in comparison. Embrace the void - it is independence and strength in itself.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF ENLIGHTENMENT SPELLS

Paladin Level	Spells
3rd	<i>command, comprehend languages</i>
5th	<i>*mind spike, misty step</i>
9th	<i>dispel magic, sending</i>
13th	<i>confusion, locate creature</i>
17th	<i>dominate person, telekinesis</i>



CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Mind Over Matter. As an action, you augment your body with the might of your mind, using your Channel Divinity. For 1 minute, you can add your Charisma modifier to Strength ability checks, Strength saving throws, and damage rolls for melee weapon attacks using Strength.

Phantom Smite. You can invoke psychic power to cut through a creature's mind instead of its flesh. As a bonus action, you can use your Channel Divinity to choose one creature within 30 feet of you. For 1 minute, you gain a bonus to melee weapon attack rolls against that creature equal to your Charisma modifier (minimum of +1). Additionally, your reach when targeting that creature is considered 5 feet longer, your melee weapon attacks against it deal psychic damage instead of their normal damage type, and if you use your Divine Smite with attacks targeting the creature, all the damage of your Divine Smite becomes psychic damage.

EXTRASENSORY AURA

Beginning at 7th level, while you are conscious, you and friendly creatures within 10 feet of you have resistance against psychic damage and can telepathically communicate with each other. In order to communicate telepathically in

this way, creatures do not need to share a language, but a creature does need to understand at least one language or be telepathic itself.

At 18th level, the range of this aura increases to 30 feet.

ALIEN ENDURANCE

At 15th level, you can generate a mental ward to sustain your body in response to danger. As a reaction when you take damage, you can gain resistance to the damage type of the triggering damage until the beginning of your next turn. If you take more than one type of damage, you choose which damage type to resist.

Once you have used this feature a number of times equal to your Charisma modifier, you must complete a long rest before you can use it again.

PARANORMAL ASCENDANCY

By 20th level, your mastery of psionics has unlocked the most potent capacity of your mind. As an action, you gain the following benefits for 1 minute:

- You are immune to psychic damage and cannot be charmed or frightened.
- You gain a flying speed equal to your walking speed.
- You can cast your paladin spells without any verbal, somatic, or material components without a listed cost.
- You automatically succeed on any saving throws made to maintain concentration on a paladin spell you cast.
- You can cast the spell **psychic scream* once without using a spell slot.

After using this feature, you must finish a long rest before you can use it again.

PROFICIENCIES FOR PALADINS

For interested DMs and players, the following optional feature can be included as part of the Oath of Enlightenment at 3rd level. Intended to occupy a role of limited mechanical but valuable thematic significance, this feature can be compared to the Spirit Seeker feature of the Path of the Totem Warrior, the Arcane Archer's Lore feature of the Arcane Archer, or the Bonus Proficiencies feature of the Way of the Drunken Master.

MENTALIST

You can discern others' feelings through your sixth sense. Also at 3rd level, you gain proficiency in the Insight skill.

PSIONIC CANTRIPS

MENTAL MAGIC: MIND OVER MATTER

These cantrips are based on the Psionic Talents of the Mystic class published in *Unearthed Arcana* and have a special tag: psionics. Such spells are cast normally, but the psionics tag indicates that their magic specifically references and interacts with the mind and psionic power.

BARD SPELLS

CANTRIPS (0 LEVEL)

Blade Meld
Blind Spot
Delusion
Light Step
Mind Meld
Mystic Charm

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Blade Meld
Energy Beam
Light Step
Mind Meld

DRUID SPELLS

CANTRIPS (0 LEVEL)

Energy Beam
Light Step
Mind Meld
Mind Thrust

Mystic Grasp
Soul Strike

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Blade Meld
Blind Spot
Delusion
Energy Beam

CREDITS

Designer: Kamidio

Psionic Talents by: Wizards of the Coast

Special Thanks: [Discord of Many Things](#) for their suggestions and balancing tweaks.

Light Step

Mind Meld

Mind Slam

Mind Thrust

Mystic Charm

Mystic Grasp

Psychic Hammer

Soul Strike

Energy Beam

Light Step

Mind Meld

Mind Slam

Mind Thrust

Mystic Charm

Mystic Grasp

Psychic Hammer

Soul Strike

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Blade Meld

Blind Spot

Energy Beam

Mind Thrust

Mystic Charm

Soul Strike

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Blade Meld

Blind Spot

Delusion





BLADE MELD

Transmutation cantrip (psionic)

Casting Time: 1 bonus action

Range: Self

Components: S, M (a one-handed weapon)

Duration: 1 minute

A one-handed melee weapon you hold becomes one with your hand. For the next minute, you can't let go of the weapon nor can it be forced from your grasp.

BLIND SPOT

Illusion cantrip (psionic)

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: 1 round

You erase your image from the mind of one creature you can see within range; the target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn.

DELUSION

Illusion cantrip (psionic)

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 minute

You plant a false belief into the mind of one creature within range. You can create a sound or an image. Only the target of this spell perceives the sound or image you create.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you pick. It lasts for 1 minute.

If you create an object, it must fit within a 5-foot cube, and can't move or be reflective. The image can't create any effect that influences a sense other than sight. The image lasts for 1 minute, and disappears if the creature touches it.

ENERGY BEAM

Evocation cantrip (psionic)

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous or 1 minute

You target one creature you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 cold, fire, lightning, or thunder damage (your choice).

Alternatively, when you cast this cantrip, you can surround yourself in a harmless sensory effect for 1 minute. The effect changes based on the damage type chosen.

- **Cold.** Icy frost forms on your skin, and an icy, snowflake filled haze billows from your body.
- **Fire.** Smoke and cinders rise up from around your feet, and your eyes flicker with flames.
- **Lightning.** Electricity crackles around you, and your hair or fur stands on end.
- **Thunder.** The air around you distorts and a dull thumping sound that can be heard up to 10 feet away emanates from you, throwing about any loose particles, fabric, or hair.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

LIGHT STEP

Transmutation cantrip (psionic)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

You alter your density and weight to improve your mobility. For the rest of your turn, your movement speed increases by 10 feet, and the first time you stand up this turn, you do so without expending any of your movement if your speed is greater than 0.

MIND MELD

Divination cantrip (psionic)

Casting Time: 1 bonus action

Range: 120 feet

Components: S

Duration: Instantaneous

You can connect telepathically with one willing creature you can see within range. The target must have an Intelligence of at least 2; otherwise this spell fails, and the bonus action is wasted.

You gain access to one memory of the target's choice, gaining perfect recall of what the target did or experienced.

The memories share the same limits as the creature - the memories of a blind person will lack a visual element, a dog may recall smells better than sights, and so on.

MIND SLAM

Transmutation cantrip (psionic)

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You target one creature you can see within range with a powerful wave of psychic energy. The target must succeed on a Constitution saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, it is knocked prone.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MIND THRUST

Transmutation cantrip (psionic)

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You target one creature you can see within range. You create a storm of negative thoughts within the target's mind. The target must succeed on an Intelligence saving throw or take 1d10 psychic damage.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

MYSTIC CHARM

Enchantment cantrip (psionic)

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: 1 round

You beguile one humanoid you see within range. The target must succeed on a Charisma saving throw or be charmed by you until the end of your next turn.

MYSTIC GRASP

Transmutation cantrip (psionic)

Casting Time: 1 action

Range: 30 feet (60 feet maximum)

Components: S

Duration: Instantaneous

You use your mind to manipulate or move an object within 30 feet of you. The object can't weigh more than 10 pounds, and you can't affect an object being worn or carried by another creature. If the object is loose, you can move it up to 30 feet in any direction.

You can use this spell to accomplish simple tasks, such as opening an unlocked door or pouring out a container.

The object falls to the ground at the end of your turn if you leave it suspended in midair.

PSYCHIC HAMMER

Transmutation cantrip (psionic)

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You try to grasp one creature you can see within range using a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, you can move it up to 10 feet in a straight line in a direction of your choice. You can't lift the target off the ground unless it is already airborne or underwater.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SOUL STRIKE

Transmutation cantrip (psionic)

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Instantaneous

You create a weapon of psychic energy in a free hand to strike a creature in range. Make a melee spell attack against the target. On a hit, the target takes 1d10 psychic damage.

The weapon passes through most solid matter. The target does not benefit from half-cover or three-quarters cover.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).



BECAUSE WHO NEEDS MYSTICS?

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The Psionics Domain and Oath of Enlightenment were previously released in the compendium [A Plethora of Paladins Plus Some+](#).

This is part of the Buildbrew Up initiative, an attempt to prevent the constant flow of the same old homebrew by creating content that supports other homebrew content. Search "Buildbrew Up" on [/r/UearthedArcana](#) if you're interested, and feel free to join the movement.

(v1.5)

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"WHAT ELSE DO PSIONS AND PSYCHICS
classically do?"

"I mean, they traditionally aren't paladins."

– [BunnygeonMaster](#) and [Izzy](#) | [InfKore](#), *DoMT*

Disclaimer: Miraculously, no brain moles, elder beings, or mystics were harmed in the making of these archetypes. Please don't ask about bunnies.

