

# The Renewed Psionic



**HOME BREW**

Rules for handling psionics, a full regimen of powers, a psionic class and 8 psionic subclasses; a supplement for the world's greatest role-playing game

VERSION 3.040

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## PSION

A human clad in simple robes walks along a forest path. A gang of goblins emerges from the brush, arrows trained on him, their smiles wide at their good fortune of finding such easy prey for the legion's slave pens. Their smiles turn to shrieks of terror as the traveler grows to giant size and leaps at them, his staff now a deadly cudgel.

The militia forms in ranks to prepare for the orcs' charge. The growling brutes howl their battle cries and surge forward. To their surprise, the human rabble holds its ground and fights with surprising ferocity. Suddenly, mindless fear clings to the orcs' minds and they, despite facing a far inferior foe, turn and run, never noticing the calm half-elf standing amid the militia and directing its efforts.

Psionic energy is an artifact created from the power of the mind, or psionics, rather than magic. It is harnessed by psions to create amazing feats. Often colloquially referred to as "mind mages," practitioners of most races draw their powers from their own consciousness. Psionic powers can range from devastating mental attacks that dominate an opponent, to physical ectoplasm constructs and a fate link that can inflict damage linked between individuals.

Manifesting psionic energy can take a great toll. Innate practitioners grow weary and unfocused if they over-extend themselves, and practitioners of other races can deplete their store of power in short order, rushing to rest and replenish it.

### PSYCHIC HERITAGE

Although it is not fully known, this gift is a genetically inherited trait. For some, psionics can be innate, as in illithid and drow practitioners. That being the case, it is rare to find a psion in races where psionic powers are not the norm.

Despite their rarity, a master psion can be quite powerful. Without the need for gestures or spell components, and with abilities that only rely on the power within the psion's mind, a psion can often exploit the element of surprise, and thus often holds an advantage over a magic user.

## UNNATURAL CONSEQUENCES

Because psionics creates incredible effects and changes the world in ways similar to magic, psions and other users of psionics may easily be confused for spellcasters. However, psionics does not harness an energy inherent in nature, but rather bends the fabric of reality itself to suit the user's needs. This forceful method brings consequences, and as such, manifestation of psionic power usually leads to a secondary display of unusual effects in the world. These displays may include visual artifacts, auditory stimulus and olfactory senses being emitted. These displays can be difficult to observe, however.

As an example, if a psion manifests a simple charm, or mind reading power, a low droning sound may be heard. Similarly, a polymorphic manifestation may leave the odor of saffron and ginger.

### CREATING A PSION

Although the rigorous path of the psion most commonly appeals to those who seek order and answers in their lives, your motivations are entirely your own. Did you start down this path for the knowledge and power it would bring? Did you have a natural talent that you could never fully master until you stumbled on the legends and teachings of the psions who came before you? Were you training your mind for some other purpose, only to discover that your efforts tapped a wellspring of power you never knew you possessed?

Some are drawn to the art of the psion because it fits their personality, aptitudes, and ambitions. You may have heard tales of psion sects while engaged in other scholarly pursuits and become intrigued by this mysterious path. You might have been actively learning the techniques of wizardry or some other class, discovering in the process that you carried the rare psionics potential within you.

Regardless of your background, one thing you almost certainly shared with other psions even before you began your instruction is a strong sense of order and logic. Such a mind set is a must to master the rigid disciplines of the psion.

### QUICK BUILD

You can make a psion quickly using these choices. First, put your highest ability score in Intelligence, followed by Constitution. Second, choose the far traveler background.



## THE PSION

| Level | Proficiency Bonus | Features                                                | Talents Known | Psionic Power | Psionic Power Limit |
|-------|-------------------|---------------------------------------------------------|---------------|---------------|---------------------|
| 1st   | +2                | Innate Spellcasting, Mental Discipline, Telepathic Link | 4             | 1             | 1                   |
| 2nd   | +2                | Psyche Shard                                            | 4             | 2             | 1                   |
| 3rd   | +2                | Consumptive Power                                       | 4             | 5             | 2                   |
| 4th   | +2                | Ability Score Improvement                               | 4             | 7             | 2                   |
| 5th   | +3                | —                                                       | 5             | 10            | 3                   |
| 6th   | +3                | Mental Discipline feature                               | 5             | 13            | 3                   |
| 7th   | +3                | —                                                       | 5             | 13            | 4                   |
| 8th   | +3                | Ability Score Improvement                               | 5             | 17            | 4                   |
| 9th   | +4                | —                                                       | 5             | 21            | 5                   |
| 10th  | +4                | Mental Discipline feature                               | 6             | 26            | 5                   |
| 11th  | +4                | —                                                       | 6             | 26            | 6                   |
| 12th  | +4                | Ability Score Improvement                               | 6             | 26            | 6                   |
| 13th  | +5                | —                                                       | 6             | 26            | 7                   |
| 14th  | +5                | Mental Discipline feature                               | 6             | 26            | 7                   |
| 15th  | +5                | —                                                       | 6             | 26            | 8                   |
| 16th  | +5                | Ability Score Improvement                               | 6             | 26            | 8                   |
| 17th  | +6                | —                                                       | 6             | 26            | 9                   |
| 18th  | +6                | Mental Discipline feature, Psionic Body                 | 6             | 31            | 9                   |
| 19th  | +6                | Ability Score Improvement                               | 6             | 37            | 9                   |
| 20th  | +6                | Mental Discipline feature, Psionic Enlightenment        | 6             | 44            | 9                   |

## CLASS FEATURES

As a psion, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per psion level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per psion level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Daggers, darts, slings, quarterstaves, light crossbows

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose any two

### EQUIPMENT

You start 5d4 x 10 gp, or with both the following equipment and the equipment granted by your background:

- (a) two daggers or (b) a quarterstaff
- (a) a scholar's pack or (b) an explorer's pack
- Leather armor, a light crossbow and 20 bolts

## INNATE SPELLCASTING

As you conjure and shape your abilities with psionic energy generated from within your mind, you have several innate talents available to you, and you can manifest your power in ever growing ways.

## PSIONICS

You use a method of spellcasting known as psionics, which harnesses your mental energy to warp reality into wondrous effects. Due to the nature of psionics, you ignore the components of any psion spells you have prepared, except material components that are consumed by the spell. Spells cast using psionics are unaffected by effects that negate magic, such as *counterspell*, *dispel magic*, and *anti-magic field*.

## PSIONIC POWER

Psionic power is a measure of a psion's available mental energy. A psion can only exert so much of their mental energy before becoming completely exhausted. You have an amount of psionic power equal to the number shown in the Psionic Power column of the psion table. Expended psionic power is replenished when you finish a long rest.

## TALENTS

At 1st level, you know four talents of your choice from the psion spell list. You learn additional psion talents of your choice at higher levels, shown in the Talents Known column of the Psion table.

Psionic talents are manifestations of your mind, a reflex so natural that you can produce the effect repeatedly with little effort. A talent is a spell that you can cast at will, without expending psionic power and without preparing it in advance. You can also focus on a talent when you cast it, which adds costs and effects to the talent, as specified in its description. A talent's spell level is always 0. Talents gain potency as you gain levels in this class, shown in the talent's description.



### ON PREPARED VERSUS KNOWN

The 3.5e Psion knew the same amount of powers as a Sorcerer knew spells. However, 5e's UA Mystic took a different approach - you learned disciplines of psionics and had access to all of their powers. This creates a rather large rift in the amount of usable psionics you could have. I decided to take a different approach with my Psion, but you could feasibly convert its prepared spells to known ones, using the same progression as a Sorcerer.

### PREPARING AND CASTING SPELLS

At the end of each long rest you take, you prepare the psion spells available to you. Choose a number of spells equal to your Intelligence modifier + your psion level from the psion spell list. You can only prepare a spell if its level is no greater than the number shown in the Psionic Power Limit column of the psion table for your level.

To cast your psion spells, you must expend psionic power equal to the spell's level to create the effects in its description. You can expend more of your available psionic power to cast the spell at a higher level. For example, casting a 7th level spell costs 7 psionic power, while casting a 5th level spell at 6th level costs 6 psionic power. The most psionic power you can expend on a spell is equal to the number in the Psionic Power Limit column of the psion table for your level.

### SPELLCASTING ABILITY

Intelligence is the ability you use for your spellcasting, since your spells are created from psionic energy and shaped by your mind. You use your Intelligence whenever a spell refers to your spellcasting ability. You also use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

### MENTAL DISCIPLINE

Each psion focuses on a certain discipline of psionics, becoming a disciple of that discipline. This allows them to control and improve their psionic abilities, and with enough training, grants unique powers.

Your choice of discipline determines which kind of disciple you become: **Disciple of the Egoist**, **Disciple of the Kineticist**, **Disciple of the Nomad**, **Disciple of the Seer**, **Disciple of the Shaper**, or **Disciple of the Telepath**, detailed at the end of the class description. Your discipline gives you features when you choose it at 1st level and additional features at 6th, 10th, 14th, and 18th level.

Some of your mental discipline features require an attack roll or saving throw. Use your Innate Spellcasting feature to set the attack modifier and save DC for those rolls.

### INNATE SPELLS

Due to your focus on a specific discipline, you can learn specialized psionic spells as well as general ones. You can choose from the spell list specified by your discipline when preparing your psion spells and learning talents. You also train with a select few spells from your discipline's spell list, permanently fixing them into your mind.

### TELEPATHIC LINK

You can establish direct links with the minds of others, allowing you to communicate intrinsically.

You can speak telepathically with any creature you can see within 60 feet of you. It automatically understands you and can respond in a way you understand as long as it speaks at least one language.

## PSYCHE SHARD

At 2nd level, you become able to create a fragment of your psyche, which contains a small amount of psionic energy and an imprint of personality. You choose the form that this shard takes, choosing from a mark on your body (such as a rune or tattoo), or that of a *psicrystal* (see Appendix A: Monsters), a quasi-living crystal. You can affix a *psicrystal* onto a piece of equipment, clothing, or trinket with 1 hour of work. You can't have more than one psyche shard at a time.

If your psyche shard is destroyed, you can create a new one with 8 hours of uninterrupted work. You can communicate with your psyche shard telepathically as long as it is within 100 feet of you.

Your psyche shard has a unique personality and its own subset of knowledge, determined by rolling a d20 (reroll 19 and 20) or choosing one of the options from the Shard Personalities table. Your psyche shard relays its knowledge to you telepathically while it is within 100 feet of you, allowing you to add your proficiency bonus (or twice your proficiency bonus if you are already proficient) to ability checks using the skill associated with its personality.

### SHARD PERSONALITIES

| d20 | Personality | Skill           | d20 | Personality | Skill      |
|-----|-------------|-----------------|-----|-------------|------------|
| 1   | Artiste     | Performance     | 9   | Mystical    | Arcana     |
| 2   | Bully       | Intimidation    | 10  | Nimble      | Acrobatics |
| 3   | Caring      | Animal Handling | 11  | Observant   | Perception |
| 4   | Coward      | Sleight of Hand | 12  | Poised      | Survival   |
| 5   | Friendly    | Persuasion      | 13  | Precise     | Medicine   |
| 6   | Heroic      | Athletics       | 14  | Resolute    | Religion   |
| 7   | Liar        | Deception       | 15  | Sage        | History    |
| 8   | Meticulous  | Investigation   | 16  | Studious    | Nature     |
|     |             |                 | 17  | Sneaky      | Stealth    |
|     |             |                 | 18  | Sympathetic | Insight    |

If you choose a *psicrystal*, the crystal acts during your turn in combat, following your unspoken direction. The *psicrystal* can only take the action listed in its stat block.

As an action while you are on the same plane of existence, you can destroy your psyche shard, or you can teleport it to an unoccupied space within 10 feet of you if it isn't on your person.

## CONSUMPTIVE POWER

Starting at 3rd level, you gain the ability to sacrifice your physical durability in exchange for psionic power.

When you cast a psion spell, you can pay its psionic power cost with your hit points instead. Your current and maximum hit points are both reduced by twice the psionic power cost of the spell. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest.

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

## PSIONIC BODY

At 18th level, the sheer extent of psionic energy within you causes it to suffuse your entire body. You no longer age naturally, and you are immune to disease, poison damage, and the poisoned condition.

## PSIONIC ENLIGHTENMENT

At 20th level, your honed psionics have enlightened your mind, reaching heights unimaginable by others.

Your Intelligence score increases by 4. Your maximum Intelligence score is now 24.

## MENTAL DISCIPLINES

Mental disciplines are a regiment of training that psions undertake in order to develop and nurture their power. These disciplines often require personal sacrifice from a psion, changing their behaviors in small, but noticeable ways. A psion's choice of mental discipline shapes that psion's abilities, based on their personality.

### DISCIPLE OF THE EGOIST

Disciples of the egoist see physical forms as nothing more than putty housing the mind and soul, and they can manifest abilities which allow them to easily alter those forms. Psychometabolic powers change the physical properties of creatures. Life force is essential to psychometabolism, and those who choose this discipline know that the essence of life provides the basis of every conceivable power.

### EGOIST INNATE SPELLS

You can choose from the egoist spell list, as well as the psion spell list, when you prepare your psion spells. Also, choose a 1st-level spell from the egoist spell list. You always have the spell prepared, and it doesn't count against the number of spells you can prepare. You can cast the chosen spell once without expending psionic power, and you must finish a long rest before you can do so again.

You can choose an additional egoist spell for this feature at each of the psion levels shown in the Innate Spells table. The spells you choose must also be of a level no greater than the spell level shown in the Innate Spells table.

### INNATE SPELLS

| Psion Level | Spell Level |
|-------------|-------------|
| 3rd         | 2nd-level   |
| 5th         | 3rd-level   |
| 7th         | 4th-level   |
| 9th         | 5th-level   |
| 11th        | 6th-level   |
| 13th        | 7th-level   |
| 15th        | 8th-level   |
| 17th        | 9th-level   |

### ARMOR TRAINING

At 1st level, you gain proficiency with medium armor and shields.

### BESTIAL FURY

Also at 1st level, you can manifest psionic claws which drain foes' mental energy and invigorate you with bestial fervor.

As an action, you manifest long claws in a free hand. You are proficient with these claws, which are a melee weapon that deals 1d8 slashing damage. The claws remain until you are incapacitated or you use your bonus action to dismiss them. As part of the action, make a melee weapon attack with the claws against one creature within your reach. This initial attack deals extra damage when you reach certain levels in this class: 1d8 at 5th level, 2d8 at 11th level, and 3d8 at 17th level. At 6th level, your claws become magical and they score a critical hit on a roll of 19 or 20 on the d20.



## ENERGY BARRIER

Starting at 6th level, you automatically absorb and convert natural energies into psionic power for yourself.

Once per turn, when you take acid, cold, fire, lightning, or poison damage, you can reduce that damage by up to 3, to a minimum of 0, and regain the same amount of psionic power.

You can regain a total amount of psionic power equal to your psion level with this feature. This limit resets when you finish a long rest.

## ADAPTIVE BODY

Starting at 10th level, your psionics have permanently replaced some of your biological processes.

You don't need to eat, breathe, or sleep. To benefit from a long rest, you can spend 8 hours engaged in light activity instead of sleeping.

## FISSION

At 14th level, you can create a copy of yourself out of psionic energy.

As an action, you shape an illusory duplicate of yourself in an unoccupied space within 5 feet of you. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. After 1 hour or when the duplicate reaches 0 hit points, it crumbles away. Your duplicate has statistics matching yours and duplicates of your equipment, but duplicated equipment loses any magical properties its original has. If your duplicate ever loses physical contact with a duplicated piece of equipment, it crumbles and disappears. In combat, you roll initiative for the duplicate and control it on its turns.

Your duplicate has half of your hit points, the same amount of psionic power as you and other physical traits you had at the time it was created. The duplicate does not preserve spells and other effects active on you when you create it.

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

## ENERGY CONVERSION

Starting at 18th level, you can convert energy absorbed by your barrier into offensive power.

When your Energy Barrier absorbs damage, the same amount of points are added to your energy conversion pool. The pool has a maximum of 30 points, and you can use your bonus action and expend all the points in the pool to cause your next attack that hits before the end of your turn to deal extra cold, fire or lightning damage (your choice) equal to the number of points spent.

## PERFECT TRANSFORMATION

At 20th level, you can use psionic energy to transform yourself into other creatures.

You can cast the *shapechange* spell as a 9th-level psion spell, without requiring concentration.

## DISCIPLE OF THE KINETICIST

Destructive minds tend to focus their powers into the shape of the kineticist, an explosive user of kinetic force. Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce interesting visual effects above and beyond the standard secondary display, such as moving, melting, transforming, or blasting a target.

## KINETICIST INNATE SPELLS

You can choose from the kineticist spell list, as well as the psion spell list, when you prepare your psion spells. Also, choose a 1st-level spell from the kineticist spell list. You always have the spell prepared, and it doesn't count against the number of spells you can prepare. You can cast the chosen spell once without expending psionic power, and you must finish a long rest before you can do so again.

You can choose an additional kineticist spell for this feature at each of the psion levels shown in the Innate Spells table. The spells you choose must also be of a level no greater than the spell level shown in the Innate Spells table.

### INNATE SPELLS

| Psion Level | Spell Level |
|-------------|-------------|
| 3rd         | 2nd-level   |
| 5th         | 3rd-level   |
| 7th         | 4th-level   |
| 9th         | 5th-level   |
| 11th        | 6th-level   |
| 13th        | 7th-level   |
| 15th        | 8th-level   |
| 17th        | 9th-level   |

## TELEKINETIC MIND

At 1st level, you can use your mind to move and manipulate objects as if you were touching them.

You can attack with kinetic energy as an action, at a range of 60 feet. Make a ranged psionic attack against a creature or object within range that you can see. On a hit, it takes force damage equal to 1d8 plus your Intelligence modifier, and you can move it up to 10 feet in a straight line if it is Huge or smaller. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

You also learn the *mage hand* cantrip, or one psion cantrip of your choice if you already know it. If you focus when you cast *mage hand*, you can affect a willing creature with the hand. If the creature that you're manipulating with *mage hand* is pushed or pulled, the creature instead remains in place if you succeed an Intelligence saving throw (DC equals the amount of feet the creature would be pushed or pulled).

## INERTIAL SHIELD

Also at 1st level, your kinetic abilities allow you to interrupt and deflect blows against you.

While at least one of your hands are free and you are not wearing a shield, you can use your reaction when you are attacked to gain a +2 bonus to your AC until the start of your next turn. You can use this feature after the attack roll is made, but before determining if the attack hits or misses.



## KINETIC FIELD

Starting at 6th level, you can form a kinetic field around yourself which catches and deflects projectiles.

As a reaction, you can deflect a missile when you're hit by a ranged attack. When you do so, the damage you take is reduced by 10 + your Intelligence modifier + your Psion level.

If the damage is reduced to 0 by this feature, you can catch the missile in the air. If caught this way, you can make a ranged psionic attack with it as part of the same reaction. You make this attack with proficiency. The type and damage are the same as the original attack.

## INVISIBLE MIGHT

Starting at 10th level, your telekinesis acts as an augment to your physical strength.

You gain proficiency in Strength saving throws, and when a Strength check or saving throw is required, you can add your Intelligence modifier to the result.

## TELEKINETIC FLIGHT

Starting at 14th level, your telekinetic control has become precise enough to allow you to carry yourself through the air.

You can use your action to grant yourself a flying speed of 30 feet for 1 hour, as long as the combined weight of you and everything you're carrying doesn't exceed 15 lbs x your Intelligence score.

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

## SAFE FALL

Starting at 18th level, your mind instinctively activates your telekinetic powers, even when you are in danger.

If you are falling, even while unconscious, you safely descend at a rate of 60 feet per round.

## UNFETTERED MIND

At 20th level, your telekinetic power has become so great that it has become second nature.

Your Telekinetic Mind no longer requires concentration, and its weight limit is doubled. Additionally, your Telekinetic Flight's speed is now 60 feet, and it has a duration of 8 hours.

## DISCIPLE OF THE NOMAD

Disciples of the nomad are an avidly curious subset of psions, who derive discipline from the journeys they take in life. Psychoportation powers move the manifester, an object, or another creature through space and time. At its heart, this discipline requires a succinct, gut-level understanding of the structure of reality. Those who become disciples of the nomad try the impossible, and sometimes succeed.

## NOMAD INNATE SPELLS

You can choose from the nomad spell list, as well as the psion spell list, when you prepare your psion spells. Also, choose a 1st-level spell from the nomad spell list. You always have the spell prepared, and it doesn't count against the number of spells you can prepare. You can cast the chosen spell once without expending psionic power, and you must finish a long rest before you can do so again.

You can choose an additional nomad spell for this feature at each of the psion levels shown in the Innate Spells table. The spells you choose must also be of a level no greater than the spell level shown in the Innate Spells table.

### INNATE SPELLS

| Psion Level | Spell Level |
|-------------|-------------|
| 3rd         | 2nd-level   |
| 5th         | 3rd-level   |
| 7th         | 4th-level   |
| 9th         | 5th-level   |
| 11th        | 6th-level   |
| 13th        | 7th-level   |
| 15th        | 8th-level   |
| 17th        | 9th-level   |

## PHASING STRIKE

At 1st level, you can strike an enemy with psionic energy, which surges into their body and mind.

As an action, you hurl an orb of sonic energy. Make a ranged psionic attack against a creature within 60 feet of you that you can see. On a hit, you deal thunder damage equal 1d8 plus your Intelligence modifier, as the orb bursts on contact. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

If you hit a creature, you can spend 1 psionic power to force it to make a Charisma saving throw. On a failure, the creature's next attack or effect that targets you before the end of your next turn is partially phased out, dampening the effect. It makes its first attack roll against you with disadvantage, or if you must make a saving throw against one of its effects, you make the first one with advantage.



## SKATE

Also at 1st level, you and those around you can slide along solid ground as if on ice.

As an action, you and willing creatures you designate within 30 feet of you can start or stop psionically skating. You maintain equilibrium by mental will alone, allowing graceful turning and stopping with ease. A skating creature ignores difficult terrain, attack rolls have advantage against it, and when it takes the Dash action, it can move an additional amount of feet equal to half its speed without costing its movement.

## THERE AND BACK AGAIN

Starting at 6th level, you can instinctively dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell, by partially phasing your body to a different location. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## AGILE DEFENSE

Starting at 10th level, you have learned a teleportation trick that allows you to appear as if you are in two places at once.

You can use your bonus action to take the Dodge action.

## PHASE DOOR

Starting at 14th level, you can create an ethereal passage through most walls, allowing you to phase through them.

As an action, you touch a wall of wooden, plaster, or stone material and use psionic energy to create a phase door. A phase door can only penetrate walls that are 5 feet deep or less. The phase door is invisible and usually inaccessible to all creatures except you. The door does not allow light, sound, psionic effects, or spell effects through it, nor can you see through it without using it. True seeing psionics or magical effects reveal a phase door but do not allow its use.

Creatures other than you can only use the phase door if they meet one or more triggering conditions, which you set when you create the door. The conditions can be based on a creature's name, identity, or alignment, but otherwise must be based on observable, tangible actions or qualities. A creature using a phase door disappears when it enters and appears when it exits, but it can stop inside the passage if there is room. A phase door takes a straight path through a wall, exiting at the closest 5-foot-by-5-foot space available.

A phase door can be used six times before its psionic energy disperses and fades, ending the effect. A creature consumes one use of the door each time it passes through. Anything within the passage when its effect ends is harmlessly ejected back to its original entrance.

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

## EFFORTLESS JOURNEY

Starting at 18th level, teleportation has become so natural to you that you can do it with little effort.

You can teleport instead of walking; each foot that you teleport costs 1 foot of your movement speed. If you attempt to teleport into an occupied space, you are instead shunted to the nearest unoccupied space, and your speed becomes 0 until the start of your next turn.

## PHASE PASSAGE

At 20th level, the effects of your phase door become permanent, and you can pierce almost any material with it.

When you use your Phase Door, it can penetrate any non-magical material, and it can be used an unlimited amount of times. If you wish to dispel a Phase Door you created, you can use your action and touch it to end the effect.



## DISCIPLE OF THE SEER

Seers are psions who master clairsentience - the power to learn secrets long forgotten, to glimpse the immediate future and predict the far future, and to know what is normally unknowable.

### SEER INNATE SPELLS

You can choose from the seer spell list, as well as the psion spell list, when you prepare your psion spells. Also, choose a 1st-level spell from the seer spell list. You always have the spell prepared, and it doesn't count against the number of spells you can prepare. You can cast the chosen spell once without expending psionic power, and you must finish a long rest before you can do so again.

You can choose an additional seer spell for this feature at each of the psion levels shown in the Innate Spells table. The spells you choose must also be of a level no greater than the spell level shown in the Innate Spells table.

#### INNATE SPELLS

| Psion Level | Spell Level |
|-------------|-------------|
| 3rd         | 2nd-level   |
| 5th         | 3rd-level   |
| 7th         | 4th-level   |
| 9th         | 5th-level   |
| 11th        | 6th-level   |
| 13th        | 7th-level   |
| 15th        | 8th-level   |
| 17th        | 9th-level   |

### PSIONIC ANCHOR

At 1st level, you can pierce an enemy's mind with a psionic anchor, allowing you to know their general location.

As an action, choose a creature you can see within 60 feet of you. A white-hot halo of psionic energy appears around its head, causing it immense pain. The target must make a Wisdom saving throw, taking psychic damage equal to 1d8 plus your Intelligence modifier on a failure, or half on a success. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

If a creature fails the save, you can spend 1 psionic power to cast a psionic talent as a bonus action, targeting the same creature. The talent must be one that deals no damage, and the target automatically fails its saving throw against the talent, if any.

### OBJECT READING

Also at 1st level, you can use psionics to investigate an object that you touch, showing you a vision of its past.

As an action, you touch an object and maintain contact with it. After 1 minute of remaining in contact with it, you learn certain details pertaining to the object's previous owner. You learn their race, gender, age, alignment, how they came to possess the object, and how they lost it. An object without any previous owners reveals no information.

## COMBAT PRECOGNITION

Starting at 6th level, you have a precognitive sense of danger, allowing you to react quickly to its presence.

You can add your Intelligence modifier to initiative rolls, and you can't be surprised while you are conscious. You can use your reaction when you roll initiative to telepathically alert one creature within range of your telepathy to the danger, making them unable to be surprised for this combat.

### MIND'S EYE

Starting at 10th level, you mentally sense the presence of matter around you, allowing you to feel others' presence.

You gain blindsight out to a range of 20 feet.

### BOOK OF KNOWLEDGE

Starting at 14th level, you obtain the technique necessary to form the Book of Knowledge - a ledger of cosmic knowledge both discovered and undiscovered.

As a bonus action, you can form the Book of Knowledge in one of your free hands. The book's pages are filled with indecipherable writing, even when observed with magic. No matter how many pages are turned, there always seem to be more pages. The cover appears as its observer imagines, within reason. For example, the cover can resemble an animated reflection of the night sky, a furry hide, or perhaps even made of ice or dripping water. These elements fail to hold up to physical inspection - the book feels like a normal book. The book crumbles to cosmic dust and disappears after 10 minutes.

You can telepathically pose up to 10 questions to the book each time you form it. When asked an appropriate question, some of the markings rearrange to form a truthful answer, written in a language only you understand. You can ask for statistics of a creature if you know its true name - in which case, you learn its alignment, languages, type, and one of each of its immunities, resistances, and vulnerabilities - or for the properties of an object - in which case, you learn what materials it is made of, and the effects and mechanisms of any curses, enchantments or traps.

Answers remain forever written in the book, and you can accurately recall the question posed when you read the answer. If you desire to see a certain page or a question that you previously posed, the next page you turn to will be the relevant page.

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



## SHAPE REALITY

Starting at 18th level, you gain an instinctive, limited ability to shape reality around you in response to threats.

In response to an attack hitting you or when you fail a saving throw, you can use your reaction to roll an additional d20 and choose which result to use.

You can use this feature twice, and expended uses are replenished when you finish a long rest.

## GLIMPSE OF OMNISCIENCE

At 20th level, you obtain a fragment of universal knowledge, enlightening your mind. This grants you certain benefits.

- You are unaffected by *clairsentience* and *divination* spells unless you choose to be.
- You make Intelligence checks with advantage.
- You can ask the Book of Knowledge to describe a specific event that happened within the last 1,000 years, which it will describe on up to 1 page. This provides up to 10 useful facts about the event.

## DISCIPLE OF THE SHAPER

Psions with particularly creative minds tend to gravitate towards the discipline of the shaper, a discipline which manifests powers of metacreativity. Metacreativity creates objects, creatures, or other forms of matter. Creatures created through metacreativity prove unstable; they will usually, but do not always, obey your commands.

## SHAPER INNATE SPELLS

You can choose from the shaper spell list, as well as the psion spell list, when you prepare your psion spells. Also, choose a 1st-level spell from the shaper spell list. You always have the spell prepared, and it doesn't count against the number of spells you can prepare. You can cast the chosen spell once without expending psionic power, and you must finish a long rest before you can do so again.

You can choose an additional shaper spell for this feature at each of the psion levels shown in the Innate Spells table. The spells you choose must also be of a level no greater than the spell level shown in the Innate Spells table.

### INNATE SPELLS

| Psion Level | Spell Level |
|-------------|-------------|
| 3rd         | 2nd-level   |
| 5th         | 3rd-level   |
| 7th         | 4th-level   |
| 9th         | 5th-level   |
| 11th        | 6th-level   |
| 13th        | 7th-level   |
| 15th        | 8th-level   |
| 17th        | 9th-level   |

## ENERGY WEAPON

At 1st level, you can create weapons out of psionic energy.

Using your bonus action, or your reaction when you roll initiative, you create a weapon with a faint sky-blue aura, which takes the form of any simple or martial weapon and persists for 1 hour. If you create a one-handed weapon, you can create one in each hand. If you create a ranged weapon, you can also create 20 non-magical pieces of the weapon's appropriate type of ammunition. You are proficient with the weapon, and its properties are the same as its mundane counterpart.

You can spend up to 3 psionic power whenever you make an attack with one of your energy weapons, granting the amount spent as a bonus to your attack and damage rolls.

The maximum number of energy weapons that can exist at the same time is equal to your Intelligence modifier (minimum one).

## CREATE TOOLS

Also at 1st level, you can create tools out of psionic energy.

Using your action, you can create any piece of non-magical adventuring gear worth 5 gp or less. Items created by this feature cannot be used as food. Otherwise, an item created by this feature has the same properties as its physical counterpart. After 10 minutes, the psionic energy comprising the item can no longer hold its form and disappears. Once you have created a particular item, you cannot create the same item again for 10 minutes.

## PSIONIC DRONE

Starting at 6th level, you use a small amount of psionic energy to create a protective construct.

Over the course of a long rest, you can create a psionic drone. It has the statistics of a *homunculus*, except it doesn't have its Bite attack. You can only have one psionic drone at a time. It is inexorably devoted to you, obeying your every order even if it requires sacrifice.

You can use your action to temporarily sequester it away in a harmless pocket dimension where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

While your psionic drone is within 30 feet of you, you can use your reaction when you are hit with an attack to psionically redirect the blow to it. The psionic drone takes the attack and its effects instead of you.

## SURGE OF WIND

Starting at 10th level, your psionic powers create a windy surge around you, momentarily protecting and guiding you.

When you cast a spell of 1st level or higher, you gain two benefits until the end of your turn: your movement doesn't provoke opportunity attacks, and you have a climbing speed equal to your walking speed.

## MICROBIOME

Starting at 14th level, you can create a microbiome around yourself, mimicking life with psionic energy.

As an action, you project psionic energy out to a distance of 20 feet. The area bursts with psionically constructed moss, fungi, vines and other plant matter, and plant-like pods sprout from the ground. Some of this plant life converges into a *shambling mound* under the control of the DM. At the start of each of the creature's turns, you must make a DC 15 Intelligence check. On a success, the *shambling mound* is friendly to you and your allies until the start of your next turn. On a failure, it is hostile to all creatures instead.

This effect lasts while you are concentrating(as if on a spell) for up to 10 minutes, after which the microbiome wilts and crumbles, vanishing as the psionic energy is expended.

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



## OBEDIENT MANIFESTATION

At 18th level, you tame some of the unpredictable nature of psionically-created creatures.

The DC for your Microbiome becomes 10. Additionally, you can use your bonus action to command a creature created by a spell or feature of yours to take a specific action, which it uses its reaction to carry out. A creature cannot use its multiattack, if it has one, via this command.

## FLOURISHING CREATION

At 20th level, you have become exceptionally efficient at using your psionic energy to create matter.

When you create a creature or an object with either a spell or one of your features, you can choose one of the creatures or objects to create a duplicate of it, which appears in an unoccupied space within 5 feet of the original and has the same statistics as the original.

## DISCIPLE OF THE TELEPATH

Psion disciples of the telepath shed nearly all pretenses from themselves, focused on the machinery at work within the mind. Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior. All telepathic powers are mind-affecting, and types such as charms and compulsions grant influence over a subjected creature.

## TELEPATH INNATE SPELLS

You can choose from the telepath spell list, as well as the psion spell list, when you prepare your psion spells. Also, choose a 1st-level spell from the telepath spell list. You always have the spell prepared, and it doesn't count against the number of spells you can prepare. You can cast the chosen spell once without expending psionic power, and you must finish a long rest before you can do so again.

You can choose an additional telepath spell for this feature at each of the psion levels shown in the Innate Spells table. The spells you choose must also be of a level no greater than the spell level shown in the Innate Spells table.

### INNATE SPELLS

| Psion Level | Spell Level |
|-------------|-------------|
| 3rd         | 2nd-level   |
| 5th         | 3rd-level   |
| 7th         | 4th-level   |
| 9th         | 5th-level   |
| 11th        | 6th-level   |
| 13th        | 7th-level   |
| 15th        | 8th-level   |
| 17th        | 9th-level   |

## PSYCHIC PRESSURE

At 1st level, you can telepathically assault the mind of a creature, bending it to your will.

As an action, you can overpower the mind of a creature within range of your telepathy. The target makes an Intelligence saving throw against your discipline save DC, taking psychic damage equal to 1d10 plus your Intelligence modifier on a failure, or half on a success. This damage increases by 1d8 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

If the target fails its save, you can then spend 1 psionic power to haze the target's mind, imposing disadvantage on its attack rolls until the start of your next turn.

## SEEPING THOUGHT

Also at 1st level, when you are in close proximity with a creature, inklings of its thought leak out of its mind, which you can sense.

After each full minute you spend actively talking to a creature within range of your telepathy, the DM gives a one-word summary of its most prevalent thought.

## SEIZE MIND

Starting at 6th level, you can telepathically subvert an assailant's focus when it attempts to affect your mind, guarding against the effect.

When a creature you can see within range of your telepathy forces you to make an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to add your Intelligence modifier to the result.

## MIND-LINK

Starting at 10th level, you can create a telepathic link that persists over great distances.

You can use your action to link your mind with a creature you can see within range, allowing your telepathy to reach it across any distance. An unwilling creature can make an Intelligence saving throw to resist the effect. This link persists until you use your action to break it or until you are on a different plane of existence than the creature.

You can have a maximum number of creatures equal to half your psion level linked with you at a time via this feature.

## DOMINATE MIND

Starting at 14th level, you can embed a portion of your will into another creature's mind, allowing you to control it.

As an action, you can force a creature that you can see within range of your telepathy to make an Intelligence saving throw. On a failure, you gain an overwhelming influence over it while you concentrate (as if on a spell) for up to 10 minutes. You can only have one creature under this effect at any time.

While a creature is under this effect and within range of your telepathy, you can use your action to command it to take any action, general or specific, which it must follow. If you issue a command that is directly harmful to it, it ignores the command. If a target is not commanded on a turn, it will behave normally.

Each time the target receives a command from you, it makes a new Intelligence saving throw after following the command, breaking free of your influence on a success. Telepathic creatures have advantage on the saving throw.

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

## TELEPATHIC FIELD

At 18th level, your telepathic powers project even further, allowing you to reach distant minds.

The range of your telepathy increases to 120 feet.

## UNBREAKABLE WILL

At 20th level, your focus is so keen that you can have multiple creatures bend to your will at the same time.

Your Dominate Mind feature gains the following properties:

- It lasts until the creature is killed or succeeds a saving throw against its effects, without requiring concentration.
- You can command any number of creatures under your control, instead of just one.
- You can have any number of creatures under the effect of Dominate Mind, but while more than one creature is affected, the total CR of all affected creatures must be 20 or lower. If you try to use Dominate Mind on a creature that raises the total CR above 20, it fails, and all creatures currently affected by Dominate Mind can make an Intelligence saving throw to break free of your influence.

## ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature. Below is a new option for the feature: Metapsionics.

### METAPSIONICS

Metapsionics is the study of understanding and emulating the unusual abilities of psionics through magic. Wizards who master this arcane tradition gain a glimpse into the world of psychic creatures - often a humbling and enlightening experience which teaches them something fundamentally important about the makeup of magic and psionics alike.

### PSIONICS STUDY

At 2nd level, you can choose from the psion spell list, in addition to the wizard spell list, when you learn a new wizard spell. Spells you learn in this way count as wizard spells for you, and you don't need to provide verbal and somatic components to cast them.

Additionally, when a psionic spell is cast within 60 feet of you, you can make an Intelligence (Arcana) check against DC 10 + the spell's level. On a success, you know the name of the spell that was cast, and you know its mental discipline (if any).

### EXTENSION OF MIND

Also at 2nd level, your technique of marrying spellcasting and psionics creates a temporary area of psionic influence around you while you concentrate.

While you concentrate on a wizard spell, an aura of influence extends outward from you to a distance of 30 feet, ignoring cover, which moves with you. You can communicate telepathically with any creature inside the aura. A creature understands your telepathic speech if it speaks at least one language, and it can deliver telepathic replies in a way you understand. Creatures within this aura also have disadvantage on Wisdom saving throws against your wizard spells.

### FOCUS REINFORCEMENT

At 6th level, your mental focus has increased, allowing you to remain concentrated through greater pain. When you fail a concentration check, you can choose to succeed instead.

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

### SHARPENED MIND

At 10th level, your study of psionics subtly alters your mind such that you can easily perceive slight fluctuations in the minds of others.

You can add your Intelligence modifier to Wisdom (Insight) checks you make against creatures that can't use psionics. Also, whenever you successfully discern that a creature is lying to you, that creature takes psychic damage equal to your Intelligence modifier.

### CONDUIT MANIPULATION

At 14th level, you can briefly focus on using psionics to reshape effects as they occur around you.

Whenever you see a spell being cast by another creature within 120 feet of you that affects an area, you can use your reaction to increase or decrease the area's size. An area can't be reduced below 5 feet with this feature. You can modify an area in one of the following ways:

- If the area is a cone, you can modify it by up to 20 feet.
- If the area is a radius, you can modify it by up to 10 feet.
- If the area is a cube or a cylinder, you can modify one of the dimensions, other than the radius, by up to 30 feet.
- If the area is a line, you can modify its length by up to 60 feet.



# DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. Below is a new option for the feature: Mind.

## MIND

Clerics of the mind domain channel the powers of the divine through psionic power, granted to them by their faith. These practitioners can call upon the magic of the divine, as well as project the authority of their faith's domain using their mind, rather than channeling their power for themselves. Deities such as Auppenser, Deneir and even those like Ilsensine and Sseth call upon clerics of this domain.

### MIND DOMAIN SPELLS

| Cleric Level | Spells                                                                |
|--------------|-----------------------------------------------------------------------|
| 1st          | <i>dissonant whispers</i> , <i>Tenser's floating disk</i>             |
| 3rd          | <i>detect thoughts</i> , <i>mind spike</i> <sup>XGE</sup>             |
| 5th          | <i>hypnotic pattern</i> , <i>tongues</i>                              |
| 7th          | <i>hallucinatory terrain</i> , <i>phantasmal killer</i>               |
| 9th          | <i>Rary's telepathic bond</i> , <i>synaptic static</i> <sup>XGE</sup> |

## BONUS PROFICIENCIES

At 1st level, you are proficient with heavy armor and martial weapons.

## PSYCHIC AURA

Also at 1st level, the psionic energy channeling through you manifests as an aura, which bolsters you and your allies' abilities. This aura projects outward in a 10-foot radius around you, ignoring cover, and moves with you. The aura is disabled while you are unconscious. You and creatures of your choice within the aura can add your Wisdom modifier to their initiative rolls.

Also, when a creature within the aura other than you makes a Wisdom (Perception) check, you can use your reaction to grant a +4 bonus to the check. You can do so before or after rolling the d20, but before the GM determines the outcome of the check. You can use this reaction a number of times equal to your Wisdom modifier, and expended uses are replenished when you finish a long rest.

At 17th level, the radius of this aura increases to 30 feet and creatures of your choice within the aura can add a +2 bonus to their attack and damage rolls, as well as to their AC.

## CHANNEL DIVINITY: DEITY'S MANTLE

At 2nd level, you can use your Channel Divinity to create a psionic mantle around yourself, infused with your prayers that beseech your deity for aid.

As an action, you don a mantle of flowing, intangible psionic energy for 10 minutes. This mantle grants one of the following benefits of your choice when you use this Channel Divinity option:

- You have advantage on saving throws against effects imposed by celestials, fiends, and fey.
- You have a +5 bonus to Strength and Dexterity checks you make.
- You can communicate telepathically with up to 5 willing allies of your choice while you are on the same plane of existence. Chosen allies understand your telepathic speech regardless of whether you share a language, and you understand their telepathic replies.
- Your weapon attacks become magical, and you can deal psychic damage with them, instead of their normal damage type.
- You gain temporary hit points equal to 5 + 2 per each of your cleric levels, which last until this effect ends.

## DIVINE GRACE

At 6th level, your deity's mantle provides you with divine protection.

While your Deity's Mantle is active, you can add your Wisdom modifier to all saving throws you make.



## DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

# MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. Below is a new option for the feature: Ardent.

## ARDENT

Ardents are fiercely driven psionic fighters that center their personalities around certain inevitable philosophies, rather than honing the discipline of their minds. Universal truths afford power to these psionically talented warriors, who train their mind and body in accordance with a lifetime of understanding and personal experiences. Ardents are driven by emotion towards goals that align with their philosophies, as their conviction leads them to ever greater understanding and, subsequently, power.

### ARDENT INEVITABILITY

At 3rd level, your dedication towards embracing an inevitable facet of the universe begins to manifest as psionic power. You embrace two of the options listed under "Ardent Inevitabilities" below. You embrace another option at 10th and 18th level in this class.

Your first choice of ardent inevitability becomes your focus. While you are focused on an inevitability, you have the benefits listed under that option. You can only focus on one inevitability at a time, and you can change your focus to another inevitability option that you know when you finish a long rest.

#### ARDENT INEVITABILITIES

The inevitabilities are listed in alphabetical order.

**Conflict and Justice.** You can deal extra damage equal to your Intelligence modifier when you score a critical hit, and when you are hit with a melee attack, your attacker takes psychic damage equal to your Intelligence modifier.

**Creation and Destruction.** You can add your Intelligence modifier to the total amount healed whenever you roll a hit die during a short rest, and your weapon attacks deal maximum damage against objects, rather than rolling.

**Death and Life.** You can add your Intelligence modifier to your death saving throws, and you have advantage on Wisdom (Medicine) checks to stabilize others.

**Fate and Freedom.** When you finish a long rest, roll a d20 and record the result (you can't have more than one result recorded at a time.) When you roll initiative, you can choose to replace the d20 result with the recorded number. Also, you have advantage on Strength and Dexterity checks made to escape effects that grapple or restrain you.

**Light and Darkness.** You gain darkvision to a distance of 60 feet. If you already have darkvision, its range increases by 30 feet instead.

**Law and Chaos.** You have advantage on saving throws against being charmed or frightened.

### INNATE SPELLCASTING

Also at 3rd level, you draw from your psionic well of power through your focus on philosophy, which allows you to learn psionic spells.

#### PSIONICS

You use a method of spellcasting known as psionics, which harnesses your mental energy to warp reality into wondrous effects. Due to the nature of psionics, you ignore the components of any psion spells you have prepared, except material components that are consumed by the spell. Spells cast using psionics are unaffected by effects that negate magic, such as counterspell, dispel magic, and anti-magic field.

#### PSIONIC TALENTS

You learn three talents of your choice from the psion spell list. You learn another psion talent of your choice at 10th level in this class.

#### LEARNING SPELLS

You know two psion spells of your choice, and one spell of your choice from any psion discipline's spell list. The Ardent Innate Spellcasting table shows when you learn more spells of 1st level or higher. Each spell must be chosen from the psion spell list, and must be of a level no greater than the number shown in the Psionic Power Limit column for your fighter level.

At 8th, 14th, and 20th levels in this class, the spells you choose can come from any discipline's spell list.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice. The new spell must be of a level no greater than the number shown in the Psionic Power Limit column for your fighter level, and it must be a psion spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any discipline's spell list.





#### ARDENT INNATE SPELLCASTING

| Fighter Level | Talents Known | Spells Known | Psionic Power | Psionic Power Limit |
|---------------|---------------|--------------|---------------|---------------------|
| 3rd           | 3             | 3            | 2             | 1                   |
| 4th           | 3             | 4            | 3             | 1                   |
| 5th           | 3             | 4            | 3             | 1                   |
| 6th           | 3             | 4            | 3             | 1                   |
| 7th           | 3             | 5            | 8             | 2                   |
| 8th           | 3             | 6            | 8             | 2                   |
| 9th           | 3             | 6            | 8             | 2                   |
| 10th          | 4             | 7            | 10            | 2                   |
| 11th          | 4             | 8            | 10            | 2                   |
| 12th          | 4             | 8            | 10            | 2                   |
| 13th          | 4             | 9            | 16            | 3                   |
| 14th          | 4             | 10           | 16            | 3                   |
| 15th          | 4             | 10           | 16            | 3                   |
| 16th          | 4             | 11           | 19            | 3                   |
| 17th          | 4             | 11           | 19            | 3                   |
| 18th          | 4             | 11           | 19            | 3                   |
| 19th          | 4             | 12           | 23            | 4                   |
| 20th          | 4             | 13           | 23            | 4                   |

#### PSIONIC POWER

The Ardent Innate Spellcasting table shows how much psionic power you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend psionic power equal to the spell's level when you cast it. You regain all expended psionic power when you finish a long rest.

For example, if you are a level 8 fighter and you know the 1st-level spell *magic missile*, you can spend 1 psionic power to cast it at 1st level or 2 psionic power to cast it at 2nd level. There is a limit to the amount of psionic power you can sustain at a time; you can't cast a spell if its psionic power cost is greater than your Psionic Power Limit.

#### SPELLCASTING ABILITY

Intelligence is your ability for your psionic spells, since they are created out of psionic energy and shaped by your mind. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

#### PSI-STRIKE

At 7th level, you learn to concentrate your psionic energy into a single, powerful strike.

As a bonus action, you can spend an amount of psionic power up to your psionic power limit in order to add extra psychic damage equal to two times the amount of psionic power spent to your next weapon attack that hits. This bonus is wasted if you don't use it before the end of your turn.

#### BASTILLE OF EMOTION

At 15th level, you have developed such a strong connection with the philosophies of the universe that you can touch the emotions of those around you.

As an action, you open your senses to read the emotional state of all creatures within 60 feet of you. You learn the basic emotional states of each creature within range that you can see - these can be states such as happy, sad, excited, distressed, brave, fearful, loved, hated, angry, or calm, for example.

When you use this action, you can also force one affected creature to make a Wisdom saving throw against your spell save DC. On a failed save, you can change that creature's basic emotional state. When you do, you can cause it to stop feeling one of its current emotions of your choice and to start feeling another one of your choice. The creature is not aware that you attempted to manipulate its emotions in this way. A creature that succeeds its saving throw becomes immune to this effect for 1 hour.

## MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. Below is a new option for the feature: the Way of the Lurker.

### WAY OF THE LURKER

Monks of the way of the lurker, also known as lurks, combine their spiritual abilities with their innate psionic talents. Due to the exceptional level of control lurks enact over themselves, these monks most often display an unearthly serenity. Their talents lend well to becoming assassins or envoys, as they are exceptionally suited to thwarting both magic and psionics alike. However, lurks usually have a strong moral code; as such, while their abilities are exceptionally desirable, their services may be hard sought as they will generally only fight for a cause they believe is right.

### LURK AUGMENT

When you choose this tradition at 3rd level, you combine psionics and ki to draw energy from others, sapping their abilities and wracking their bodies with pain.

You gain one augmentation from the list of Lurk Augmentations below, which are methods of producing psionics-laden ki abilities. You gain one more as you gain levels in this class: 6th level, 11th level, and 17th level. Some augmentations require you to reach a certain level before you can learn them. If an augmentation lists a level as a prerequisite, it refers to your level in this class.

Whenever you gain a new augmentation, you can also replace one augmentation you know with another one. You must meet the prerequisites, if any, for your new choice.

#### LURK AUGMENTATIONS

The augmentations are listed in alphabetical order.

**Deceptive Strike (11th Level).** When you make a melee weapon attack with advantage, you can reroll each of the damage dice for the attack once and use the new roll. Additionally, you can spend 2 ki points when you attack a creature to treat the target's AC as though it were 10 + its Dexterity modifier for that attack. You must do so before making the attack roll.

**Ghostly Touch (6th Level).** Your unarmed strikes ignore half and three-quarters cover. Additionally, you can spend 1 ki point when you make an unarmed strike to increase your reach by 5 feet and ignore full cover for that attack.

**Mental Assault (11th Level).** When a creature fails its saving throw for your stunning strike, it takes psychic damage equal to your Wisdom modifier. Additionally, you can spend 2 ki points when you hit a creature with a weapon attack to waste one of the target's spell slots of the lowest level available (if it has spell slots) and waste 3 points of its psionic power (if it is psionic).

**Psionic Thrust.** You can choose to deal piercing damage with your unarmed strikes, instead of bludgeoning damage. Additionally, when you hit with a melee weapon attack, you can spend a number ki points no greater than half your monk level (rounded up) to cause the attack to deal 1d10 extra psychic damage for every ki point spent.

**Solid Strike (6th Level).** Your unarmed strikes ignore resistance to bludgeoning, piercing and slashing damage. Additionally, you can spend 1 ki point when you use your Flurry of Blows to gain a +1 bonus to your attack and damage rolls with your unarmed strikes until the end of your turn.

**Synaptic Disconnect (17th Level).** When you score a critical hit with a melee weapon attack against a creature, that creature's speed is halved and it can't take reactions until the start of your next turn. If you also spend 2 ki points, the target can take its action or bonus action, not both, until the start of your next turn.

**Unhinging Strike.** When you take the Attack action - attacking only one creature with the entire action - and you hit at least once, that creature can't concentrate until the end of your next turn. You can also spend 1 ki point when you force a creature to make concentration check; if you do, the creature makes its check with disadvantage.

### SUPERNATURAL SENSE

Also at 3rd level, your senses are keen to the use of magic and psionics, allowing you to detect their use at a moment's notice.

You know whenever a spell is cast within 120 feet of you. This feature doesn't reveal any other information about the spell.

### PRECOGNITIVE FOCUS

At 6th level, whenever you roll initiative, you can add your Wisdom modifier to the result. Additionally, the first attack roll made against you during each combat is rolled with disadvantage.

### FLOW INTERRUPTION

At 11th level, your strikes cut off the flow of both magic and psionics in your target. Once per turn when you hit with a melee weapon attack, you can spend 3 ki points to choose one spell affecting the target. Make a Wisdom check (DC 10 + spell's level); on a successful check, the spell ends.

### STYGIAN SHOCK

At 17th level, your strikes temporarily banish your foes, shredding their essence as your ki rips them apart from within.

You can use your bonus action and expend 3 ki points to choose one of the creatures you hit with a melee weapon attack this turn. That creature must succeed on a Charisma saving throw or take 4d10 force damage and be banished to the border ethereal for 1 minute. While banished in this way, a creature takes 2d10 force damage at the start of each of its turns.

An affected creature can repeat the saving throw at the end of each of its turns, returning to the location that it departed from on a successful save.



# PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. Below is a new option for the feature: the Path of the Psychic Warrior.

## PATH OF THE PSYCHIC WARRIOR

Psychic warriors are naturally talented psionic barbarians who forego any mental training in favor of letting their psionics run wild. These warriors are as unpredictable as they are powerful, for even with a low level of mastery, they can channel limited, but powerful effects while simultaneously posing great physical threat.



### UNREFINED PSIONICS

At 3rd level, your latent psionic abilities begin to express themselves in unrefined ways, becoming particularly volatile while you rage.

You know two talents of your choice from the psion spell list. You learn one additional psion talent of your choice at 10th level. Your spellcasting ability for these talents is Constitution.

While you are raging, you can cast a psionic talent as a bonus action. If you use this feature to cast a talent that deals damage, you take half the damage dealt by the talent; otherwise, you take psychic damage equal to half your barbarian level.

### RAGING MINDSTORM

At 6th level, you unleash wild psionic energy while raging, which rotates around you like frenzied blades.

While raging, ranged attacks against you have disadvantage, and any creature that touches you takes psychic damage equal to your Constitution modifier.

### SEEDS OF RAGE

At 10th level, you can convert your rage into a mental wave that draws rage out of others and inhibits their ability to focus.

As an action while you're raging, you can end your rage early to force any amount of creatures of your choice within 30 feet of you to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier). On a failed save, an affected creature takes 4d8 psychic damage, and it can't concentrate on spells or other effects for 1 minute, as a growing rage inhibits its ability to focus.

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

### METABOLIC INSTABILITY

At 14th level, your unstable psionic ability has grown to a point where it affects your physical form.

When you start raging, roll a d4 and consult the table below. You gain the effects of the spell for the number you rolled until your rage ends. Your spellcasting ability is Constitution when it is required for these spells.

| d4 Result | Spell                         |
|-----------|-------------------------------|
| 1         | <i>iron durability</i>        |
| 2         | <i>giant limbs</i>            |
| 3         | <i>corrosive metabolism</i>   |
| 4         | <i>bestial transformation</i> |

# RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. Below is a new option for the feature: the Mindstalker.

## MINDSTALKER

Never faltering in their task, the mindstalker is a fierce hunter of psionic aberrations. Armed with the same psionic ability that many of these aberrations use to take advantage of their prey, these rangers relentlessly seek their targets, turning a careless predator into unsuspecting quarry. Those wary enough to know of a mindstalker's existence and skill set wisely respect them, and often fear them.



## MINDSTALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Mindstalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### MINDSTALKER SPELLS

| Ranger Level | Spell                             |
|--------------|-----------------------------------|
| 3rd          | <i>command</i>                    |
| 5th          | <i>mind spike</i> <sup>XGtE</sup> |
| 9th          | <i>sending</i>                    |
| 13th         | <i>confusion</i>                  |
| 17th         | <i>geas</i>                       |

## EGO PIERCER

At 3rd level, you can imbue your strikes with psionic energy that seeps through wounds and strikes at the mind.

You can use your bonus action to cause your next weapon attack that hits before the end of the turn to deal an extra 1d8 psychic damage. If a creature capable of telepathy takes this damage, it must succeed on a Wisdom saving throw against your spell save DC or be frightened of you until the start of your next turn.

## EMPATH SENSE

Also at 3rd level, your mind is keenly tuned to detect the presence of other psionic beings.

You know whenever a creature speaks via telepathy while within 60 feet of you. Also, you can use your action to attempt to weed out the presence of telepathic creatures within 300 feet of you. Any creature within range that is capable of telepathy must succeed on a Charisma saving throw against your spell save DC or you become aware of its presence and its distance away from you. Once you've used this action, you must finish a short or long rest before you can use it again.

## LUCID BUFFER

At 7th level, your consciousness is firmly rooted, making it difficult to control you. You have advantage on saving throws against being charmed, frightened, and stunned.

## CEREBRAL BLIND

At 11th level, you slip into the blind spot of minds attempting to divine you, becoming an undetectable presence.

When any spell or other effect attempts to divine information about you or your location - such as the *arcane eye*, *locate creature*, *scrying*, *view aura*, or *unwavering eye* spells - the attempt fails if you are the target, and you are invisible to sensors created by these effects.

## BLAST FEEDBACK

At 15th level, afflictions of the mind have little effect on you, and you can even turn certain effects back onto your attackers.

You have resistance to psychic damage, and whenever a creature forces you to make an Intelligence saving throw, you can partially reflect the assault, forcing the originating creature to also make the saving throw or suffer the same effects it is attempting to inflict upon you.

# ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. Below is a new option for the feature: the Soulnife.

## SOULKNIFE

Armed with a mind as sharp as it is deadly, the soulnife is a violent force of psionic lethality. These psionic rogues craft beautiful blades from their mental energy, preferring to hone their natural abilities into a sharp, killing edge, rather than study the inner workings of the universe. A soulnife takes great pride in the design and perfection of their psionic weaponry, often crafting a personal, signature aesthetic into any weapons they create.

## MIND BLADE

At 3rd level, you can create a semisolid blade of psychic energy, distilled from your mind.

As a bonus action, you can create a weapon that flows with mental energy, a mind blade, in one of your free hands. This weapon takes the form of a dagger, a longsword, a rapier or a shortsword (your choice), using the same statistics as the chosen weapon except that it has the finesse and thrown (30/120) properties. You can never be disarmed of your mind blade unless you choose to be, and it functions even in a *null psionics* field. If you let go of your mind blade, it disappears at the end of the turn.

When you Sneak Attack a creature with your mind blade, you can choose to deal psychic damage with the Sneak Attack.

Your mind blade gains a +1 bonus to its attack and damage rolls at 9th level in this class, and this bonus becomes a +2 at 17th level.



## SOULKNIFE PSIONICS

| Rogue Level | Talents Known | Spells Known | Psionic Power | Psionic Power Limit |
|-------------|---------------|--------------|---------------|---------------------|
| 3rd         | 3             | 3            | 2             | 1                   |
| 4th         | 3             | 4            | 3             | 1                   |
| 5th         | 3             | 4            | 3             | 1                   |
| 6th         | 3             | 4            | 3             | 1                   |
| 7th         | 3             | 5            | 8             | 2                   |
| 8th         | 3             | 6            | 8             | 2                   |
| 9th         | 3             | 6            | 8             | 2                   |
| 10th        | 4             | 7            | 10            | 2                   |
| 11th        | 4             | 8            | 10            | 2                   |
| 12th        | 4             | 8            | 10            | 2                   |
| 13th        | 4             | 9            | 16            | 3                   |
| 14th        | 4             | 10           | 16            | 3                   |
| 15th        | 4             | 10           | 16            | 3                   |
| 16th        | 4             | 11           | 19            | 3                   |
| 17th        | 4             | 11           | 19            | 3                   |
| 18th        | 4             | 11           | 19            | 3                   |
| 19th        | 4             | 12           | 23            | 4                   |
| 20th        | 4             | 13           | 23            | 4                   |

## INNATE SPELLCASTING

Also at 3rd level, your psionic power, honed by your focus on perfecting your psionic weaponry, allows you to learn certain psionic spells.

### PSIONICS

You use a method of spellcasting known as psionics, which harnesses your mental energy to warp reality into wondrous effects. Due to the nature of psionics, you ignore the components of any psion spells you have prepared, except material components that are consumed by the spell. Spells cast using psionics are unaffected by effects that negate magic, such as counterspell, dispel magic, and anti-magic field.

### PSIONIC TALENTS

You learn three talents of your choice from the psion spell list. You learn another psion talent of your choice at 10th level in this class.

### LEARNING SPELLS

You know two psion spells of your choice, and one nomad spell of your choice. The Soulnife Innate Spellcasting table shows when you learn more spells of 1st level or higher. Each spell must be chosen from the psion spell list, and must be of a level no greater than the number shown in the Psionic Power Limit column for your rogue level.

At 8th, 14th, and 20th levels in this class, the spells you choose can come from the nomad spell list.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice. The new spell must be of a level no greater than the number shown in the Psionic Power Limit column for your rogue level, and it must be a psion spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from the nomad spell list.

## PSIONIC POWER

The Soulknife Innate Spellcasting table shows how much psionic power you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend psionic power equal to the spell's level when you cast it. You regain all expended psionic power when you finish a long rest.

For example, if you are a level 8 rogue and you know the 1st-level spell *magic missile*, you can spend 1 psionic power to cast it at 1st level or 2 psionic power to cast it at 2nd level. There is a limit to the amount of psionic power you can sustain at a time; you can't cast a spell if its psionic power cost is greater than your Psionic Power Limit.

## SPELLCASTING ABILITY

Intelligence is your ability for your psionic spells, since they are created out of psionic energy and shaped by your mind. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## SPEED OF THOUGHT

At 9th level, your sharp focus hastens your body's responses and heightens your mental acuity. Your speed increases by 10 feet, and you have advantage on ability checks to recall information you've learned.

## BLADEWIND

Starting at 13th level, you can fragment your mind blade into multiple smaller weapons, each striking at a creature near you.

As an action while you're wielding your mind blade, you can split the blade into multiple weapons, using them to make a melee psionic attack against each creature within 5 feet of you. On a hit, a creature takes 1d6 psychic damage, and you can add an extra number of d6s to the damage; each d6 you add in this way subtracts from your total Sneak Attack damage, and you can distribute these d6s among each of the creatures you hit until you've spent the total number of d6s you have for your Sneak Attack.

## KNIFE TO THE SOUL

Starting at 17th level, when you Sneak Attack a creature with your mind blade, you can choose to forego any number of d6s from your Sneak Attack's damage in order to deal Intelligence, Wisdom, or Charisma damage to the creature (your choice). The target must succeed on a Constitution saving throw or have the chosen ability score reduced by 1 for each d6 you forfeited, which lasts until the creature finishes a long rest.

This feature can't reduce a creature's ability scores by more than the total number of d6s you have for your Sneak Attack.



# SORCEROUS ORIGINS

At 1st level, a sorcerer chooses its Sorcerous Origin. Below is an additional option for the feature: Wilder.

## WILDER

A stark contrast to the psion, the wilder draws upon raw emotion to fuel both psionic and magical abilities. These unique creatures command a mixture of powerful abilities, often in an overwhelming and confusing capacity. As such, wilders can glimpse power far beyond their normal means, if only for a brief moment, and at perilous risk. Wilders seek adventure, as it is an opportunity for them to hone their emotion-shaped powers, as well as to put their skills to the test. For a wilder, every surge of emotion is both a euphoria and an epiphany.

### VARIANT: WILDER ORIGIN SPELLS

You learn an additional spell when you reach certain levels in this class. These spells count as a sorcerer spells for you, but don't count against the number of sorcerer spells you know.

| Sorcerer Level | Spell                                 |
|----------------|---------------------------------------|
| 1st            | <i>heroism</i>                        |
| 3rd            | <i>calm emotions</i>                  |
| 5th            | <i>enemies abound</i> <sup>XGtE</sup> |
| 7th            | <i>compulsion</i>                     |
| 9th            | <i>dream</i>                          |
| 11th           | <i>otto's irresistible dance</i>      |

## NATURAL KINSHIP

At 1st level, psionic energy naturally flows out of you, subtly influencing the behavior of others you meet.

If you are within 10 feet of a creature when you speak to it for the first time, that creature feels an implacable bond of kinship with you. This bond makes the creature treat you as a friend, rather than an acquaintance. The GM decides the extent of this benefit, and while it typically doesn't mean the creature will afford you special favors, it becomes easier for you to befriend the creature. This feature has no effect on a creature that is already hostile to you before you meet it.

## WILDER PSIONICS

Also at 1st level, you can choose from the telepath spell list, in addition to the sorcerer spell list, when you learn a new sorcerer spell. Spells you learn in this way count as sorcerer spells for you, and you don't need to provide verbal and somatic components when you cast them.

## EMOTION SURGE

At 6th level, embracing a heightened emotional state allows your spells to flare with additional power.

When you cast a sorcerer spell of 1st level or higher, you can spend any number of sorcery points to surge with emotion, empowering the spell. If you do, the spell's level increases by the same number of levels as the amount of sorcery points you spent, up to the maximum level spell slot available for your sorcerer level. After augmenting a spell in this way, you must succeed on a Constitution saving throw (DC 8 + the spell's level) or be stunned until the start of your next turn.

## ELUSIVE INTUITION

At 14th level, your emotional surges enhance your intuition, turning the emotional state of others into a clear indicator of their actions.

After you use your Emotion Surge, attacks against you have disadvantage until the end of your next turn, as long as you can see the attacker.

## SURGING EUPHORIA

At 18th level, your surges of emotion trigger a euphoric state within you, boosting your endurance and your spells.

When you use your Emotion Surge, you can spend 3 additional sorcery points to gain the following benefits for 1 minute:

- You have a +2 bonus to your spell attack rolls and your damage rolls for spell attacks, and your spell save DC increases by 2.
- You gain temporary hit points equal to twice your sorcerer level, which disappear after 1 minute.



# MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options. Refer to page 163 of the *Player's Handbook* for the full details of Multiclassing.

## PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. The Psion is added to this table.

### MULTICLASSING PREREQUISITES

| Class | Ability Score Minimum |
|-------|-----------------------|
| Psion | Intelligence 13       |

## PROFICIENCIES

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

### MULTICLASSING PROFICIENCIES

| Class | Proficiencies Gained |
|-------|----------------------|
| Psion | Light armor          |

## CLASS FEATURES

When you gain a new level in a class, you get its features for that level. You gain the starting equipment of your first class only. A few features, however, have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, Psionics, and Spellcasting.

## INNATE SPELLCASTING

Your capacity for psionics depends partly on your combined levels in all your psionic classes and partly on your individual levels in those classes. Once you have the Innate Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Innate Spellcasting feature from only one class, you follow the rules as described in that class.

**Psionic Power.** You determine your available psionic power by adding together any pools of psionic power that you have. For example, a psion 5/ardent 7 has a total of 18 psionic power.

**Psionic Power Limit.** The highest amount of psionic power you can sustain at once is determined by adding together all of your levels in the psion class, and a third of your fighter or rogue levels (rounded down) if you have the Ardent or the Soulfighter feature. Use this total to determine your psionic power limit by consulting the Multiclass Psionic table.

### MULTICLASS PSIONIC: PSIONIC POWER LIMIT

| Level | Psionic Power Limit |
|-------|---------------------|
| 1st   | 1                   |
| 2nd   | 1                   |
| 3rd   | 2                   |
| 4th   | 2                   |
| 5th   | 3                   |
| 6th   | 3                   |
| 7th   | 4                   |
| 8th   | 4                   |
| 9th   | 5                   |
| 10th  | 5                   |
| 11th  | 6                   |
| 12th  | 6                   |
| 13th  | 7                   |
| 14th  | 7                   |
| 15th  | 8                   |
| 16th  | 8                   |
| 17th  | 9                   |
| 18th  | 9                   |
| 19th  | 9                   |
| 20th  | 9                   |



# SPELLS

Chapter 11 of the *Player's Handbook* describes the most common spells in the worlds of Dungeons & Dragons. The chapter begins with the spell lists of each spellcasting class and continues into descriptions of each spell's function. The psion spell list and each mental discipline's lists are added to this section, as well as descriptions for all of the unique psionic spells in the game.

## PSION SPELLS

### TALENTS (0 LEVEL)

Blade Meld  
Desiccate  
Mage Hand<sup>PHB</sup>  
Message<sup>PHB</sup>  
Mind Thrust  
Minor Illusion<sup>PHB</sup>  
Shocking Grasp<sup>PHB</sup>  
Spare the Dying<sup>PHB</sup>  
Spike of Lethargy

### 1ST LEVEL

Alarm<sup>PHB</sup>  
Comprehend Languages<sup>PHB</sup>  
Detect Magic<sup>PHB</sup>  
Dissonant Whispers<sup>PHB</sup>  
Environmental Adaptation  
Earth Tremor<sup>XGtE</sup>  
Ethereal Weapon  
Flutter  
Heroism<sup>PHB</sup>  
Keen Memory  
Magic Missile<sup>PHB</sup>  
Nomadic Arrow  
Psionic Assault  
Psionic Backlash  
Repelling Force  
Silent Image<sup>PHB</sup>  
Sleep<sup>PHB</sup>  
Tasha's Hideous Laughter<sup>PHB</sup>  
Unseen Servant<sup>PHB</sup>

### 2ND LEVEL

Arcane Lock<sup>PHB</sup>  
Aura of Jubilation  
Blindness/Deafness<sup>PHB</sup>  
Bodily Equilibrium  
Calm Emotions<sup>PHB</sup>  
Concussive Clap  
Darkness<sup>PHB</sup>  
Darkvision<sup>PHB</sup>  
Hold Person<sup>PHB</sup>  
Mantle of Command  
Master's Charge  
Pass without Trace<sup>PHB</sup>  
Phantasmal Force<sup>PHB</sup>  
Psyche Drain  
Silence<sup>PHB</sup>  
Seeking Missile  
Suggestion<sup>PHB</sup>  
Warding Bond<sup>PHB</sup>  
Zone of Truth<sup>PHB</sup>

### 3RD LEVEL

Aura of Victory  
Catnap<sup>XGtE</sup>  
Dolorous Mind  
Interrupt Psionics

Hypnotic Pattern<sup>PHB</sup>  
Mantle of Courage  
Major Image<sup>PHB</sup>  
Negate Psionics  
Protection from Energy<sup>PHB</sup>  
Psionic Parry  
Tongues<sup>PHB</sup>  
Vampiric Touch<sup>PHB</sup>  
Water Walk<sup>PHB</sup>

### 4TH LEVEL

Compulsion<sup>PHB</sup>  
Dominate Beast<sup>PHB</sup>  
Fighting Words  
Force Spheres  
Hallucinatory Terrain<sup>PHB</sup>  
Inflict Pain  
Intellect Prism  
Phantasmal Killer<sup>PHB</sup>  
Sickening Radiance<sup>XGtE</sup>

### 5TH LEVEL

Aura of Bloodletting  
Commander's Sight  
Dominate Person<sup>PHB</sup>  
Frozen Sanctuary  
Hold Monster<sup>PHB</sup>  
Intellect Fortress  
Geas<sup>PHB</sup>  
Phantom Foe  
Synaptic Static<sup>XGtE</sup>

### 6TH LEVEL

Cerebral Phantasm  
Induced Vision  
Miniature Form  
Psionic Blast  
Reckless Rage  
Sonic Boom  
Tenser's Transformation<sup>XGtE</sup>

### 7TH LEVEL

Command to Strike  
Forcecage<sup>PHB</sup>  
Mirage Arcane<sup>PHB</sup>  
Mind Storm  
Ransack Mind  
Symbol<sup>PHB</sup>

### 8TH LEVEL

Dominate Monster<sup>PHB</sup>  
Microscopic Form  
Mind Blank<sup>PHB</sup>  
Psionic Redoubt  
Unsettling Aura  
Zone of Invisibility

### 9TH LEVEL

Incite Awe  
Phantom Betrayal  
Psionic Scream<sup>XGtE</sup>  
Thought of Unmaking  
Weird<sup>PHB</sup>

## KINETICIST SPELLS

### TALENTS (0 LEVEL)

Fire Bolt<sup>PHB</sup>  
Psionic Hammer  
Telekinetic Push

### 1ST LEVEL

Burning Hands<sup>PHB</sup>  
Catapult<sup>XGtE</sup>  
Energy Ray  
Mage Armor<sup>PHB</sup>  
Psionic Blast

### 2ND LEVEL

Nomadic Chameleon  
Polarity Manipulation  
Levitate<sup>PHB</sup>  
Shape Fire  
Shatter<sup>PHB</sup>  
Vacuum

### 3RD LEVEL

Absorb Shock  
Energy Missile  
Fly<sup>PHB</sup>  
Knock<sup>PHB</sup>  
Slam Object

### 4TH LEVEL

Biocurrent  
Control Body  
Elemental Bane<sup>PHB</sup>  
Energy Ball  
Wall of Fire<sup>PHB</sup>

### 5TH LEVEL

Animate Objects<sup>PHB</sup>  
Kinetic Prison  
Sonic Current  
Telekinetic Grasp  
Wall of Force<sup>PHB</sup>

### 6TH LEVEL

Disintegrate<sup>PHB</sup>  
Fiery Discorporation  
Cone of Sound  
Detonation

### 7TH LEVEL

Ablating  
Psionic Overload  
Reverse Gravity<sup>PHB</sup>  
Reddopsi

### 8TH LEVEL

Earthquake<sup>PHB</sup>  
Wall of Thunder

### 9TH LEVEL

Psionic Crush  
Veil of Pressure

## EGOIST SPELLS

### TALENTS (0 LEVEL)

Knock Back  
Mighty Leap  
True Strike<sup>PHB</sup>

### 1ST LEVEL

Absorb Elements<sup>XGtE</sup>  
Cure Wounds<sup>PHB</sup>  
Disguise Self<sup>PHB</sup>  
Enhance Ammo  
Longstrider<sup>PHB</sup>  
Shield<sup>PHB</sup>

### 2ND LEVEL

Enhance Ability<sup>PHB</sup>  
Feel Light and Sound  
Hammer Morph  
Iron Durability  
Lesser Restoration<sup>PHB</sup>  
Ray of Enfeeblement<sup>PHB</sup>

### 3RD LEVEL

Aura of Vitality<sup>PHB</sup>  
Gaseous Form<sup>PHB</sup>  
Giant Limbs  
Sustenance  
Water Breathing<sup>PHB</sup>

### 4TH LEVEL

Aura of Purity<sup>PHB</sup>  
Polymorph<sup>PHB</sup>  
Rapid Step  
Restore Life

### 5TH LEVEL

Beacon of Recovery  
Ogre Form  
Raise Dead<sup>PHB</sup>  
Restore Extremity  
Touchsight

### 6TH LEVEL

Heal<sup>PHB</sup>  
Metamorphosis  
Psionic Leech  
Restore Vigor

### 7TH LEVEL

Pillar of Confidence  
Regenerate<sup>PHB</sup>  
Shadow Body

### 8TH LEVEL

Iron Resistance  
Oaken Body

### 9TH LEVEL

Bestial Transformation  
Energy Immunity

## NOMAD SPELLS

### TALENTS (O LEVEL)

Nomadic Anchor  
Nomadic Step  
Scramble

### 1ST LEVEL

Deceleration  
Defensive Shift  
Feather Fall<sup>PHB</sup>  
Expeditious Retreat<sup>PHB</sup>  
Toppling Shift  
Warp Weapon

### 2ND LEVEL

Blink Shot  
Invisibility<sup>PHB</sup>  
Mirror Image<sup>PHB</sup>  
Misty Step<sup>PHB</sup>  
Rope Trick<sup>PHB</sup>  
Transposition

### 3RD LEVEL

Dazzling Shift  
Dimension Slide  
Haste<sup>PHB</sup>  
Slow<sup>PHB</sup>  
Time Void  
Warp Armor

### 4TH LEVEL

Banishment<sup>PHB</sup>  
Baleful Transposition  
Greater Invisibility<sup>PHB</sup>  
Freedom of Movement<sup>PHB</sup>  
Transient Motion

### 5TH LEVEL

Astral Rider  
Faithful Archer  
Gliding Aura  
Nomad's Gate  
Teleportation Circle<sup>PHB</sup>

### 6TH LEVEL

Callous Banishment  
Phantom Caravan  
Retrieval

### 7TH LEVEL

Etherealness<sup>PHB</sup>  
Hazy Shift  
Plane Shift<sup>PHB</sup>  
Teleport<sup>PHB</sup>

### 8TH LEVEL

Demiplane<sup>PHB</sup>  
Mass Time Suspension  
Maze<sup>PHB</sup>

### 9TH LEVEL

Decerebrate  
Temporal Velocity

## SEER SPELLS

### TALENTS (O LEVEL)

Hammer of Inquisition  
Light<sup>PHB</sup>  
Nomadic Mind

### 1ST LEVEL

Destiny Dissonance  
Detect Poison and Disease<sup>PHB</sup>  
Distracting Figment  
Identify<sup>PHB</sup>  
Unified Combat

### 2ND LEVEL

Augury<sup>PHB</sup>  
Comforting Aura  
Mind Spike<sup>XGtE</sup>  
Precognitive Hunch  
Sense Impressions  
Spirit Sense

### 3RD LEVEL

Aura Sense  
Know Location  
Invisibility Purge  
Nondetection<sup>PHB</sup>  
Soothing Presence  
Speak with Dead<sup>PHB</sup>

### 4TH LEVEL

Arcane Eye<sup>PHB</sup>  
Divination<sup>PHB</sup>  
Locate Creature<sup>PHB</sup>  
Wandering Mind  
Unwavering Eye

### 5TH LEVEL

Detect Divination  
Legend Lore<sup>PHB</sup>  
Scrying<sup>PHB</sup>  
View Aura  
Wall of Light<sup>XGtE</sup>

### 6TH LEVEL

Find the Path<sup>XGtE</sup>  
Shield of Prudence  
Sunbeam<sup>PHB</sup>  
True Seeing<sup>PHB</sup>

### 7TH LEVEL

Crown of Stars<sup>XGtE</sup>  
Divine Word<sup>PHB</sup>  
Sequester<sup>PHB</sup>  
Victory Before Battle

### 8TH LEVEL

Nullify Psionics  
Perceive the Unseen  
Wondrous Recall

### 9TH LEVEL

Divergent Path  
Foresight<sup>PHB</sup>

## SHAPER SPELLS

### TALENTS (O LEVEL)

Acid Splash<sup>PHB</sup>  
Lethal Strike  
Poison Spray<sup>PHB</sup>

### 1ST LEVEL

Acid Spray  
Animate Weapon  
Astral Construct  
Chromatic Orb<sup>PHB</sup>  
Cloud Steps  
Minor Creation

### 2ND LEVEL

Cloud of Daggers<sup>PHB</sup>  
Concealing Amorphia  
Corrosive Metabolism  
Knit Construct  
Magic Weapon<sup>PHB</sup>  
Wind Stream

### 3RD LEVEL

Acid Slide  
Crystal Cocoon  
Distracting Haze  
Ice Sheet  
Mask of Wood and Earth  
Wall of Clouds

### 4TH LEVEL

Fabricate<sup>PHB</sup>  
Fire Shield<sup>PHB</sup>  
Lightning Motes  
Vitriolic Sphere<sup>PHB</sup>  
Quintessence

### 5TH LEVEL

Conjure Elemental<sup>PHB</sup>  
Hail of Crystals  
Maelstrom<sup>XGtE</sup>  
Rolling Flame  
Shadow Beasts

### 6TH LEVEL

Breath of the Black Dragon  
Mass Fabrication  
Move Earth<sup>PHB</sup>  
Wall of Wood

### 7TH LEVEL

Frozen Rain  
Lightning Leap  
Prismatic Spray<sup>PHB</sup>  
Simulacrum<sup>PHB</sup>

### 8TH LEVEL

Astral Regeneration  
Ice Barrier

### 9TH LEVEL

Breath of the Green Dragon  
Fusion

## TELEPATH SPELLS

### TALENTS (O LEVEL)

Crowned in Sorrow  
Eye of Horror  
Friends<sup>PHB</sup>

### 1ST LEVEL

Cause Fear<sup>PHB</sup>  
Charm Person<sup>PHB</sup>  
Déjà Vu  
Draw Rage  
Link Senses  
Telepathic Contact

### 2ND LEVEL

Crown of Madness<sup>PHB</sup>  
Detect Thoughts<sup>PHB</sup>  
Ego Whip  
Hold Person<sup>PHB</sup>  
Mindless Courage

### 3RD LEVEL

Enemies Abound<sup>XGtE</sup>  
Fear<sup>PHB</sup>  
Mind Trap  
Read Moods  
Sending<sup>PHB</sup>  
Visions of Despair

### 4TH LEVEL

Charm Monster<sup>PHB</sup>  
Forced Serenity  
Id Insinuation  
Personality Parasite  
Psychic Inquisition

### 5TH LEVEL

Center of Attention  
Exacting Query  
Metaconcert  
Modify Memory<sup>PHB</sup>  
Occluded Mind

### 6TH LEVEL

Eyebite<sup>PHB</sup>  
Mass Suggestion<sup>PHB</sup>  
Mental Prison<sup>XGtE</sup>  
Visions of Disgust

### 7TH LEVEL

Broken Will  
Crisis of Life  
Power Word Pain<sup>XGtE</sup>  
Strategic Mind

### 8TH LEVEL

Feeblemind<sup>PHB</sup>  
Phantom Riches  
Telepathy<sup>PHB</sup>

### 9TH LEVEL

Incite Panic  
Irrational Phobia

## SPELL DESCRIPTIONS

The psionic spells are grouped by their spell level and listed within each group in alphabetical order. You can also find the secondary displays listed here for each psionic spell, which are subtle effects that occur just prior to casting the spell. Lastly, the changes incurred when a psion focuses on a psionic talent are listed under each talent's description. Note that spells which appear in other books, like the *Player's Handbook*, only have additional mechanics listed.

### TALENTS (O LEVEL)

The spells are listed in alphabetical order below.

#### ACID SPLASH

**Display:** Your hand drips with deep yellow psionic energy

**Focus.** If you focus when you cast this spell, it lasts for up to 1 minute, while you concentrate on it. For the duration, a target hit by the spell has a -1 penalty to its AC.

If you also expend 1-5 psionic power when you cast the spell, the spell's initial damage increases by 1d6 per point spent, and the distance between the spell's targets increases by 5 feet per point spent.

#### BLADE MELD

*Psionics (psychometabolism) talent*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** The weapon melds with your form

**Duration:** 1 hour

A one-handed melee weapon you hold becomes infused with psionic energy, fusing with your hand. For the duration, you can't let go of the weapon, nor can it be forced from your grasp. You can end this spell early by using your bonus action.

**Focus.** If you focus when you cast this spell, you must concentrate on it, and your reach with the weapon is 5 feet further for the duration.

If you also expend 1 psionic power when you cast the spell, the weapon counts as magical for the purposes of bypassing resistance and immunity to non-magical damage for the duration.

#### CROWNED IN SORROW

*Psionics (telepathy) talent*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The air around the target takes on a blue tint

**Duration:** Instantaneous

One creature you can see within range must make a Charisma saving throw. On a failed save, it takes 1d8 psychic damage, and it can't take reactions until the start of its next turn.

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

**Focus.** If you focus when you cast this spell, it lasts for up to 1 minute, while you concentrate on it. For the duration, an affected target can't take reactions.

If you also expend 1-5 psionic power when you cast the spell, if the target fails its save, its psyche is crushed with sorrow; it takes extra psychic damage equal to the amount of points you spent now and each time it takes psychic damage thereafter for the duration.

#### DESICCATE

*Psionics (psychometabolism) talent*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** The target's skin shrivels somewhat

**Duration:** Instantaneous

Choose one creature you can see within range. The target must make a Constitution saving throw, taking 1d10 necrotic damage on a failed save.

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

**Focus.** If you focus when you cast this spell, it lasts for up to 1 minute, while you concentrate on it. If the target fails its saving throw, it has disadvantage on the Strength, Dexterity, and Constitution ability checks for the duration. This spell ends early if the target drinks water.

If you also expend 1-5 psionic power when you cast the spell, an affected target that takes any action that requires use of its body takes 1d10 necrotic damage for each point spent, and the spell ends.



## EYE OF HORROR

*Psionics (telepathy) talent*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The target perceives your face as one horrific, alien eye

**Duration:** 1 round

Choose one creature you can see within range. The target must make a Wisdom saving throw. On a failed save, it takes 1d6 psychic damage and can't willingly move closer to you for the duration unless it succeeds on a Wisdom saving throw. A creature can only be forced to make this saving throw once per turn.

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

**Focus.** If you focus when you cast this spell, you must concentrate on it, and the spell lasts for up to 1 minute.

If you also expend 1-5 psionic power when you cast the spell, if the target fails its saving throw, it must roll a d4 each time it makes an ability check or saving throw and subtract the result from its total for the duration, and you can select one additional target for the spell for each point spent.

## FIRE BOLT

**Display:** The scent of smoke can be detected around the target

**Focus.** If you focus when you cast this spell, it lasts for up to 1 minute, while you concentrate on it, and the target lights ablaze on a hit, taking 1d10 fire damage at the end of each of its turns for the duration or until it or a creature within 5 feet of it extinguishes the flames with an action.

For the duration, you can expend 1 psionic power as a bonus action to force each creature within 5 feet of an affected target to succeed on a Dexterity saving throw or be lit ablaze in the same way.

## FRIENDS

**Display:** The target's jaw involuntarily slacks and hangs for a moment

**Focus.** When you cast this spell, the target treats you as it would a friend for the duration.

If you also expend 1 psionic power when you cast the spell, the creature doesn't become hostile toward you when the spell ends, but it is still aware you used magic to influence its mood.

## GUIDANCE

**Display:** The target's gaze appears unfocused to others

**Focus.** If you focus when you cast this spell, you must remain within range of the target for the duration, or the spell ends, and the target can roll the d4 for the spell again and use the second result if it rolls less than half your spellcasting ability modifier, rounded up.

If you also expend 1-5 psionic power when you cast the spell, the spell's effects can occur an additional number of times equal to the amount of points spent before the spell ends, and the spell's duration becomes 1 hour.

## HAMMER OF INQUISITION

*Psionics (telepathy) talent*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A blue ring of energy circles your wrist

**Duration:** Instantaneous

Choose one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 1d10 psychic damage.

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

**Focus.** If you focus when you cast this spell, the spell lasts for 1 minute, while you concentrate on it, and an affected target has disadvantage on Wisdom and Charisma checks against you for the duration.

You can also expend 1 psionic power when you cast the spell to ask the target a single question of no more than 5 words, which it must answer. The answer must be truthful if the creature failed its saving throw against the spell.



## KNOCK BACK

*Psionics (psychokinesis) talent*

**Casting Time:** 1 reaction, which you take when you hit a target with a melee attack

**Range:** Reach

**Display:** The area struck by the attack fluxes with psionic force

**Duration:** Instantaneous

The target must succeed on a Strength saving throw or be knocked 10 feet in a straight line away from you. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage for every 10 feet it traveled.

The talent's push distance increases by 10 feet when you reach 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

**Focus.** If you focus when you cast this spell, the spell lasts for 1 round, while you concentrate on it, and when you successfully push the target, the ground in a 10-foot radius where the target stops becomes difficult terrain for the duration.

If you also expend 1 psionic power when you cast the spell, any creature in the area of the difficult terrain must succeed on a Strength saving throw or be knocked prone. The pushed creature automatically fails its save.

## LETHAL STRIKE

*Psionics (psychometabolism) talent*

**Casting Time:** 1 action

**Range:** Reach

**Display:** Fissures of orange psionic energy run across the weapon, which spread through the wound on impact

**Duration:** Instantaneous

As part of the action used to cast this spell, you must make an attack with a melee weapon you're holding against one creature within the weapon's reach, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and the attack deals extra psychic damage equal to your spellcasting ability modifier.

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

**Focus.** If you focus when you cast this spell, the spell lasts for up to 10 minutes, while you concentrate on it, and you can deal psychic damage when you hit with a weapon attack, instead of the attack's normal damage type.

For the duration, you can expend 1-5 psionic power as a bonus action to deal an extra 1d8 psychic damage, plus 1d8 per point spent, with your next weapon attack that hits before the end of the turn.

## LIGHT

**Display:** A light layer of glowing dust coats your hands

**Focus.** If you focus when you cast this spell, you must concentrate on it, and you can expend at least 1 psionic power to increase the radius of the light by 5 feet per point spent for its duration. Any invisible creature that is within the area of bright light can't benefit from being invisible unless it succeeds on a Charisma saving throw. If the creature succeeds its saving throw, it must repeat the saving throw at the start of each of its turns until it leaves the area of bright light.

## MAGE HAND

**Display:** Air around your hands is displaced for the duration

**Focus.** If you focus when you cast this spell, you must concentrate on it, and the hand is invisible.

If you also expend 1-5 psionic power when you cast the spell, the weight that the hand can carry increases by 100 pounds for each point spent, and for the duration, you can use your action to move the hand up to 30 feet and then make a melee spell attack against a creature within 5 feet of the hand, dealing 1d6 force damage plus 1d6 per point spent on a hit.

## MIGHTY LEAP

*Psionics (psychometabolism) talent*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Tiny wings made of psionic energy appear behind your legs, which flap once and disappear

**Duration:** Instantaneous

Without requiring a running start, you jump up to 10 feet in any direction.

The talent's distance increases by 5 feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

**Focus.** If you focus when you cast this spell, the spell lasts for up to 10 minutes, while you concentrate on it. For the duration, you can repeat the jump as a bonus action, and jumping in this way doesn't cost you any movement.

If you expend 1-5 psionic power when you jump in this way, each creature in a 10-foot radius around you when you land must make a Dexterity saving throw, taking 1d10 force damage, plus 1d10 per point spent on a failed save, or half as much on a successful one.

## MESSAGE

**Display:** Creatures in the area between you and the target briefly experience the taste of iron

**Focus.** If you focus when you cast this spell, the spell's range becomes 90 feet, and the creature need not share a language with you to understand your message, which you deliver telepathically.

If you also expend 1 psionic power when you cast the spell, you gain access to one memory of the target's choice, gaining perfect recall of one thing it saw or did. The memory must be 10 seconds or less in duration, and you remember it as if you were observing it, rather than experiencing it yourself. If the target is unwilling, it can make a Charisma saving throw to resist the effect. On a success, you can't access its memory, and it is aware you tried to read its mind.

## MIND THRUST

*Psionics (telepathy) talent*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** The target sweats profusely for a moment

**Duration:** Instantaneous

Choose one creature you can see within range. The target must make an Intelligence saving throw, taking 1d10 psychic damage on a failed save.

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

**Focus.** If you focus when you cast this spell, the spell lasts for 1 round, while you concentrate on it. On a failed save, the target is deafened and its movement speed is reduced by 10 feet for the duration.

If you also spend 1-5 psionic power when you cast the spell, the target takes an additional 1d10 psychic damage per point spent on a failed save.

## MINOR ILLUSION

**Display:** A purple glow surrounds the target's irises

**Focus.** If you focus when you cast this spell, you must concentrate on it, and you can choose to make the illusion imperceptible to all creatures except one of your choice within range.

If you also expend 1 psionic power when you cast the spell, you can create both a sound and an image, and the illusion is impossible to discern through inspection, but physically touching it will cause it to disappear and end the spell.

## NOMADIC ANCHOR

*Psionics (psychoportation) talent*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** A chain link made of psionic energy appears, attached to one of your ears

**Duration:** 8 hours

You create an invisible, intangible teleportation anchor in a 5-foot cube you can see within range. For the next 8 hours, whenever you teleport, you can instead teleport to the anchor's space if you are within this spell's range. You can teleport in this way even if you can't see the anchor. You can only have one nomadic anchor active at a time; using this talent again causes the previous one to disappear.

**Focus.** If you focus when you cast this spell, you must concentrate on it, and you can use your bonus action to move the anchor to another location within range as long as you are within range of it.

For the duration, you can also expend 1-5 psionic power as a bonus action to teleport to the anchor's space as long as you are no further away from it than 20 feet times the amount of points spent.

## NOMADIC STEP

*Psionics (psychoportation) talent*

**Casting Time:** 1 action

**Range:** Self

**Display:** A red band of energy appears around your forehead

**Duration:** Instantaneous

Your walking speed increases by 10 feet until the end of your turn. If you teleport before the end of your turn, you can immediately use your reaction to make one weapon attack.

The talent increases your speed by an additional 5 feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

**Focus.** If you focus when you cast this spell, you must select a creature within 60 feet of you instead of yourself as the target of this spell, and the spell lasts until the end of your next turn, while you concentrate on it.

If you also expend 1-5 psionic power when you hit with the spell's reaction, you can deal an extra 1d8 damage for each point spent.

## POISON SPRAY

**Display:** Your tongue becomes forked momentarily

**Focus.** If you focus when you cast this spell, it lasts for up to 1 minute, while you concentrate on it, and on a failed save, the target is poisoned for the duration. A poisoned target can repeat its saving throw at the end of each of its turns, ending the spell on a success.

You can also expend 1 psionic power when you cast the spell to increase its range to 30 feet and cause the poisoned target to take 1d12 poison damage at the end of each of its turns.

## PSYCHIC HAMMER

*Psionics (psychokinesis) talent*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** An invisible impact collides with the target

**Duration:** Instantaneous

You surge one creature you can see within range with psychokinetic force. The target must succeed on a Strength saving throw or take 1d8 bludgeoning damage. This damage increases to 1d12 if its size is Medium or smaller.

The talent's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

**Focus.** If you focus when you cast this spell, your concentration ends if you're concentrating on a spell, and you can add your spellcasting ability modifier to the damage the creature takes.

If you also expend 1 psionic power when you cast the spell, the target is incapacitated until the end of your next turn on a failed save, and you can move the target up to 10 feet in a direction of your choice if it is Medium or smaller. You can't lift a target that is on the ground into the air in this way.

## SCRAMBLE

*Psionics (psychoportation) talent*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Your body visually warps around the projectile

**Duration:** Instantaneous

You create a writhing mass of scrambling energy in your hand, hurling it at a creature. Make a ranged psionic attack against one creature within range that you can see. On a hit, the target takes 1d8 force damage, and you can teleport it to an unoccupied space that you can see within 5 feet of its current location.

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

**Focus.** If you focus when you cast this spell, the spell lasts for up to 1 minute, while you concentrate on it, and you can use your bonus action on each of your turns for the duration to force the target to succeed on a Charisma saving throw or be teleported again in the same way.

If you also expend 1-5 psionic power, you can teleport the target 5 feet further for each point spent whenever you teleport it with this spell.

## SHOCKING GRASP

**Display:** Your palm crackles with lightning

**Focus.** If you focus when you cast the spell, the spell lasts for 1 minute, while you concentrate on it.

If you also expend at least 1 psionic power, you can choose a creature within 30 feet of the target for each point spent to create an electric link between it and the target. The first time that one of the linked creatures moves, all of the linked creatures must succeed on a Constitution saving throw or be stunned for the duration. A stunned creature can repeat the saving throw at the end of each of its turns, or whenever it takes damage, ending the effect on itself on a success.

## SPARE THE DYING

**Display:** Red threads of psionic energy weave through the target's wounds

**Focus.** If you focus when you cast this spell, the spell lasts for up to 1 round, while you concentrate on it, and at the end of your next turn, the creature regains 1 hit point and is no longer unconscious.

You can also expend 1-5 psionic power when you cast the spell to grant the creature 5 temporary hit points for each point spent.

## SPIKE OF LETHARGY

*Psionics (psychometabolism) talent*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** A mote of deep purple energy appears in front of your face

**Duration:** Instantaneous

You hurl a mote of weakening energy at one creature you can see within range. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 psychic damage and its speed is reduced by 10 feet until the start of your next turn.

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

**Focus.** If you focus when you cast this spell, the spell lasts for up to 1 minute, while you concentrate on it. For the duration, you can use your action to force an affected target to make a Wisdom saving throw, reducing its speed by an additional 10 feet each time it fails its saving throw. The spell ends when the target succeeds on a saving throw.

If you also expend 1-5 psionic power when you cast the spell, the target takes 1d8 psychic damage, plus 1d8 for each point spent, whenever it fails its save against the spell.

## TELEKINETIC PUSH

*Psionics (psychokinesis) talent*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A wave of translucent psionic energy pushes the target

**Duration:** 1 round

Choose a creature you can see within range, which must make a Strength saving throw. On a failed save, the target is pushed up to 15 feet in a straight line away from you, and it must spend 1 extra foot of movement for every foot that it moves towards you for the duration.

The talent pushes 5 feet further when you reach 5th level (20 feet), 11th level (25 feet), and 17th level (30 feet).

**Focus.** If you focus when you cast this spell, you must concentrate on it, and the target must instead spend 2 extra feet of movement for every foot that it moves towards you for the duration.

If you also expend 1 psionic power when you cast the spell, the target is knocked prone on a failed save if it is Huge or smaller.

## TRUE STRIKE

**Display:** White psychic wind blows towards the target when you strike

**Focus.** If you focus when you cast this spell, the spell's range becomes 10 feet, and the target's attacks have disadvantage against you until the spell ends.

If you also expend 1-5 psionic power when you hit with a weapon attack that benefits from the spell to ignore a creature's resistances to damage for that attack and to deal extra damage equal to 1d10 per point spent.

## 1ST LEVEL

The spells are listed in alphabetical order below.

## ACID SPRAY

*1st-level psionics (metacreativity)*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within range that you can see

**Range:** 60 feet

**Display:** The wound leeches sickly yellow fluid

**Duration:** Instantaneous

You cause acid to spray from your wound, and each creature within 5 feet of you must make a Dexterity saving throw, taking 2d8 acid damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** If cast at 2nd level or higher, this spell's damage increases by 1d8 per spell level above 1st.

## ANIMATE WEAPON

*1st-level psionics (psychokinesis)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** White, glowing fissures crackle through the weapon

**Duration:** 1 minute

Your mind seizes control of a one-handed melee weapon you're holding, infusing it with mobility. Your reach with the weapon increases by 15 feet for the duration, and whenever you attack with the weapon, it flies toward the target and makes the attack, then returns to you. You can use your spellcasting ability, rather than Strength or Dexterity, for attacks you make that benefit from this spell.

**At Higher Levels.** If cast at 2nd level or higher, your reach with the weapon increases by 5 feet for every two levels above 1st.





## ASTRAL CONSTRUCT

*1st-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** Psionic energy resembling ectoplasm exudes from your body

**Duration:** Concentration, up to 1 minute

This spell creates one *astral construct* of solidified ectoplasm that attacks your enemies. It appears in an unoccupied space of your choice that you can see within range, and it disappears at the end of the duration or if its hit points drop to 0. It acts immediately after you. On your turn, you can verbally command the construct where to move (no action required by you). When you create the construct, and as an action on each of your turns, you can verbally command it to take an action. If it is not given a command, the *astral construct* will defend you by interposing itself between you and enemies, but will do nothing else.

The *astral construct* adds your proficiency bonus multiplied by your psion level to its hit points, and you can spend additional psionic power when you cast this spell to bolster its abilities. It accumulates certain benefits for each additional point you spend:

| Psionic Power | Benefit                                                    |
|---------------|------------------------------------------------------------|
| 1             | adds your proficiency bonus to its AC and saving throws    |
| 2             | adds your proficiency bonus to its attack and damage rolls |
| 3             | choose one ability in Astral Construct Menu A              |
| 4             | choose one ability in Astral Construct Menu B              |
| 5             | choose one ability in Astral Construct Menu C              |

## CLOUD STEPS

*1st-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** Clouds gather around your fingertips momentarily

**Duration:** Concentration, up to 10 minutes

You conjure forth clouds to create a solid, translucent staircase. The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet.

**At Higher Levels.** If cast at 2nd level or higher, this spell's height increases by 20 feet per spell level above 1st.

## DECELERATION

*1st-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** The target's color fades somewhat for the duration

**Duration:** 1 minute

You warp space around a creature, hindering its ability to move. Choose one creature you can see within range. The target must succeed on an Intelligence saving throw or its speed is halved for the duration. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself on a successful one.

## DEFENSIVE SHIFT

*1st-level psionics (psychoportation)*

**Casting Time:** 1 reaction, which you take when you are hit by an attack

**Range:** Self

**Display:** You appear to move in a disjointed manner; for example, your torso moves first, and your legs follow

**Duration:** Instantaneous

You teleport up to 5 feet to an unoccupied space you can see, possibly turning the hit into a miss.

## DÉJÀ VU

*1st-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** A green infinity symbol appears on one of the target's arms momentarily

**Duration:** 1 round

Choose one creature that you can see within range. The target must succeed on a Charisma saving throw, taking 2d8 psychic damage on a failure, or half on a success. On a failed save, it must repeat the same actions it took on its previous turn if it is capable of doing so. If it has not taken any action during its previous turn, the creature can act freely.

**At Higher Levels.** If cast at 2nd level or higher, this spell's damage increases by 1d8 per spell level above 1st.

## DESTINY DISSONANCE

*1st-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** Your fingertips glow with a navy light that seeps into the target

**Duration:** Instantaneous

Your mere touch grants an imperfect, unfocused glimpse of the many possible futures in store. Make a melee psionic attack against a creature within your reach. On a hit, the target takes 3d8 psychic damage. This damage is non-lethal.

**At Higher Levels.** If cast at 2nd level or higher, this spell's damage increases by 1d8 per spell level above 1st.

## DISTRACTING FIGMENT

*1st-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A round shadow appears near the target

**Duration:** 1 round

Choose one creature you can see within range. The target must make an Intelligence saving throw, taking 3d6 psychic damage on a failed save, or half as much damage on a success. On a failed save, it perceives a threat just out of its sight. Until the end of your next turn, it can't use reactions, and attack rolls against it have advantage.

**At Higher Levels.** If cast at 2nd level or higher, this spell's damage increases by 1d6 per spell level above 1st.

## DRAW RAGE

*1st-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** The target's face and eyes are bloodshot for the duration

**Duration:** 1 minute

Choose a creature within range that you can see. That creature must succeed on a Wisdom saving throw or have disadvantage on attacks against targets other than you for the duration. The target can repeat its saving throw at the end of each of its turns, ending this effect on itself on a successful one.

## ENERGY RAY

*1st-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The back of your hand glows with a light that alternates blue, red, yellow and white

**Duration:** Instantaneous

Choose one creature that you can see within range. Make a ranged psionic attack against the creature. On a hit, the target takes 3d8 cold, fire, lightning or thunder (your choice) damage.

**At Higher Levels.** If cast at 2nd level or higher, this spell's damage increases by 1d8 per spell level above 1st.

## ENHANCE AMMO

*1st-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** 5 feet

**Display:** The affected ammunition has a white aura

**Duration:** 10 minutes

Choose up to 5 pieces of ammunition that you can see within range. Each piece of ammunition becomes magical and gains a +1 bonus to damage dealt with it, which lasts for the duration.

**At Higher Levels.** If cast at 2nd-level or higher, you can affect 5 additional pieces of ammunition per spell level above 1st.

## ENVIRONMENTAL ADAPTATION

*1st-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** The target feels cool to the touch for the duration

**Duration:** 1 hour

A creature you touch ignores the effects of extreme heat or cold (but not cold or fire damage) for the duration.

## ETHEREAL WEAPON

*1st-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Purple wisps of smoke permeate the air

**Duration:** Concentration, up to 10 minutes

You temporarily transform one weapon you're holding or your unarmed strike into pure psionic energy. For the duration, when you make attacks with the weapon, those attacks ignore the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw. On a failed save, the target takes the attack's normal damage and suffers any of the attack's additional effects. On a successful save, the target takes half damage from the attack and suffers no additional effects that would normally be imposed on a hit.

## FLUTTER

*1st-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Wings made of wind manifest behind you

**Duration:** 1 minute

As part of your movement on each of your turns, you can fly up to 20 feet without consuming your movement. If you end this flight in the air, you fall, unless something else holds you aloft.



## LINK SENSES

*1st-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 150 feet

**Display:** A faint orange circular glyph appears on both creatures' bodies in a random spot

**Duration:** Concentration, up to 10 minutes

You link your mind with another creature's body, allowing you to experience its senses. When you cast this spell, choose sight, hearing, taste or smell; your choice determines which sense is linked for the duration. Choose a creature that you can see within range. It must succeed on a Wisdom saving throw, or have its senses linked with yours. A willing creature can choose to fail the save.

You cannot influence the creature's behavior with this spell. However, you can emulate its senses freely as if you were in its body, but only from its point of view. This allows you to make ability checks while benefitting from a creature's unique features, among other things. For example, you can smell through the nose of a wolf that is hiding in a bush, and you would smell the bush as well as yourself, as the wolf would. You can also see through the eyes of a hawk in flight, allowing you to get a bird's eye view with its exceptional vision.

## MINOR CREATION

*1st-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 5 feet

**Display:** Your pupils project psionic energy, creating an outline of the object before it is created

**Duration:** 1 hour

You create a single nonmagical, nonpsionic, unattended object of nonliving, vegetable matter, which lasts for the duration. Valid selections are objects such as linen clothes, a hemp rope, a wooden ladder, and so on. The object or item must fit within a 5-foot cube, and it appears in an unoccupied space on the ground within range.

Attempting to use any object created by this spell as a material component for a spell causes the spell to fail.

## NOMADIC ARROW

*1st-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** The firing mechanism of the weapon glows with psionic energy

**Duration:** 10 minutes

Ranged weapons you wield are imbued with an odd semblance of sentience, allowing them to unerringly find their mark. For the duration, any attack roll you make for a ranged weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.

## PSYCHIC ASSAULT

*1st-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** Wisps of psionic energy flit along your body

**Duration:** 10 minutes

You focus your psionics on bolstering direct assaults, gaining a bonus equal to your spellcasting ability modifier to the damage roll of the next talent you cast that only deals damage. You can use your bonus action on your subsequent turns for the duration to repeat this effect.

## PSYCHIC BACKLASH

*1st-level psionics (telepathy)*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within range that you can see

**Range:** 60 feet

**Display:** Black psionic energy emits from the wound

**Duration:** Instantaneous

You focus your mind, and the creature that damaged you is sapped of its mental acuity. The creature must make an Intelligence saving throw. It takes 2d8 psychic damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** If cast at 2nd level or higher, this spell's damage increases by 1d8 per spell level above 1st.

## PSIONIC BLAST

*1st-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Strings of nearly-invisible white psionic energy swirl around the point

**Duration:** Instantaneous

Psionic energy radiates around a point of your choice that you can see within range. Creatures in a 5-foot radius around the point take 1d6 psychic damage.

**At Higher Levels.** If cast at 2nd level or higher, this spell's damage increases by 1d6 per spell level above 1st.

## REPELLING FORCE

*1st-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** Self

**Display:** A sensation of wind blowing is felt around you

**Duration:** 10 minutes

You form an aura of pressure around you, turning the area in a 5-foot radius around you into difficult terrain for creatures other than you. The area moves with you.

**At Higher Levels.** If cast at 2nd level or higher, the radius increases by an additional 5 feet per spell level above 1st.

## SHARPEN MIND

*1st-level psionics (clairsentience)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Display:** The target's eyes dilate momentarily

**Duration:** Concentration, up to 1 hour

You touch a creature. For the duration, it has advantage on Intelligence checks and saving throws, and it can accurately recall any information that it has seen or heard within the last month.

## TELEPATHIC CONTACT

*1st-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** Self

**Display:**

**Duration:** 10 minutes

You can communicate telepathically with any creature you can see within 30 feet for the duration. It automatically understands you and can respond in a way you understand as long as it speaks at least one language. If you already have telepathy, you gain the ability to use your telepathy with up to six creatures at once for the duration.



## 2ND LEVEL

The spells are listed in alphabetical order below.

### AURA OF JUBILATION

*2nd-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Display:** Green colors are enhanced within the aura

**Duration:** Concentration, up to 1 minute

You radiate a distracting mirth for the duration. Each creature within range that can see you suffers disadvantage on any checks using the Perception and Investigation skills.

### BLINK SHOT

*2nd-level psionics (psychoportation)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** The ammunition becomes translucent

**Duration:** Instantaneous

You imbue a piece of ammunition with psionic energy. It becomes partially intangible while it travels, increasing its velocity. The next attack you make with it that hits before the end of the current turn deals an extra 1d8 force damage.

**At Higher Levels.** If cast at 3rd level or higher, this spell's damage increases by 1d8 per spell level above 2nd.

### BODILY EQUILIBRIUM

*2nd-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Your skin or scales' pattern becomes uniform for the duration

**Duration:** 10 minutes

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but if you Dash on an unfirm surface, you must make an Intelligence check against your own spell save DC or sink or break through the surface as normal.

Additionally, if you fall from any height while under this effect, you have resistance to damage from the impact.

### COMFORTING AURA

*2nd-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A calm, blue light emits from each target for the duration

**Duration:** Concentration, up to 1 minute

You exude a comforting presence, centering your allies. Choose up to three allies you can see within range (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d6 when making a saving throw and add the number rolled to the total.

**At Higher Levels.** If cast at 2nd level or higher, you can target one additional ally per spell level above 1st.

### TOPPLING SHIFT

*1st-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 5 feet

**Display:** The air around you is suctioned towards you

**Duration:** Instantaneous

You use psychoportation to shift your form into an opponent's space and then suddenly return to normal, sending an opponent flying backward. Choose one creature you can see within 5 feet of you. It must succeed on a Strength saving throw or be knocked prone and pushed 5 feet away from you.

### UNIFIED COMBAT

*1st-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** Affected allies feel the sensation of making each others' attacks

**Duration:** Concentration, up to 1 minute

You synchronize your psionic energy with one of your allies, subconsciously boosting its abilities in combat. Choose one ally within range that you can see. Until the start of your next turn, the target can add half of your spellcasting ability modifier (rounded up) to its attack rolls, and to the damage of its attacks. You can use your action to repeat this effect, targeting the same or a different creature each time.

**At Higher Levels.** If you cast this spell at higher levels, you can target one additional ally for every two slot levels above 1st.

### WARP WEAPON

*1st-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Glowing fissures appear in the target weapon

**Duration:** Concentration, up to 1 minute

Choose one nonmagical weapon (including natural ones) held by one creature you can see within range. That creature must make a Strength saving throw, taking 3d6 force damage on a failure, or half on a success. On a failed save, the weapon can't be used to make attacks for the duration. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a successful one.

**At Higher Levels.** If cast at 2nd level or higher, this spell's damage increases by 1d6 per spell level above 1st.

## CONCEALING AMORPHA

*2nd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** A clear film of gleaming psionic energy surrounds the target

**Duration:** 1 round

You touch a creature, and weave a quasi-real membrane of psionic energy around it. This membrane grants the target the benefits of half cover for the duration, even if it is not physically behind an object that would provide such cover.

## CONCUSSIVE CLAP

*2nd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Display:** A visual mirage with the appearance of waves emits from your hands in the form of a cone

**Duration:** Instantaneous

You clap your hands together, sending out a concussive wave of psionic energy. Each creature in a 15-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10-feet in a straight line away from you. On a successful save, a creature is not pushed and takes half the damage.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**At Higher Levels.** If cast at 3rd level or higher, this spell's damage increases by 1d8 per spell level above 2nd.

## CORROSIVE METABOLISM

*2nd-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Your body's skin has a faint greenish-yellow tint to it, which stops at your neck

**Duration:** Concentration, up to 10 minutes

For the duration, you have resistance to acid and poison damage, and you are immune to poison and disease.

## DAZZLING SHIFT

*2nd-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The target sees you as a blinding flash of light

**Duration:** 1 round

One creature you can see within range must succeed on an Intelligence saving throw or become incapacitated. The effect lasts for the duration or until the target takes damage.

## EGO WHIP

*2nd-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A red lash mark appears on the target's forehead

**Duration:** Instantaneous

Choose one creature you can see within range. The target must make an Intelligence saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, it is filled with self-doubt. Until the end of its next turn, it can use its action only to take the Dodge, Disengage, or Hide action.

**At Higher Levels.** If cast at 3rd level or higher, this spell's damage increases by 1d8 per spell level above 2nd.

## FEEL LIGHT AND SOUND

*2nd-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Your eye color fades somewhat

**Duration:** 1 hour

You experience light and sound translated through tactile sensation (by touch). You have advantage on saving throws against being blinded and deafened. While you are not blinded and you are in an area of bright light, the expanded view granted by this spell gives you advantage on all ability checks that rely on sight. While you are not deafened, the expanded reception gives you advantage on all ability checks that rely on hearing.

## HAMMER MORPH

*2nd-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** 5 feet

**Display:** Your arm's skin becomes steely grey

**Duration:** Instantaneous

You change the composition of one of your arms momentarily, shaping it into a material similar to a steel hammer, which you use to strike your enemies. In order to cast this spell, one of your hands must be free. Make a melee psionic attack against one creature within range that you can see. On a hit, the target takes bludgeoning damage equal to 2d6 plus your spellcasting ability modifier.

**At Higher Levels.** If cast at 3rd level or higher, this spell's damage increases by 1d6 for each spell level above 2nd.



## IRON DURABILITY

*2nd-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** Your fingertips become hard as metal, which transfers from you to the target

**Duration:** Concentration, up to 10 minutes

You touch a creature and transform its body to become a living metal, allowing it to shrug off attacks that would cripple weaker creatures. The creature can reduce any bludgeoning, piercing, or slashing damage that it takes by an amount equal to your spellcasting ability modifier for the duration.

## KNIT CONSTRUCT

*2nd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** The construct's damage glows faintly red

**Duration:** Instantaneous

You touch a construct and knit its structure to repair damage it has taken. The construct heals a number of hit points equal to 3d8 plus your spellcasting ability modifier.

**At Higher Levels.** If cast at 3rd level or higher, this spell heals an additional 1d8 per spell level above 2nd.

## MANTLE OF COMMAND

*2nd-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** A green gemlike projection of psionic energy momentarily appears on a creature's back when it moves

**Duration:** 10 minutes

Whenever you haven't moved during your turn, you can use your reaction at the end of the turn to allow one ally you can see within 30 feet of you to move up to its speed, following a path of your choice. To move in this way, the ally mustn't be incapacitated.

## MASTER'S CHARGE

*2nd-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Display:** A faint red line appears on the ground between each target and its destination space

**Duration:** Instantaneous

Choose up to three creatures you can see within range. Each target can immediately use its reaction to move up to its speed in a straight line toward a point of your choice within range.

## MINDLESS COURAGE

*2nd-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Display:** The target's pupils dilate unnaturally

**Duration:** Concentration, up to 1 minute

You cause a creature's bloodlust to overcome its sense of preservation. Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or, for the duration, it can't willingly move unless its movement brings it closer to its nearest enemy that it can see. The save automatically succeeds if the target is immune to being charmed. A creature can repeat its saving throw at the end of each of its turns, ending this effect for itself on a success.

## NOMADIC CHAMELEON

*2nd-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** A chromatic aberration occurs around you

**Duration:** Concentration, up to 1 hour

For the duration, you have advantage on Dexterity (Stealth) checks, and if you end one of your turns without moving or taking any actions, you and everything you are wearing or carrying become invisible until the start of your next turn.

## POLARITY MANIPULATION

*2nd-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** One target glows faintly red and the other glows faintly blue

**Duration:** Concentration, up to 10 minutes

Choose one creature that you can see within range. The target must succeed on a Charisma saving throw or be affected by this spell for the duration. While affected, a creature is either attracted or repelled from you (the choice is the same for all affected creatures). You can choose the initial effect when you activate this spell, and again as a bonus action on each of your turns for the duration.

**Attract.** At the start of each of its turns, the target must succeed on a Strength saving throw or be pulled 20 feet in a straight line towards you. If it collides with an object, it stops and its movement speed is set to 0 until the end of its turn.

**Repel.** The target must spend 1 additional foot of movement for each foot it moves towards you.

**At Higher Levels.** If cast at 3rd level or higher, you can choose one additional creature for each spell level above 2nd.



## PRECOGNITIVE HUNCH

*2nd-level psionics (clairsentience)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Strands of silver energy fall around you momentarily

**Duration:** Concentration, up to 1 minute

You open yourself to receive momentary insights that improve your abilities; until your concentration ends, whenever you make an attack roll, a saving throw, or an ability check, you add 1d4+1 to the total, and you have a +1 bonus to your AC.

## PSYCHE DRAIN

*2nd-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** A deep green energy oozes from the target's body, which is absorbed by you

**Duration:** Instantaneous

You siphon the life force from a sentient creature to heal your wounds. Make a melee psionic attack against a creature within your reach. On a hit, the target takes 4d8 psychic damage, and you regain hit points equal to half the amount of damage dealt.

**At Higher Levels.** If cast at 3rd level or higher, this spell's damage increases by 1d8 per spell level above 2nd.

## SEEKING MISSILE

*2nd-level psionics (psychokinesis)*

**Casting Time:** 1 reaction, which you take when you miss a ranged attack

**Range:** Self

**Display:** A field of psionic energy appears and redirects your attack

**Duration:** Instantaneous

You use psionic energy to redirect your attack, allowing you to repeat the attack roll against the same target.

## SENSE IMPRESSIONS

*2nd-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** Objects and items in range glow with a faint violet outline

**Duration:** Concentration, up to 10 minutes

You gain historical vision in a given location. For the duration, any rooms, streets, tunnels, and other discrete locations within range reveal their psychic impressions to you. Psychic impressions are left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for the caster to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in a language you understand.

As an action on each of your turns for the duration, you can sense another distinct event or repeat an event you have already seen as long as its impression is still within range. Your sensitivity extends into the past up to 100 years.

**At Higher Levels.** If cast at 3rd level or higher, your sensitivity extends a further 100 years for each spell level above 2nd.

## SHAPE FIRE

*2nd-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** A spark flashes on the back of your hand

**Duration:** Concentration, up to 1 minute

You telekinetically control a flame, making it bigger, smaller, hotter or colder, and even making it move around as if it were a living creature.

Choose a source of non-magical fire that you can see within range. When you cast this spell, and as an action on each of your turns for the duration, you can move the fire up to 30 feet and manipulate it in one of the following ways:

- A fire's size can be increased up to double or reduced down by up to half of its original size.
- By increasing its heat, you cause a non-damaging fire to deal damage as if it were a torch, and by reducing it, you cause a damaging fire to become harmless.

If you cause a fire to engulf a creature, that creature must make a Dexterity saving throw, taking 3d8 fire damage on a failure, or half on a success. On a failure, the creature is also set on fire, as this psionically shaped fire sticks to them. A creature takes 1d8 fire damage at the end of each of its turns or until it or a creature within 5 feet of it uses its action to extinguish the flames.

## SPIRIT SENSE

*2nd-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Self

**Display:** A whistling breeze can be heard around you

**Duration:** Concentration, up to 10 minutes

For the duration, you can sense the presence, but not the exact location, of spiritual beings - such as ghosts, banshees, wraiths, ghouls, and revenants - within 30 feet of you. If a sensed spirit frequently haunts a location, you learn the name of the location and its distance and direction relative to you.

## TRANSPPOSITION

*2nd-level psionics (psychoportation)*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Display:** The space around you and the target warps

**Duration:** Concentration, up to 1 minute

Choose a willing creature you can see within range. You and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails if either of you can't fit in the destination space. You can repeat this effect on each of your turns for the duration as a bonus action.

## VACUUM

*2nd-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A whirlwind of windy psionic energy appears in the area

**Duration:** Instantaneous

Psionic energy whirls in a 20-foot-radius sphere centered on a point you can see within range. Each creature in the sphere must succeed on a Strength saving throw or take 2d8 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere that weighs no more than 100 pounds is moved to an unoccupied space of your choice within range.

**At Higher Levels.** If cast at 3rd level or higher, this spell's damage increases by 1d8 per spell level above 2nd.

## WIND STREAM

*2nd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** Cyclones of wind appears around your arms

**Duration:** Instantaneous

You create a line of focused air that is 30 feet long and 5 feet wide. Each creature in that area must make a Strength saving throw, taking 2d8 bludgeoning damage on a failed save, or half as much damage on a successful one. On a failed save, a target is knocked prone.

**At Higher Levels.** If cast at 3rd level or higher, this spell's damage increases by 1d8 per spell level above 2nd.

## 3RD LEVEL

The spells are listed in alphabetical order below.

## ABSORB SHOCK

*3rd-level psionics (psychokinesis)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Resisted attacks create a ripple of clear energy at the point of impact

**Duration:** 1 round

You gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

## ACID SLIDE

*3rd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The jet of water spouts from you

**Duration:** Instantaneous

You unleash a jet of acid in a line that is 60 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw, taking 5d6 acid damage on a failed save, or half as much damage on a successful one. You can move each target that fails its saving throw to any unoccupied space touching the line if it is Large or smaller.

**At Higher Levels.** If cast at 4th level or higher, this spell's damage increases by 1d6 per spell level above 3rd.

## AURA OF VICTORY

*3rd-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Display:** White light is brighter within the aura

**Duration:** Concentration, up to 10 minutes

For the duration, you project psionic energy that fortifies you and your allies when your enemies are felled; whenever an enemy you can see is reduced to 0 hit points, you and each ally you designate within range gain 9 temporary hit points.

**At Higher Levels.** If cast at 4th level or higher, the temporary hit points granted by this spell are increased by 3 per spell level above 3rd.

## AURA SENSE

*3rd-level psionics (clairsentience)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Your irises ripple like the surface of water

**Duration:** Concentration, up to 1 minute

You gain tremorsense out to a distance of 30 feet for the duration.

## CRYSTAL COCOON

*3rd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** Crystalline projections grow along your back, forming wings that soon crumble to dust

**Duration:** Instantaneous

You form psionic energy into malleable crystals, which you launch at a creature. Make a ranged psionic attack against a creature you can see within range. On a hit, the target takes 4d8 piercing damage, and if it is Large or smaller, it must succeed on a Strength saving throw or be encased in crystal.

An encased creature can still breath but is otherwise helpless, being unable to see or take any physical actions. The subject cannot speak because the crystals distort sounds. While a creature is encased in a crystal cocoon, it cannot be targeted with attacks, spells, or other effects, and it cannot be damaged by sources outside of the cocoon.

As an action, the target can make a Strength(Athletics) check against your spell save DC to break free. The crystal cocoon can also be damaged from the outside; it has 16 AC and 30 hit points. If the crystal cocoon is reduced to 0 hit points, its effects end on that creature. Any remaining damage is ignored.

**At Higher Levels.** If cast at 4th level or higher, this spell's damage increases by 1d8 and the crystal cocoon's hit points increase by 10 per spell level above 3rd. If cast at 6th level or higher, you can encase Huge or smaller creatures.

## DIMENSION SLIDE

*3rd-level psionics (psychoportation)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Display:** Affected creatures seem to rapidly stretch and slide into the destination space

**Duration:** Instantaneous

You teleport yourself from your current location to any other unoccupied space within range that you can see.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

## DISTRACTING HAZE

*3rd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A hazy mist exudes from the target's skin

**Duration:** Concentration, up to 1 minute

Choose one creature you can see within range. That creature must make a Wisdom saving throw, taking 4d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, the target can't see anything more than 10 feet from it for the duration.

**At Higher Levels.** If cast at 4th level or higher, this spell's damage increases by 1d8 per spell level above 3rd.



## DOLOROUS MIND

*3rd-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The target has loud and disorienting tinnitus

**Duration:** Concentration, up to 1 minute

Choose one creature you can see within range. It must succeed on a Charisma saving throw or be incapacitated and have its speed set to 0 for the duration. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

**At Higher Levels.** If cast at 6th level or higher, you can target one more creature per spell level above 5th.

## ENERGY MISSILE

*3rd-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** Blue, red, yellow and white lines appear on the ground below the missiles as they travel

**Duration:** Instantaneous

Choose up to four creatures, of which no more than two are more than 15 feet apart, that you can see within range. Each target must make a Dexterity saving throw, taking 3d6 cold, fire, lightning or thunder (your choice for each target) damage on a failure, or half as much damage on a success.

**At Higher Levels.** If cast at 4th level or higher, this spell's damage increases by 1d6 per spell level above 3rd.

## GIANT LIMBS

*3rd-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Display:** Brown tendrils of psionic energy weave through the target's arms

**Duration:** Concentration, up to 1 minute

You touch a creature, and its arms grow larger as they are bolstered with psionic energy. Its reach increases by 5 feet for the duration, and it makes weapon attacks with advantage.

## ICE SHEET

*3rd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A layer of ice forms over your palms

**Duration:** Concentration, up to 10 minutes

Choose a point on the ground you can see within range. The ground in a 20-foot radius centered on that point becomes covered in ice for the duration. It is difficult terrain, and any creature that moves more than 10 feet on it must succeed on a Dexterity saving throw or fall prone. If the surface is sloped, a creature that falls prone in the area immediately slides to the bottom of the slope.

## INTERRUPT PSIONICS

*3rd-level psionics (clairsentience)*

**Casting Time:** 1 reaction, which you take when a creature within 60 feet of you casts a spell by using psionics

**Range:** 60 feet

**Display:** Psionic energy crackles like static off of you and the creature you are interrupting

**Duration:** Instantaneous

You attempt to interrupt a creature in the process of casting a spell by using psionics. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 3rd level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

**At Higher Levels.** If cast at 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the spell level you used.

## INVISIBILITY PURGE

*3rd-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Self

**Display:** A refractive bubble of psionic energy expands around you

**Duration:** Concentration, up to 1 minute

You create a sphere of power in a 5-foot radius around you, which negates all forms of invisibility. Anything invisible becomes visible while in the area.

**At Higher Levels.** When used at 4th level or higher, this spell's radius increases by 5 feet per level above 3rd.

## KNOW LOCATION

*3rd-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Self

**Display:** A white ring of psionic energy expands from your body as far as the eye can see

**Duration:** Instantaneous

You read the collective conscience around you to learn about your location. As part of casting this spell, make an Intelligence check. Compare the result of the check against the following table. You learn the listed information for all outcomes lower than your result.

### Result Information

|    |                                                                                                         |
|----|---------------------------------------------------------------------------------------------------------|
| 1  | The nearest major city's name                                                                           |
| 5  | Your distance away from the nearest major city                                                          |
| 10 | The plane of existence you are currently on                                                             |
| 15 | The name and owner of your current location                                                             |
| 20 | A single tidbit about your current location, such as the location of a nearby trapdoor or precious item |

## MANTLE OF COURAGE

*3rd-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Rings of orange energy appear around the wrists of affected creatures

**Duration:** Concentration, up to 10 minutes

You and allies within 10 feet of you who can see you have advantage on saving throws against being charmed or frightened for the duration.

## MASK OF WOOD AND EARTH

*3rd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Interlinked projections of energy in the form of wood appear along your body

**Duration:** 8 hours

You seize control of wood and earth and use it to bolster your defense. For the duration, your AC is 10 + your Dexterity modifier + your spellcasting ability modifier, unless armor would leave you with a higher AC. You can still benefit from a shield as normal.

## MIND TRAP

*3rd-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** Self

**Display:** A low hum can be heard near you for the duration

**Duration:** 10 minutes

You focus your mind on tracing the psychic footprint of others and striking at their mind in response to aggression. Whenever a creature damages you or touches you, it must make an Intelligence saving throw, taking 3d6 psychic damage on a failure.

## NEGATE PSIONICS

*3rd-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** A thin layer of psionic energy surrounding the target burns away, leaving smoke that quickly disperses

**Duration:** Instantaneous

Choose one creature, object, or magical effect within range. Any psionic spell of 3rd level or lower on the target ends. For each psionic spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

**At Higher Levels.** When you cast this spell at 4th level or higher, you automatically end the effects of a psionic spell on the target if the spell's level is equal to or less than the spell level you used.

## PSYCHIC PARRY

*3rd-level psionics (clairsentience)*

**Casting Time:** 1 reaction, which you take when you make an Intelligence, Wisdom, or Charisma saving throw

**Range:** Self

**Display:** A slicing wave of psionic energy appears before the aggressor, as if to cut the effect

**Duration:** Instantaneous

You gain a +3 bonus to the triggering saving throw. You can use this spell after rolling the die but before determining the results.

## READ MOODS

*3rd-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** Sight

**Display:** Gentle whispers can be heard in the air around the targets

**Duration:** Instantaneous

You learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.

## SLAM OBJECT

*3rd-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A yellow field of psionic energy surrounds the object

**Duration:** Instantaneous

Choose one object you can see within range that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight is 100 lbs.

You move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a Dexterity saving throw or take 5d8 bludgeoning damage.

**At Higher Levels.** If cast at 4th level or higher, this spell's weight limit increases by 100 lbs and its damage increases by 1d8 per spell level above 3rd.

## SOOTHING PRESENCE

*3rd-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Display:** The targets relax and move with more agility

**Duration:** Instantaneous

Choose three creatures that you can see within range. Each target gains 12 temporary hit points.

**At Higher Levels.** If cast at 4th level or higher, this spell grants 4 more temporary hit points per spell level above 3rd.



## SUSTENANCE

*3rd-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Your complexion becomes slightly more vibrant, as though you were energized

**Duration:** 30 days

You do not need to breathe, drink, or eat, or sleep for the duration. While you are under this spell's effects, your body manufactures sufficient resources to satisfy your needs. When this spell ends, you immediately incur one level of exhaustion for each full day you have gone without sleeping while under its effects, up to a maximum of five levels.

## TIME VOID

*3rd-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** Your face appears to rapidly age, then returns to normal

**Duration:** 1 minute

All matter in a 5-foot cube around a chosen point hops forward in time by 1 minute. When you cast this spell, everything occupying the space inside the 5-foot cube disappears in a shimmer of silver energy, reappearing when this spell ends in the exact same location, with the same orientation and condition as before. From a subject's point of view, no time has passed at all. This spell fails and is wasted if any creature or object is only partially within the cube. While this spell is active, nothing can pass through the affected 5-foot cube - it is completely filled by impenetrable silver energy.

At the start of each of your turns for the duration, you must succeed on a Charisma ability check (DC 10 + the number of rounds that have passed since this spell was cast), or the spell ends.

**At Higher Levels.** If cast at 4th level or higher, you can affect one more 5-foot cube per spell level above 3rd.

## VISIONS OF DESPAIR

*3rd-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The target's body takes on a faint blue hue

**Duration:** 1 round

You force one creature you can see within range to make a Charisma saving throw. On a failed save, it takes 6d6 psychic damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, it takes half as much damage and suffers no additional effects.

**At Higher Levels.** If cast at 4th level or higher, this spell's damage increases by 1d6 per spell level above 3rd.

## WALL OF CLOUDS

*3rd-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Cloudy wisps surround your wrists

**Duration:** Concentration, up to 10 minutes

You create a wall of clouds, at least one portion of which must be within range. The wall is 60 feet long, 15 feet high, and 1 foot thick. Creatures can pass through it without hindrance, but area inside the wall is heavily obscured.

## WARP ARMOR

*3rd-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Glowing fissures appear in the target armor

**Duration:** 1 round

Choose a natural or nonmagical suit of armor worn by one creature you can see within range. That creature must succeed on a Constitution saving throw, or the creature's AC becomes 10 + its Dexterity modifier until the end of your next turn.

## 4TH LEVEL

The spells are listed in alphabetical order below.

## BALEFUL TRANSPOSITION

*4th-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** Both you and the target leave a black, smoky silhouette when you teleport, which disperses and fades away quickly

**Duration:** Instantaneous

Choose one creature you can see within range. The target must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.

## BIOCURRENT

*4th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** A crackle of static arcs off of the target to the ground

**Duration:** Concentration, up to 1 minute

Your body's bioelectric currents produce an arc of lightning, directed at your foes. Choose a creature within range that you can see. It must make a Dexterity saving throw, taking 4d6 lightning damage on a failure, or half on a success. On a failure, electricity arcs off of the target to another creature of your choice within 15 feet of it. The second target must make a Dexterity saving throw, taking 4d6 lightning damage on a failure, or half on a success.

As an action on each of your turns, you can repeat this effect, choosing either the same or a new target.

**At Higher Levels.** If cast at 5th level or higher, this spell's damage against the first target increases by 1d6 per spell level above 4th.

## CONTROL BODY

*4th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** The target feels physical pressure from all directions

**Duration:** Concentration, up to 1 minute

You psychokinetically control the actions of one creature within range that you can see. The target must make a Strength saving throw. On a failure, you can choose the target's external physical actions during each of its turns, such as standing up, sitting down, walking, turning around, lifting objects, attacking with a weapon, and so on. You can also restrain it until the start of its next turn.

Physical actions which require internal muscular control, such as speaking, are impossible with this spell. You cannot force the target to use any mental abilities, such as casting a spell or using any special ability that is not a function of just its body movements. However, if the creature can perform these actions without muscular control of its body, it can still do so of its own accord.

## ENERGY BALL

*4th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 150 feet

**Display:** The sound of a heartbeat can be heard in the target area

**Duration:** Instantaneous

A burst of energy that creates nearly no pressure explodes around a point you choose within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 cold, fire, lightning, or thunder (your choice) damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** If cast at 5th level or higher, this spell's damage increases by 1d6 per spell level above 4th.

## FIGHTING WORDS

*4th-level psionics (telepathy)*

**Casting Time:** 1 minute

**Range:** 10 feet

**Display:** Unintelligible whispers echo in the area

**Duration:** Concentration, up to 1 hour

To cast this spell, you must spend the casting time audibly conversing with a creature. At the end, the creature must succeed on a Wisdom saving throw to resist feeling violent urges against one creature you describe to it or name. The save automatically succeeds if the target is immune to being charmed.

On a failed save, the target attacks the chosen creature if it sees that creature for the duration, using weapons or spells against a creature it's already hostile toward or unarmed strikes otherwise. Once the creature starts fighting, it continues to attack for 1 minute before this spell ends. The spell also ends if the target or one of its allies takes damage from a creature other than the one it is incited against.

## FORCE SPHERES

*4th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Your skin takes on a pearlescent sheen

**Duration:** Concentration, up to 1 hour

Your power focuses into protective spheres of shimmering force that can be hurled at your enemies with a thought. You set four force spheres spinning around you in your space for the duration or until you expend them. While you have at least one force sphere, you gain a +3 bonus to all saving throws. One sphere is expended each time you make a saving throw while under this effect. You can use your action to hurl one of the orbs at a creature within 120 feet of you that you can see. Make a ranged psionic attack against the target. On a hit, it takes force damage equal to 4d6 plus your spellcasting ability modifier and is knocked prone if it is Huge or smaller.

## FORCED SERENITY

*4th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A pink light made of psionic energy forms at your fingertips

**Duration:** Concentration, up to 1 minute

You imbue foes with a lingering psychic energy, crippling them with pain at any sign of aggression. Choose a point you can see within range. Creatures in a 20-foot radius centered on that point must make a Charisma saving throw, taking 4d10 psychic damage on a failure, or half on a success. On a failed save, for the duration, an affected creature takes psychic damage equal to your Intelligence modifier whenever it hits with an attack.

**At Higher Levels.** If cast at 5th level or higher, this spell's initial damage increases by 1d10 per spell level above 4th.

## ID INSINUATION

*4th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The creature's eyes bleed

**Duration:** Instantaneous

Choose one creature you can see within range. The target must make an Intelligence saving throw, taking 6d8 psychic damage on a failed save, or half as much on a success. On a failed save, the target goes into a frenzy, as its id runs rampant. Until the end of its next turn, it can use its action only to take the Dodge action or an action that makes at least one attack.

## INFLECT PAIN

*4th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** The vessels in your face swell with blood and become prominent

**Duration:** Instantaneous

Your thoughts work their way into a foe's mind like razor-sharp needles, crippling it with excruciating pain. Choose one creature within range that you can see. The target must make an Intelligence saving throw. On a failure, it takes 6d8 psychic damage, its speed is halved and it has disadvantage on ability checks for 1 minute. On a success, it takes half as much damage and suffers no other effects.

**At Higher Levels.** If cast at 5th level or higher, this spell's damage increases by 1d8 for each spell level above 4th.

## INTELLECT PRISM

*4th-level psionics (metacreativity)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Display:** Your eyes become reflective like a mirror

**Duration:** Concentration, up to 10 minutes

Motes of light swirl to form a crystalline prism in the air, sharpening your senses and extending your presence on the battlefield. Choose an unoccupied space that you can see within range. You conjure a Tiny intellect prism in that space, which lasts for the duration or until you dismiss it as a bonus action. You can see and target creatures and objects as if you were in the prism's space, and while the prism is within 5 feet of you, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks. Once on each of your turns, you can move the prism up to 30 feet.

The prism has hit points equal to half your hit point maximum and AC 15. It can be targeted with attacks and other damaging effects, but it is immune to all conditions. If the prism drops to 0 hit points, it is destroyed, and you are stunned until the end of your next turn. The spell then ends.

## LIGHTNING MOTES

4th-level psionics (metacreativity)

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** A thin bolt of lightning strikes your hand and coalesces into four tiny motes which swirl in your palm

**Duration:** Concentration, up to 1 minute

A burst of lightning lingers as four small, sizzling motes, each of which erupts at your command. For each mote, choose a point that you can see within range. You direct the motes to their destination, where they remain for the duration as sizzling spheres of lightning.

A creature who moves within 10 feet of a mote for the first time on a turn or who starts its turn there must make a Dexterity saving throw, taking 2d8 lightning damage on a failure, or half on a success.

As a bonus action on each of your turns for the duration, you can direct a single mote to move to a point that you can see within 90 feet of it.

**At Higher Levels.** If cast at 5th level or higher, you can create one extra mote for each spell level above 4th.

## PERSONALITY PARASITE

4th-level psionics (telepathy)

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** One of the target's eyes changes color for the duration

**Duration:** Concentration, up to 1 minute

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. Choose one creature that you can see within range. The target must succeed on a Charisma saving throw or become affected by this spell for the duration. A creature under the effects of a *personality parasite* must make a Charisma saving throw each time it attempts to perform an action. On a failed save, the DM rolls a d20. On a 10 or lower, the action fails. On an 11 or higher, the creature targets itself if it is able, otherwise the action fails.

## PSYCHIC INQUISITION

4th-level psionics (telepathy)

**Casting Time:** 1 action

**Range:** Self

**Display:** Your eye color shifts to match any creature you are communicating with telepathically

**Duration:** 10 minutes

For the duration, you know when a creature communicating with you via telepathy is lying.



## QUINTESSENCE

4th-level psionics (psychoportation)

**Casting Time:** 1 action

**Range:** Self

**Display:** The area near the quintessence seems to move more slowly when observed

**Duration:** Instantaneous

You collapse a bit of time from the continuum, forming a dollop of thick, goeey material called quintessence that weighs 0.1 lb. The substance shimmers like a silver mirror. Psionic creatures can handle quintessence by shielding itself with a small amount of psionic energy when touching it. However, they must do so with care, as quintessence inhibits psionics. A psionic creature within 5 feet of at least 1 lb of quintessence cannot use its psionic abilities, and it can only properly handle the quintessence if it succeeds on an Intelligence check of DC 10 plus 1 per lb of quintessence.

You can use your action to smooth a dollop of quintessence around any extremely small object, such as a key, a ring, a seal, or an insignia. Objects sealed with quintessence are protected from the effects of time, entering a state of stasis. Large quantities of quintessence can be gathered to preserve large items or structures, or even a complete living creature.

You can also use your action to apply a dollop of quintessence to a small amount of a creature's living flesh, partially pulling it out of the time stream. Make a ranged psionic attack against one creature you can see within 5 feet of you. On a hit, the target is affected by quintessence, which forces it to take 1d4 force damage at the end of each of its turns for 1 minute, at which point the quintessence is too disrupted to be effective.

Each dollop of quintessence can be used only once. Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, the quintessence is not recovered.

## RAPID STEP

*4th-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Rings of psionic energy rotate around your legs

**Duration:** Instantaneous

You imbue your legs with psionic energy to increase your walking speed by 25 feet until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.

**At Higher Levels.** If cast at 5th level or higher, your walking speed increases by an additional 5 feet per spell level above 4th.

## RESTORE LIFE

*4th-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** White-gold energy draws the target's soul into its body

**Duration:** Instantaneous

You touch one creature that has died within the last 10 minutes. The creature returns to life with 1 hit point and gains a level of exhaustion. This ability can't return to life a creature that has died of old age, nor can it restore a creature missing any vital body parts.

## TRANSIENT MOTION

*4th-level psionics (psychoportation)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** While still, your form is slightly blurred

**Duration:** Concentration, up to 10 minutes

You rapidly shift your form, making it difficult to pinpoint you while still and near impossible to see you while moving. For the duration, you are invisible while you are moving, and attack rolls against you have disadvantage.

## UNWAVERING EYE

*4th-level psionics (clairsentience)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Your irises blend into your sclera

**Duration:** Concentration, up to 1 hour

For the duration, creatures can't benefit from half or 3/4 cover against you, and you can see through objects and surfaces that are no more than 1 foot thick.

## WANDERING MIND

*4th-level psionics (clairsentience)*

**Casting Time:** 10 minutes

**Range:** Self

**Display:** A cloud of psionic energy surrounds your head for the casting time

**Duration:** 8 hours

You enter a deep contemplation. At the end of the casting time, you gain proficiency with one of the following skills for the duration: Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, or Survival.

## 5TH LEVEL

The spells are listed in alphabetical order below.

## ASTRAL RIDER

*5th-level psionics (metacreativity)*

**Casting Time:** 1 minute

**Range:** 30 ft

**Display:** Those near you feel a sensation of wind blowing

**Duration:** Concentration, up to 1 hour

You call up a large quasi-real wolf from the Astral Plane, which appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is loyal to you, and it is equipped with a saddle, bit, and bridle. Any of the Equipment created by the spell vanishes in a puff of smoke if it's carried more than 10 feet away from the wolf.

For the duration, you or a creature you choose when you cast this spell can ride the wolf as an intelligent mount. In combat, the wolf rolls initiative and acts independently of you. While not being ridden, the wolf remains in place and takes no actions, and any attempts to interact with it pass through it harmlessly. The creature uses the statistics for a Winter Wolf, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the wolf gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the wolf is reduced to 0 hit points.

## AURA OF BLOODLETING

*5th-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Display:** Red colors are enhanced within the aura

**Duration:** Concentration, up to 1 minute

You unleash an aura of rage. For the duration, you and any creature within range has advantage on melee attack rolls.

## BEACON OF RECOVERY

*5th-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A white, oval field flashes around affected creatures

**Duration:** Instantaneous

You and up to five allies you can see within range can immediately make saving throws against every effect they're suffering that allows a save at the start or end of their turns.

## CENTER OF ATTENTION

*5th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A dome of violet energy emits from you to the edge of the range, which then fades

**Duration:** Concentration, up to 1 minute

You inflict a jarring impression of power that grabs a creature's attention. Choose one creature you can see within range. It must make a Charisma saving throw. On a failed save, the creature is so distracted by you that all other creatures are invisible to it. This spell ends if the creature can no longer see or hear you or if it takes damage.

## COMMANDER'S SIGHT

*5th-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A blue line runs across the width of yours and the target's eyes

**Duration:** Concentration, up to 1 minute

Choose one creature you can see within range. Allies you designate within range that can see both you and the target have advantage on attack rolls against it.

## DETECT DIVINATION

*5th-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** Invisible psionic eyes appear randomly within range

**Duration:** 24 hours

This spell's effect radiates from you and moves with you. You gain the following benefits for the duration:

- You become aware of any *divination* or *clairsentience* spell affecting you or allies you designate within range.
- You know the location of every magical or psionic sensor within range.
- If the origin of a magical sensor is within range, you become aware of the location of the sensor's origin. If the origin is out of range, you can use your action to make an opposed Intelligence (Investigation) check against the origin. If you win the contest, you see a visual image of the origin and know its cardinal direction and distance away from you.

## EXACTING QUERY

*5th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** Telepathy

**Display:** Your lips become a violet hue momentarily

**Duration:** Instantaneous

You target one creature you can currently communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target truthfully answers one question you ask it via telepathy. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

## FROZEN SANCTUARY

*5th-level psionics (metacreativity)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Protective plates of icy energy form around you

**Duration:** Instantaneous

You sheathe yourself with icy resilience, gaining 20 temporary hit points.

**At Higher Levels.** If cast at 6th level or higher, the temporary hit points granted by this spell increase by 10 per spell level above 5th.

## GLIDING AURA

*5th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Each affected creature has web-like projections connecting its arms and legs

**Duration:** Concentration, up to 10 minutes

You create a field of uplifting energy in a 60-foot radius centered on you, which moves with you for the duration. You and creatures you designate can fly through the air with a speed of 60 feet while they are in the area. If an affected creature starts its turn outside of the area, it safely descends to the ground at a rate of 60 feet per round.

A creature can glide even while encumbered, but it cannot glide if its speed is 0. If a creature's speed is set to 0 while gliding, it safely descends to the ground at a rate of 60 feet per round.

## HAIL OF CRYSTALS

*5th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** A sharp crystal hovers above your hand

**Duration:** Instantaneous

You create a large shard of crystal and fling it at one creature within range. Make a ranged psionic attack against the target. On a hit, the target takes 5d10 piercing damage. Hit or miss, the shard then explodes into thousands of tiny shards. The target and each creature in a 20-foot radius around the point where the crystal exploded must succeed on a Dexterity saving throw or take 6d6 slashing damage.

**At Higher Levels.** If cast at 6th level or higher, this spell's slashing damage increases by 1d6 for each spell level above 5th.



## INTELLECT FORTRESS

*5th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** Self

**Display:** A violet star made of psionic energy orbits your head

**Duration:** Concentration, up to 10 minutes

Your mind forms a protective barrier against intrusion, granting you advantage on all saving throws and resistance to psychic damage for the duration.

When another creature that you can see within 30 feet of you fails a saving throw, you can use your reaction to allow the target to reroll its saving throw and use the new roll.

## KINETIC PRISON

*5th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Psionic energy crackles around the target, forming a sphere

**Duration:** Concentration, up to 1 minute

You cause a sphere of kinetic energy to form around a creature. Choose one creature you can see within range. The target must make a Dexterity saving throw. On a failed save, it takes 6d10 force damage and becomes trapped in the sphere for the duration. On a successful save, the target takes 6d10 force damage and this spell ends.

While the target is trapped, its speed is halved, it suffers disadvantage on attack rolls, it can't breathe, and it can't see anything more than 10 feet away from it. However, attack rolls against it also suffer disadvantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## METACONCERT

*5th-level psionics (telepathy)*

**Casting Time:** 1 minute

**Range:** Touch

**Display:** A blue ouroboros symbol appears on both your tongues for the duration

**Duration:** Concentration, up to 1 minute

To cast this spell, you must touch at least one willing creature and maintain contact with it for the entire casting time. When you do, you synchronize your psionic energy with its abilities, improving both participants. You can be in *metaconcert* with up to three creatures at once. When you cast this spell, each of you gain one of the following benefits based on both of your capabilities:

**Psionic.** If at least one of you is psionic, any psionic creature that is part of a *metaconcert* gains a +1 bonus to its psionic attack rolls and spell save DC for the duration.

**Spellcaster.** If at least one of you has the ability to cast a spell, any spellcaster that is part of a *metaconcert* gains a +1 bonus to its spell attack rolls and spell save DC for the duration.

**Mundane.** Any creature can be considered mundane for the purposes of this spell. Any mundane creature that is part of a *metaconcert* gains a +1 bonus to its weapon attack rolls and AC for the duration.

You choose the benefit if a creature qualifies for more than one. The link created by *metaconcert* persists over any distance, but this spell ends if an affected creature is on another plane of existence.

**At Higher Levels.** If cast at 7th level or higher, any bonus granted by this spell increases to +2 for its duration.

## NOMAD'S GATE

*5th-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 5 feet

**Display:** Strings of psionic energy appear floating in the air around you momentarily

**Duration:** 1 hour

You create a 5-foot cube of dim, gray light within 5 feet of you. You create an identical cube at any point of your choice within 1 mile that you have viewed within the past 24 hours. The first creature to enter one of the cubes immediately teleports to the other one, appearing in the nearest unoccupied space next to it. The spell then ends.

**At Higher Levels.** When you cast this spell at 6th level or higher, the gate can be used one additional time for each spell level above 5th.

## OCCLUDED MIND

*5th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** Telepathy

**Display:** The target's eyelids blink when you blink for the duration

**Duration:** 10 minutes

Choose one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target believes one statement of your choice, communicated telepathically, for the next 10 minutes. The statement can be up to ten words long, and it must be focused on you or a creature or object the target can see. On a successful save, the target is unaffected. A creature is immune to this ability if it is immune to being charmed.

## OGRE FORM

*5th-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Display:** The target's hair or scales thicken for the duration

**Duration:** Concentration, up to 10 minutes

You touch a creature, and its body temporarily grows to ogre-like proportions. The target gains 3d10 plus your spellcasting ability modifier in temporary hit points, which are lost if they remain at the end of the duration. In addition, its melee weapon attacks deal an extra 1d8 damage on a hit, and its reach increases by 10 feet. If it is smaller than Large, it also becomes Large for the duration.

**At Higher Levels.** When you cast this spell at 7th level or higher, the amount of temporary hit points increases by 4d10, the target's become Huge if it's smaller than Huge, the extra damage dealt with melee weapon attacks increases by 2d8.

## PHANTOM FOE

*5th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The veins in the target's neck illuminate a violet color

**Duration:** Concentration, up to 1 minute

Choose one creature you can see within range. The target must make a Wisdom saving throw. On a failed save, it perceives a horrid creature adjacent to it for the duration. During this time, the target can't take reactions, and it takes 5d6 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## RESTORE EXTREMITY

*5th-level psionics (psychometabolism)*

**Casting Time:** 1 minute

**Range:** Touch

**Display:** Green tendrils of energy weave through the stump

**Duration:** Instantaneous

You touch a creature and maintain contact for the casting time. At the end of casting, you restore a severed extremity to the creature, such as a lost digit, hand, arm, leg, or even its head. This spell does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this spell is cast; a new extremity is created by it. If a head is restored to a body, the original head (if not already destroyed) crumbles to dust.

## ROLLING FLAME

*5th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Trails of harmless fire swirl in the air around you

**Duration:** Concentration, up to 1 minute

You create a rolling cylinder of fire in a 20-foot cube originating from you. At the end of each of your turns, the fire moves 20 feet in a straight line away from its point of origin. Creatures in the area when you use this spell or who start their turn there must make a Dexterity saving throw, taking 4d8 fire damage on a failure, or half on a success.

## SHADOW BEASTS

*5th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Bits of shadow coalesce into two swirling forms

**Duration:** Concentration, up to 1 minute

You cause two *shadows* (Monster Manual page 269) to appear in unoccupied spaces you can see within 60 feet of you. The shadows obey your verbal commands. In combat, roll for their initiative, and you choose their behavior during their turns. When this effect ends, the shadows disappear.

**At Higher Levels.** If cast at 7th level or higher, the shadows have 30 additional hit points, and you can add your proficiency bonus to the shadows' ability checks as well as their attack and damage rolls.

## SONIC CURRENT

*5th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A booming sound is emitted from the target for the duration

**Duration:** Concentration, up to 1 minute

A wave of oscillating energy emits from you toward a creature within range, enveloping the target. It must make a Constitution saving throw, taking 5d10 thunder damage on a failed save, or half as much damage on a successful one. On a failure, it is deafened, and on each of your turns for the duration, you can use your action to deal 3d10 thunder damage to the target automatically.

The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

**At Higher Levels.** If cast at 6th level or higher, the initial damage increases by 1d10 for each slot level above 5th. At 7th level or higher, the automatic thunder damage increases by 1d10.

## TELEKINETIC GRASP

*5th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The area around the target distorts with invisible waves of psionic energy

**Duration:** Concentration, up to 1 minute

You attempt to grasp a creature in telekinetic energy and hold it captive. As an action, choose one creature you can see within range. The target must succeed on a Strength saving throw or be grappled by you until your concentration ends or if the target is more than 90 feet away from you.

The grappled target can escape by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. When a target attempts to escape in this way, you can spend additional psionic power to gain a +1 bonus your roll per point spent. You can gain up to a +5 bonus this way. You can add this bonus after making the roll.

While a target is grappled in this manner, you can create one of the following effects as an action:

**Crush.** The target takes 5d6 bludgeoning damage.

**Move.** You move the target up to 30 feet. You can move it in the air and hold it there. It falls if the grapple ends.

## TOUCHSIGHT

*5th-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Fingerprint impressions appear at random intervals on the surface of objects within range

**Duration:** Concentration, up to 10 minutes

You generate a subtle field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be hampered. Your *touchsight* field is a 60-foot radius emanating from you, which moves with you for the duration.

You ignore invisibility, darkness, and all cover except total cover. You automatically succeed Wisdom (Perception) or Intelligence (Investigation) checks to spot creatures or objects inside the field. You must still have line of sight to a creature or an object to discern it with *touchsight*.

## VIEW AURA

*5th-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Sight

**Display:** A ribbon of psionic energy appears, visible only to you and flowing from the target

**Duration:** Concentration, up to 1 hour

You study one creature's aura. For the duration, while you can see the target, you learn if it's under the effect of any magical or psionic effects, its current hit point total, and its basic emotional state. While this effect lasts, you have advantage on Wisdom (Insight) and Charisma checks you make against it.

## 6TH LEVEL

The spells are listed in alphabetical order below.

### BREATH OF THE BLACK DRAGON

*6th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** The air in the line smells of sulfur

**Duration:** Instantaneous

You exhale a wave of acid in a 90-foot line that is 5 feet wide. Each creature in the line must make a Constitution saving throw, taking 8d8 acid damage on a failed save, or half as much on a successful one.

**At Higher Levels.** If cast at 6th level or higher, this spell's damage increases by 1d8 per spell level above 5th.

### CALLOUS BANISHMENT

*6th-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** You snap your fingers and a puff of black psionic energy bursts from them

**Duration:** Concentration, up to 1 minute

You attempt to send one creature that you can see within range to a random place of existence. The target must succeed on a Charisma saving throw or be banished with a faint popping noise to a random plane of existence.

If the target is native to the plane of existence you're on, it gains the effects of the *resilient sphere* spell while banished. It reappears in its original space or the nearest unoccupied space if that space is occupied when the spell ends.

If the target is native to a different plane of existence than the one you're on and the spell ends before 1 minute has passed, the target reappears in its original space or the nearest unoccupied space if that space is occupied. Otherwise, it doesn't return.

**At Higher Levels.** If cast at 7th level or higher, you can target one additional creature for each spell level above 6th.

## CEREBRAL PHANTASM

*6th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** Psionic energy in the shape of a red diamond appears on the target's forehead

**Duration:** Concentration, up to 1 minute

A horrid apparition fills your enemy's mind, letting you follow up on attacks against that foe with a psychic barrage. Choose one creature within range that you can see. That creature must make a Wisdom saving throw, taking 7d6 psychic damage on a failure, or half on a success.

On a failed save, each time that the target is hit with an attack while it is within range, you can use your reaction to make a ranged psionic attack against it. On a hit, the target takes psychic damage equal to 3d6 plus your spellcasting ability modifier, and you can move it up to 20 feet in a direction of your choice.

**At Higher Levels.** If cast at 7th level or higher, this spell's initial damage increases by 1d6 per spell level above 6th.

### CONE OF SOUND

*6th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Self (60-foot cone)

**Display:** You inhale an excessive amount of air, expanding your chest unnaturally

**Duration:** Instantaneous

You release a focused scream of sonic energy. The cone begins at your mouth, instigated by the barest whisper. Each creature in a 60-foot cone must make a Constitution saving throw. On a failed save, a target takes 7d8 thunder damage and is deafened for 1 minute. A creature may repeat its saving throw at the end of each of its turns, ending this effect on itself on a success. On a success, a creature takes half as much damage and isn't deafened.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**At Higher Levels.** If cast at 7th level or higher, this spell's damage increases by 1d8 per spell level above 6th.

### DETONATION

*6th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** Licks of fire flitter along the ground near the point

**Duration:** Concentration, up to 1 minute

One creature that you can see within range must succeed on a Charisma saving throw or be coated in explosive magic. On a failed save, the target takes 4d8 fire damage and is knocked prone, and each creature within a 15-foot radius of the target must make a Dexterity saving throw or take the same amount of damage. This spell's effects are repeated each time the target takes fire damage for the duration, but no more than once per round.

**At Higher Levels.** If cast at 7th level or higher, this spell's damage increases by 1d8 per spell level above 6th.

## FIERY DISCORPORATION

*6th-level psionics (psychometabolism)*

**Casting Time:** 1 reaction, which you take when damage reduces you to 0 hit points while you are within 30 feet of an open flame

**Range:** Self

**Display:** Your hair ignites and burns away whether you succeed or not

**Duration:** Instantaneous

You harness psionic energy to cheat death. Make a Constitution saving throw (DC 5 + the damage dealt by the triggering attack). If you succeed, you break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying. One day later, you reappear in an unoccupied space of your choice within 5 feet of the open flame nearest to where you were discarded, materializing from the flame. While discarded, you essentially do not exist - you can do nothing, nor can any other creature or object interact with you.

## INDUCED VISION

*6th-level psionics (clairsentience)*

**Casting Time:** 1 minute

**Range:** Touch

**Display:** Your irises become white while casting

**Duration:** 30 days

You touch a creature's temples and maintain contact with them for the casting time. At the end of casting, you grant it a mental vision of something it desires, while simultaneously placing a mental binding on it, which forces it to carry out some service or refrain from some action or course of activity as you decide, as it believes this will lead it to its goal.

If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it must make a Charisma saving throw each time it acts in a manner directly counter to your instructions, but no more than once each day. On a failure, the creature is compelled to follow your instruction, and its Intelligence score is reduced by 1, which cannot be restored except by ending the *induced vision* on them. A creature with 0 Intelligence falls unconscious until its Intelligence is restored to at least 1.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it.

A *negate psionics* spell, or either the *greater restoration* or *wish* spells also ends it.

**At Higher Levels.** If cast at 7th or 8th-level, the duration is 1 year. If cast at 9th-level, the spell lasts until it is ended by one of the spells mentioned above.



## MASS FABRICATION

*6th-level psionics (metacreativity)*

**Casting Time:** 1 hour

**Range:** 120 feet

**Display:** Your hair transforms into a material of similar consistency, such as rope or vines, then returns to normal

**Duration:** Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate up to 6 huge or smaller objects, as long as the resulting objects must be contained within a 15-foot cube, or twelve connected 5-foot cubes, given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, you can fabricate up to 4 large or smaller objects, and the resulting objects must be contained within a 10-foot cube, or eight connected 5-foot cubes. The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you are proficient with the type of artisan's tools used to craft such objects.

## METAMORPHOSIS

*6th-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Self

**Display:** The smell of saffron and ginger permeates the area within 30 feet of the target

**Duration:** Concentration, up to 1 hour

You assume the form of a creature of the same type as your normal form, or any other type except aberration, celestial, construct, elemental, fiend, or undead. The assumed form can be of a CR no greater than 8.

You can't choose a creature with a size larger than Huge, or one with an incorporeal, ectoplasmic, or gaseous form. Your game statistics, including mental ability scores, are replaced by the statistics of the chosen creature. You retain your alignment and personality.

You assume the hit points of your new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech unless your new form is capable of it.

Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

## MINIATURE FORM

*6th-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Your shadow casts as far as it would if you were normal size

**Duration:** Concentration, up to 10 minutes

You shrink down, becoming Tiny for the duration. While under this effect, you gain a +5 bonus to Dexterity (Stealth) checks, you can move through gaps up to 6 inches across without squeezing, and if you are attacking a Small or larger creature, your weapon attacks deal 1 damage instead of their normal amount.

## PHANTOM CARAVAN

*6th-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Steam swirls around each creature targeted

**Duration:** Instantaneous

Choose up to six willing creatures that you can see within range. You and those creatures teleport up to 1 mile to a point you can see. If there aren't enough open spaces within 60 feet of the point for all the targets to occupy at the arrival point, the spell fails.

## PSYCHIC BLAST

*6th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** Self (90-foot cone)

**Display:** A shrill shriek that seems to come from all directions is emitted in the cone

**Duration:** Instantaneous

You unleash devastating psychic energy in a 90-foot cone. Each creature in that area must make an Intelligence saving throw, taking 6d10 force damage on a failed save, or half as much damage on a successful one. On a failed save, a target is incapacitated until the end of your next turn.

**At Higher Levels.** If cast at 7th level or higher, this spell's damage increases by 1d10 for each spell level above 6th.

## PSYCHIC LEECH

*6th-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** Your hand is shrouded in darkness momentarily

**Duration:** 10 minutes

You touch a creature and infect it with leeching psionic energy. Make a melee psionic attack against the target. On a hit, leeching energy is attached to the target, and you can choose to deal 7d8 psychic damage to the target. The target must make a Charisma saving throw. On a failure, its Intelligence score is reduced by 1, which lasts for the duration. A creature with 0 Intelligence becomes unconscious until it is restored to at least 1 Intelligence.

An affected creature must repeat the saving throw after each minute that it is affected by this energy. Each time it fails, its Intelligence score is reduced. On a success, this spell ends and the target's Intelligence score is restored.

When the spell ends, you regain the same amount of psionic power as the Intelligence the target lost while under this effect.

**At Higher Levels.** If cast at 7th level or higher, this spell's damage increases by 1d8 per spell level above 6th. At 8th level or higher, this spell reduces the target's Intelligence score by 2 instead of 1.

## RECKLESS RAGE

*6th-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Display:** Steam emits from the target's arms

**Duration:** Concentration, up to 1 minute

You cause a creature's rage to grow so hot that it attacks without heeding its own safety. Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or any creature within 5 feet of it can use its reaction to make a melee attack against it whenever the target makes a melee attack. The save automatically succeeds if the target is immune to being charmed.

## RESTORE VIGOR

*6th-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** The target's body glows a warm orange color, which fades after a moment

**Duration:** Instantaneous

You touch one creature and choose one of the following: remove any reductions to one of its ability scores, remove one effect that reduces its hit point maximum, or reduce its exhaustion level by one.

## RETRIEVAL

*6th-level psionics (psychoportation)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** The target's physical form warps momentarily

**Duration:** Instantaneous

Choose one item or object within range that you can see. The target automatically teleports directly to your hand. If the target is worn or carried by a creature, it comes to your hand if the creature fails a Charisma saving throw.

**At Higher Levels.** If cast at 7th level or higher, you can choose one more target per spell level above 6th.

## SHIELD OF PRUDENCE

*6th-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Gold streaks of psionic energy extend from your eyes to the top of your head

**Duration:** 1 hour

Your awareness extends a few fractions of a second into the future, allowing you to better evade an opponent's blows. You gain a +3 bonus to your AC for the duration.

## SONIC BOOM

*6th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A high-pitched noise that gradually increases in volume can be heard near the point

**Duration:** Instantaneous

Choose a point you can see within range. Thunder energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make a Constitution saving throw. On a failed save, a target takes 10d6 thunder damage, and it is deafened for 1 hour. On a successful save, a target takes half as much damage and isn't deafened.

**At Higher Levels.** If cast at 7th level or higher, this spell's damage increases by 1d6 per spell level above 6th.

## VISIONS OF DISGUST

*6th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The target's body takes on a faint red hue

**Duration:** Concentration, up to 1 minute

You cause a creature to regard all other beings as horrid, alien entities. Choose one creature you can see within range. The target must make a Wisdom saving throw. On a failed save, it takes 7d10 psychic damage, and for the duration, it is frightened, and it takes 1d10 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half the initial damage and suffers none of the other effects.

## WALL OF WOOD

*6th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Wooden needles travel along the ground, growing into the wall

**Duration:** Concentration, up to 1 hour

You create a wall of wood, at least one portion of which must be within range. The wall is 60 feet long, 15 feet high, and 1 foot thick. Each 5-foot wide section of the wall has AC 13 and 40 hit points, and is vulnerable to fire damage. Breaking one section creates a 5-foot by 5-foot hole in it, but the wall otherwise remains intact.

## 7TH LEVEL

The spells are listed in alphabetical order below.

## ABLATING

*7th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** A blue bead of psychic energy orbits the target

**Duration:** Concentration, up to 1 hour

You create a psychokinetic shield around one creature or object within range that you can see. The shield protects its spells from outside influence. The DC for *dispel magic* or *negate psionics* is increased by 7 against that target. This includes attempts to negate *ablating*.

**At Higher Levels.** If cast at 8th level, this spell's duration is concentration, up to 8 hours. If cast at 9th level, it is 24 hours, without requiring concentration, and if *ablating* is used at this level on the same target for 30 consecutive days, its effects last until negated.

## BROKEN WILL

*7th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** Telepathy

**Display:** The target's irises become hazy and translucent

**Duration:** 1 round

Choose one creature within range of your telepathy. The target must make an Intelligence saving throw. On a failed save, you choose the target's movement and action on its next turn. A creature is immune to this spell if it is immune to being charmed.

## COMMAND TO STRIKE

*7th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** You order the allies in a booming voice

**Duration:** Instantaneous

Choose up to three allies you can see within range. Each ally can use its reaction to immediately make one weapon attack against a valid target of your choice within range. You can choose the same target for each ally or a different one.

**At Higher Levels.** If you cast this spell at 8th level or higher, you can choose one more of your allies for each spell level above 7th.

## CRISIS OF LIFE

*7th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** The subject's shadow envelops it momentarily

**Duration:** Instantaneous

You rip the energy from a creature's psyche, causing its brain to wilt. Choose one creature that you can see within range. The target must make a Constitution saving throw. On a failure, it dies if it has less than 100 hit points. If it succeeds or has more than 100 hit points, it instead takes 8d12 necrotic damage.

**At Higher Levels.** If cast at 8th level or higher, the threshold for instant death increases by 25 hit points per spell level above 7th.

## FAITHFUL ARCHER

7th-level psionics (metacreativity)

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** Yellow tendrils of energy swirl around the weapon

**Duration:** 1 minute

You touch a ranged weapon or a melee weapon with the thrown property and imbue it with a limited sentience. For the duration, you can make an extra ranged attack with the weapon at the start of each of your turns (no action required). If it is a thrown weapon, it also returns to your grasp each time you make any attack with it.

## FROZEN RAIN

7th-level psionics (metacreativity)

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** Water in the air around your skin crystallizes

**Duration:** Concentration, up to 1 minute

Choose a point you can see within range. The air in a 20-foot-radius sphere centered on that point becomes deathly cold and saturated with moisture. Each creature in that area must make a Constitution saving throw, taking 10d6 cold damage on a failed save, or half as much on a success. On a failed save, a target's speed is reduced to 0 for the duration.

As an action, a target that has its speed reduced can end the effect early if it succeeds on a Strength (Athletics) check with a DC equal to this effect's save DC.

**At Higher Levels.** If cast at 8th level or higher, this spell's damage increases by 1d6 per spell level above 7th.

## HAZY SHIFT

7th-level psionics (psychoportation)

**Casting Time:** 1 action

**Range:** Self

**Display:** Translucency spreads from your hands to the rest of your body

**Duration:** Concentration, up to 10 minutes

Your body becomes partially incorporeal and appears hazy. In this form, you gain resistance to bludgeoning, piercing, and slashing damage, and you can't take actions other than the Dash action. You can pass through openings that are no more than 1 inch wide without squeezing.

## LIGHTNING LEAP

7th-level psionics (psychokinesis)

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Lightning energy crackles from the ground to your feet, travelling up to your eyes, and is then loosed

**Duration:** Instantaneous

You let loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 11d6 lightning damage on a failed save, or half as much damage on a successful one. You can then teleport to an unoccupied space touched by the line.

**At Higher Levels.** If cast at 8th level or higher, this spell's damage increases by 1d6 per spell level above 7th.

## MIND STORM

7th-level psionics (psychokinesis)

**Casting Time:** 1 action

**Range:** Self

**Display:** Particles of psionic energy rise from the ground in the area

**Duration:** Instantaneous

A wave of rending psychic energy lashes out in front of you. Each creature in a 25-foot cube originating from you must make an Intelligence saving throw. On a failed save, a target takes 8d10 psychic damage. On a successful save, a creature takes half as much damage.

**At Higher Levels.** If cast at 8th level or higher, this spell's damage increases by 1d10 per spell level above 7th.

## PILLAR OF CONFIDENCE

7th-level psionics (telepathy)

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Tendrils of deep green psionic energy swirl around you

**Duration:** Concentration, 1 round

You and up to five creatures you can see within range each gain one extra action to use on your individual turns. The action is wasted if not used before the end of your next turn. This action can be used only to take the Attack (one weapon attack only), Dash or Disengage actions.



## PSYCHIC OVERLOAD

7th-level psionics (telepathy)

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The target's head loses some of its balance for the duration

**Duration:** Concentration, up to 1 minute

Choose one creature you can see within range. It must make a Constitution saving throw. On a failure, it is stunned, and you can use your bonus action on each of your turns to move the target up to 30 feet in a direction of your choice. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

## RANSACK MIND

7th-level psionics (telepathy)

**Casting Time:** 1 hour

**Range:** 30 feet

**Display:** The target's fingers tremble slightly during casting

**Duration:** Instantaneous

You probe a creature's mind. The creature must remain within range and in your sight for the casting. At the end of the casting time, the target must make three Intelligence saving throws, and you learn an amount of the creature's key memories based on the number of saving throws it fails. If it fails one, you learn the past 12 hours. If it fails 2, you learn the past 24 hours. If it fails all 3, you learn the past 48 hours.

## REDDOPSI

7th-level psionics (telepathy)

**Casting Time:** 1 action

**Range:** Self

**Display:** A faint field of oscillating color appears around you, which creates a high pitched ring when struck

**Duration:** Concentration, up to 10 minutes

When you cast *reddopsi*, psionics targeted against you may rebound to the original caster. This effect reverses psionics that only have you as the target, but cannot reverse spells such as *negate psionics* which would negate or suppress it. The creature targeting you must make an Intelligence saving throw. On a failure, its target changes to itself. If the creature is also protected by *reddopsi*, the spell fails instead.

## SHADOW BODY

7th-level psionics (psychometabolism)

**Casting Time:** 1 action

**Range:** Self

**Display:** None

**Duration:** Concentration, up to 1 hour

Your body and all of your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light. You can walk safely on any surface, including liquids such as water or a waterfall. You still occupy your space, so you can't move into locations that you would normally not fit into. Effects that reveal the true form of creatures, such as the *true seeing* spell, reveal your true form.

While in your *shadow body*, you gain the following benefits:

- You gain a climb speed equal to your walking speed.
- You have resistance to all damage except psychic.
- Critical hits against you become normal hits instead.
- Effects of diseases and poisons are suspended for the duration.
- You do not need to breathe.
- You have advantage on ability checks made to hide, and you can add your Intelligence modifier to such checks.

You can only use your action while under this effect to take the Hide action, or to return to your normal form and end this spell. You cannot use bonus actions or reactions during this effect.

## STRATEGIC MIND

7th-level psionics (telepathy)

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Star shaped psionic energy appears on targets' foreheads

**Duration:** Concentration, up to 1 minute

You exert an aura of trust and command that unites your allies into a cohesive unit. For the duration, any number of allies you designate within range can, as a bonus action on each of their turns, take the Dash or Disengage action. Additionally, affected creatures can roll a d8 and add the number rolled to each attack roll they make.

## VICTORY BEFORE BATTLE

7th-level psionics (clairsentience)

**Casting Time:** 1 reaction, which you take when you roll initiative

**Range:** 60 feet

**Display:** A flash of brilliant psionic energy emits from the targets

**Duration:** Instantaneous

You grant yourself and up to five creatures of your choice within range a +10 bonus to initiative for this combat.



## 8TH LEVEL

The spells are listed in alphabetical order below.

### ASTRAL REGENERATION

*8th-level psionics (metacreativity)*

**Casting Time:** 10 minutes

**Range:** Self

**Display:** Tendrils of astral ectoplasm connect you and the crystal

**Duration:** Until negated

You draw and weave strands of astral ectoplasm into a gem worth at least 5,000 gp, inhabiting it with the seed of your living mind. You can only have one gem in existence affected by this spell at any given time. The appearance of the gem does not change after casting this spell.

If you die, your physical body crumbles to dust, leaving all of your equipment, and your soul transfers into the storage gem as long as it is on the same plane of existence. The gem begins to glow, and any attempt to bring your soul back to life fails while you inhabit it. Once this effect occurs, you can hear and see as if you were in the gem's space, but you cannot move or interact in any way that the gem couldn't. You may remain in this form for up to 30 days, after which your soul disengages from the gem and passes on.

You can slowly generate a new clone of your living body over the course of 10 days, during which time you must be completely undisturbed; even hearing the slightest noise will break your concentration and ruin the clone, making it uninhabitable and leaving you no way to continue regenerating it. Your original body's constituent parts are pulled as ectoplasm through the astral plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral regeneration*. If the developing body takes any kind of damage while forming, it becomes ruined and uninhabitable. When the tenth day ends, the crystal crumbles and merges with your new body, and you completely and totally inhabit it.

### ICE BARRIER

*8th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Your body is covered in a thin layer of deep blue frost

**Duration:** Concentration, up to 10 minutes

You create a barrier of ice, at least one portion of which must be within range. The wall is 60 feet long, 15 feet high, and 1 foot thick. You can place the barrier in 10-foot long segments, each of which must be connected on at least 1 side. Each 10-foot wide section of the wall has AC 15 and 50 hit points, and is vulnerable to fire damage. Breaking one section removes that section from the wall, but the wall otherwise remains intact. A creature that damages the wall with a melee attack takes cold damage equal to the damage the creature dealt to the wall.

## IRON RESISTANCE

*8th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Each creature gains a metallic shell made of psionic energy for the duration

**Duration:** Concentration, up to 1 minute

Choose up to two creatures that you can see within range. The targets gain resistance to bludgeoning, piercing, and slashing damage for the duration.

### MASS TIME SUSPENSION

*8th-level psionics (psychoportation)*

**Casting Time:** 1 minute

**Range:** 30 feet

**Display:** Your face appears far younger for a moment, then returns to normal

**Duration:** Instantaneous

Choose any number of willing creatures within range that you can see, who must remain in range for the casting time. When you finish casting this spell, you suspend each target in a pocket of time, allowing them a brief respite. Affected creatures seem to disappear in a shimmer of silver energy. This suspension lasts for 1 hour.

When creatures reappear, they are in the exact same space, or the nearest unoccupied space, in exactly the same orientation and condition as before. Each affected creature gains the benefits of a short rest. From an affected creature's point of view, no time has passed at all.

**At Higher Levels.** If cast at 9th level, this spell's casting time becomes 1 action.

### MICROSCOPIC FORM

*8th-level psionics (psychometabolism)*

**Casting Time:** 1 bonus action

**Range:** Self

**Display:** Your shadow casts as far as it would if you were normal size

**Duration:** Concentration, up to 10 minutes

You become smaller than Tiny for the duration. While under this effect, you gain a +10 bonus to Dexterity (Stealth) checks and a +5 bonus to AC, you can move through gaps up to 1 inch across without squeezing, and you can't make weapon attacks.

## NULLIFY PSIONICS

*8th-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Psionic energy flakes off of everything within the area and disappears

**Duration:** Concentration, up to 1 hour

A 10-foot-radius invisible sphere of deadening influence surrounds you, nullifying psionics. In this area, psionic energy is immediately discharged, becoming inert. Within the sphere, spells can't be cast by using psionics, and psionically summoned creatures and objects disappear. For the duration, the sphere moves with you, centered on you.

Psionic spells and other psionic effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. Psionic power expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

**Targeted Effects.** Psionic spells and other psionic effects, such as *magic missile* and *cause fear*, that target a creature or an object in the sphere have no effect on that target.

**Areas of Psionics.** The area of another psionic effect, such as *detonation*, can't extend into the sphere. If the sphere overlaps an area of psionics, the part of the area that is covered by the sphere is suppressed. For example, the wood created by a *wall of wood* is suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

**Psionics.** Any active psionic effect or spell on a creature or an object in the sphere is suppressed while the creature or object is in it.

**Psionic Travel.** Teleportation and planar travel caused by psionics fail to work in the sphere, whether the sphere is the destination or the departure point for such travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the sphere.

**Creatures and Objects.** A creature or object summoned or created by psionics temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

**Negate Psionics.** Spells such as *negate psionics* have no effect on the sphere. Likewise, different *nullify psionics* spells don't nullify each other.

## OAKEN BODY

*8th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** The target's body covered in bark and leaves

**Duration:** Concentration, up to 10 minutes

You touch a creature and alter its body to a hybrid of its natural form and living oak. The target gains the following effects:

- It is resistant to bludgeoning, piercing, slashing and cold damage.
- Its size becomes Large, if it is not already Huge or larger.
- It is vulnerable to fire damage.
- It is immune to the blinded, deafened, diseased, poisoned, and stunned conditions.
- Its unarmed strikes deal 2d8 damage, and deal double damage to objects and structures.
- Any creature that damages it must succeed on a Dexterity saving throw or take 3d10 piercing damage, as shards of hardened bark splinter off in its direction.

While under this effect, a creature can use its action to become nearly indistinguishable from an oak tree; until the end of its next turn, other creatures who were not previously aware of it must succeed on an Intelligence (Investigation) check with disadvantage against your psionics save DC to discern the creature's true form. This illusion is dispelled if the creature moves or takes any other action.

## PERCEIVE THE UNSEEN

*8th-level psionics (clairsentience)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Display:** A web of crackling, gold psionic energy spreads below you

**Duration:** Concentration, up to 1 minute

You create a field around yourself that prohibits hiding. Creatures within range have a -10 penalty to Dexterity (Stealth) checks, and they can't benefit from being invisible. You have a +5 bonus to Intelligence and Wisdom checks to detect objects or creatures within range. You can choose any number of creatures to be unaffected by this spell.

## PHANTOM RICHES

*8th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** A gold choker of psionic energy surrounds the target's neck

**Duration:** Concentration, up to 1 minute

You plant the phantom of a greatly desired object in a creature's mind. Choose one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target's behavior for the duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The target moves as you wish on each of its turns, as it thinks it pursues the phantom object it desires. If it hasn't taken damage since its last turn, it can use its action only to admire the object you created in its perception.

## PSYCHIC REDOUBT

*8th-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** Rippling, orange psionic energy surrounds the targets

**Duration:** Concentration, up to 10 minutes

You create a field of protective psychic energy. Choose any number of creatures within range. For the duration, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.



### UNSETTLING AURA

*8th-level psionics (telepathy)*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Display:** Shadows within range become darker for the duration

**Duration:** Concentration, up to 10 minutes

You cloak yourself in unsettling psychic energy. For the duration, any creature within range that can see you must spend 1 extra foot of movement for every foot it moves toward you. You can designate any number of creatures to ignore this effect when you cast it.

### WALL OF THUNDER

*8th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Thunderous energy travels between your fingers

**Duration:** Concentration, up to 10 minutes

You create a wall of thunder, at least one portion of which must be within range. The wall is 60 feet long, 15 feet high, and 1 foot thick.

Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall's space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, taking 9d6 thunder damage on a failure, or half on a success. On a failed save, a creature is pushed in a straight line 30 feet away from the wall, and is knocked prone. If it collides with an object, it takes 4d6 thunder damage as the shock wracks its body.

### WONDROUS RECALL

*8th-level psionics (clairsentience)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** Your hand glows a pulsing white, which transfers to the target when you touch it

**Duration:** Instantaneous

You touch a creature, allowing it to bring back to memory 2 spell slots of 5th-level or lower that it has expended. If no spell slots have been expended by the target, nothing happens.

### ZONE OF INVISIBILITY

*8th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Dust floats upwards within the area for the duration

**Duration:** Concentration, up to 1 minute

Swirling psychic energy surrounds you and your allies, wiping your presence from others' minds. A 10-foot radius sphere of psionic energy surrounds you, moving with you. Creatures you designate in the sphere, including worn and carried items, are invisible to creatures outside the sphere.

## 9TH LEVEL

The spells are listed in alphabetical order below.

### BESTIAL TRANSFORMATION

*9th-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Self

**Display:** Each effect states its display

**Duration:** Concentration, up to 8 hours

You alter your physical form with beastlike qualities. When you cast this spell, choose one of the following effects. This transformation lasts for the duration, until you die, or until you end it as a bonus action. You can use your action on your turn to choose a different effect, gaining its benefits and losing your previously chosen benefits.

**Metabolism.** You appear younger and more spry. You regenerate 1 hit point every round, and if you have one of your severed body parts and hold it to the stump, the limb instantly knits to the stump.

**Strength.** Your posture becomes hunched forward, and your bone structure expands. Your strength score becomes 24, regardless of what it normally is, and you have advantage on Strength checks and saving throws.

**Instinct.** Your legs elongate, and your muscles tone. You have advantage on Dexterity saving throws, and you can use your bonus action on each of your turns to take the Dash or Disengage actions.

**Shell.** Your skin thickens and hardens, taking on a smooth, segmented appearance. You gain a +3 bonus to your Armor Class, and you have advantage on Constitution saving throws.

### BREATH OF THE GREEN DRAGON

*9th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Self (90-foot cone)

**Display:** A thin green mist exudes from your mouth

**Duration:** Instantaneous

You exhale a cloud of poison in a 90-foot cone. Each creature in the area must make a Constitution saving throw, taking 11d12 poison damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is poisoned for 1 minute. A creature poisoned by this effect takes 2d12 poison damage at the start of each of its turns.

### DECEREBRATE

*9th-level psionics (psychokinesis)*

**Casting Time:** 1 action

**Range:** 30 feet

**Display:** A red, circular blemish appears on the back of the target's neck while paralyzed

**Duration:** 24 hours

You implant psionic energy into a creature's brain stem, disabling it. Choose one creature you can see within range. The target must succeed on an Intelligence saving throw, with disadvantage if it has 100 hit points or less, or become paralyzed for the duration.

This spell can also be ended by means such as the spell *restore vigor* or the spell *greater restoration*.

### DIVERGENT PATH

*9th-level psionics (clairsentience)*

**Casting Time:** Varies

**Range:** Varies

**Display:** Your eyes, hair and skin whiten momentarily

**Duration:** Varies

Choose one psionic spell of any level from any spell list. You cast that spell once as if it were cast at 9th level.

## ENERGY IMMUNITY

*9th-level psionics (metacreativity)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** Energy of the chosen type is repelled by the target

**Duration:** Concentration, up to 1 hour

One creature you touch gains immunity to acid, cold, fire, lightning, or thunder damage (your choice) for the duration.

## FUSION

*9th-level psionics (psychometabolism)*

**Casting Time:** 1 action

**Range:** Touch

**Display:** Earrings made of psionic energy appear on your fused form's ears for the duration

**Duration:** Concentration, up to 1 minute

You and another willing, corporeal, living creature of no more than one size larger or smaller than you fuse into one being. As the caster, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your hit points plus the other creature's hit points. The fused being knows all of the spells, has the same amount of psionic power, knows or has prepared the same spells, and has the same amount of spell slots as both creatures combined. Any spent psionic power or spell slots prior to the fusion are retained on the fused being. Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once.) For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, its Hit Dice are those of both creatures combined, and the fused being has the higher level of the two creatures. The fused being gains all proficiencies and expertise of both beings.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored to their original owners once the spell ends.

When the spell ends, the fused being separates, both creatures appearing in the nearest unoccupied space. If separation occurs in a space without room for both creatures, both creatures are shunted to the nearest unoccupied space, take 12d6 force damage and are stunned for 1 minute.

Damage taken by the fused being is discarded when the spell ends. Each constituent creature of the fusion is returned with exactly the same amount of hit points it had before it entered the fusion. However, any resources spent by the fused being are transferred to the original creatures when *fusion* ends. Any debilitating effects are split between you and the other creature. If any effects cannot be evenly split, you determine who receives the additional loss.

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fusion* on a being already fused by this spell.

## INCITE AWE

*9th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The targets' eyes are surrounded with a faint, white aura

**Duration:** Concentration, up to 10 minutes

You exert an aura that inspires awe in others. Choose up to 5 creatures you can see within range. Each target must succeed on an Intelligence saving throw or be charmed by you until your concentration ends. While charmed, a target obeys all your verbal commands to the best of its ability and without doing anything obviously self-destructive. The charmed target will attack only creatures that it has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

## INCITE PANIC

*9th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** Silver chains made of psionic energy appear around the necks of affected creatures, constricting them

**Duration:** Concentration, up to 1 minute

Choose up to eight creatures within range that you can see and that can see you. At the start of each of a target's turns for the duration, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn.

## IRRATIONAL PHOBIA

*9th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 90 feet

**Display:** Webby projections of nearly transparent psionic energy encase the creature's face

**Duration:** Instantaneous

You deeply seat a phobia in up to 6 creatures that you can see, paralyzing them out of primal terror.

Each target must make a Wisdom saving throw. On a failed save, a target takes 11d6 psychic damage and is paralyzed. On a successful save, a target takes half as much damage and isn't paralyzed.

A paralyzed target can make a Wisdom saving throw at the end of each of its turns. On a successful save, the paralyzing effect ends.

## PHANTOM BETRAYAL

*9th-level psionics (telepathy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** Deep bruises appear under the target's eyes

**Duration:** Concentration, up to 1 minute

You plant delusional paranoia in a creature's mind. Choose one creature you can see within range. The target must make an Intelligence saving throw. On a failure, it must target its allies with attacks and other effects for the duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.



## PSYCHIC CRUSH

9th-level psionics (psychokinesis)

**Casting Time:** 1 action

**Range:** 120 feet

**Display:** The air seems to crack visually and audibly in the area

**Duration:** Instantaneous

You create a 35-foot cube of dense psychic energy within range. Each creature in that area must make an Intelligence saving throw, taking 11d8 force damage on a failed save, or half on a success. On a failed save, a target is paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of its turns, ending this effect on a success.

## TEMPORAL VELOCITY

9th-level psionics (psychoportation)

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** Your irises change to form dials of a clock, which make one rotation over the duration before reverting

**Duration:** Varies

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time, including your current turn.

While *temporal velocity* is in effect, normal and magical energy still harms you, and other creatures are invulnerable to your attacks and damage. However, you can cast spells and leave their effects to appear when the *temporal velocity* ends. The spells' durations start when the *temporal velocity* ends.

You can't move or harm items held, carried or worn by a creature stuck in standard time, but you can affect any item that is unattended.

You are undetectable while *temporal velocity* lasts. You cannot enter an area protected by *nullify psionics* or by psionics or spells that neutralize high-level psionics or spells.

When *temporal velocity* lapses, you are disoriented on your return to the standard time frame. You suffer disadvantage on all attack rolls, saving throws, and ability checks until the end of your next turn.

## THOUGHT OF UNMAKING

9th-level psionics (psychoportation)

**Casting Time:** 1 action

**Range:** 60 feet

**Display:** The target sees you as if you were ink bleeding on paper

**Duration:** Instantaneous

You rip a creature's very existence from the fabric of reality. A creature of your choice within range must make a Charisma saving throw. On a failure, it takes 30 necrotic damage immediately, and again at the start of each of its turns. On a success, it takes 15 necrotic damage instead and the spell ends. A target with 150 hit points or less automatically fails its saving throw, and each time it takes damage from this effect, it takes 60 necrotic damage instead.

The creature can repeat the saving throw at the end of each of its turns, ending this effect on itself on a success.

## VEIL OF PRESSURE

9th-level psionics (psychokinesis)

**Casting Time:** 1 action

**Range:** Self

**Display:** Pulses of translucent, violet kinetic energy emit from you

**Duration:** 1 hour

You weave a field of kinetic pressure around you to form a protective veil. For the duration, attack rolls against you have disadvantage, and when a creature you can see misses you with an attack, you can force the creature to repeat the attack roll against itself.

# APPENDIX A: MONSTERS

This section contains information and stat blocks for the unique monsters contained in this document.

## ASTRAL CONSTRUCT

Medium construct, neutral

Armor Class 14 (natural armor)  
Hit Points 6 (1d8 + 2)  
Speed 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 15 (+2) | 14 (+2) | 6 (-2) | 11 (+0) | 10 (+0) |

**Damage Immunities** poison, psychic  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Speaks the languages of its creator  
**Challenge** 1/4 (50 XP)

**Astral Construction.** When the astral construct's creator spends additional psionic power to create it, the astral construct gains special abilities from the Astral Construct Menu options.  
**Immutable Form.** The astral construct is immune to any spell or effect that would alter its form.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage



## ASTRAL CONSTRUCTS

Astral constructs are brought into being by the metacreativity spell *astral construct*. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The psionic power spent by the construct's creator during the casting of the spell determines the statistics of the astral construct. Thus, astral constructs can vary somewhat from each other, depending on the whims of their creators. An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the caster can mold or sculpt one according to his or her whim, with some limits.  
**Special Abilities:** Every time an astral construct is created, the caster can choose to apply one special ability to the construct by spending additional psionic power. When the caster casts the *astral construct* spell, he chooses one or more special abilities from a menu of abilities appropriate to the amount of psionic power spent.

### CREATING AN ASTRAL CONSTRUCT

When casting the *astral construct* spell at higher levels, the caster assembles the desired creature from a menu of choices, as specified in the construct's statistics block. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

### ASTRAL CONSTRUCT MENU A

- A caster spending 3 extra psionic power when creating an astral construct can choose one trait from this menu.
- Bull Rush:** The astral construct has advantage on attacks against a creature if it moves 20 feet in a straight line towards it on the same turn.
  - Celerity:** The astral construct's speed increases by 10 feet.
  - Cleave:** When the astral construct attacks a creature, it can make one attack as a bonus action against another creature within 5 feet of the first and within the astral construct's range.
  - Fly:** The astral construct has wings that grant it a 30 foot fly speed.
  - Sharp Claws:** The astral construct deals an additional 2 slashing damage with its Claw.
  - Power Attack:** When the astral construct attacks with its Claw, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.
  - Resistance:** Choose one of the following damage types: acid, cold, fire, lightning, or thunder. The astral construct gains resistance against the chosen damage type.
  - Shove:** If the astral construct hits a creature with its Claw on one of its turns, it can attempt to shove the creature it hit as a bonus action.
  - Swim:** The astral construct is streamlined and shark-like. It has a swim speed of 30 feet.

## ASTRAL CONSTRUCT MENU B

A caster spending 4 extra psionic power when creating an astral construct can choose one trait from this menu. Alternatively, the construct can have two additional special abilities from Menu A.

**Energy Touch:** The astral construct's Claw attacks are wreathed in an energy type you choose (acid, cold, fire or lightning), dealing an extra 1d6 damage of the chosen type.

**Extra Attack:** The astral construct gains the following action: **Multiattack.** The astral construct makes two attacks with its claw.

**Fast Healing:** The astral construct regains 2 hit points at the start of its turn if it has at least 1 hit point.

**Improved Critical:** The astral construct scores a critical hit with weapon attacks on a roll of 19 or 20 on the d20.

**Muscle:** The astral construct's Strength score increases by 4.

**Poison Touch:** If the astral construct hits with its Claw, the target must succeed on a DC 14 Constitution saving throw or be poisoned until the end of the construct's next turn.

**Smite:** Once per day, the astral construct can make one attack that deals extra damage equal to its creator's level.

## ASTRAL CONSTRUCT MENU C

A caster spending 5 extra psionic power when creating an astral construct can choose one trait from this menu. Alternatively, the construct can have two additional special abilities from Menu B. One or both of the Menu B choices made in this way can also be swapped; each time you do, make two additional choices from Menu A.

**Barrage:** The astral construct gains the following action: **Barrage.** The astral construct makes an attack with its claw against creatures of its choice within 5 feet of it, with a separate attack roll for each target.

**Blindsight:** The astral construct has blindsight to a range of 60 feet.

**Constrict:** The astral construct now grapples the target when it hits with its Claw (escape DC 16). While the target is grappled in this way, it is also restrained. The astral construct can only have one creature grappled at a time.

**Dimension Slip:** The astral construct can teleport instead of moving. It must be able to see its destination to teleport to it, and each foot that it teleports costs 1 foot of movement. If it teleports into an occupied space, it is shunted to the nearest unoccupied space and stunned until the end of its next turn.

**Natural Invisibility:** The astral construct is invisible. If it attacks or casts a spell, it becomes visible until the start of its next turn.

**Rend:** The astral construct deals an extra 2d6 slashing damage to a creature that it hits twice with its Claw during a single round.

## PSYCHE SHARDS

A psyche shard is a fragment of a psionic character's personality, brought into physical form and a semblance of life. Because it is an extension of its creator's personality, a psyche shard is in some ways a part of its creator.

The *psicrystal*, a crystalline construct about the size of a human hand, is a particularly convenient form of a psyche shard. It contains the greatest amount of psionic power of all known shards, granting it special properties and allowing the psion to cast spells through it.

## IMPRINTED PERSONALITY

Each psicrystal has a distinct personality, chosen by its creator at the time of its creation. It is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted towards the psicrystal's particular worldview. The creator almost always sees a bit of his or herself in a psicrystal, even if magnified and therefore distorted. A psicrystal's personality often takes on one of the archetypes detailed below.

## PSICRYSTAL

*Tiny construct, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft. fly (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 3 (-4) | 13 (+1) | 12 (+1) | 11 (+0) | 13 (+1) | 14 (+2) |

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** passive Perception 11

**Languages** Speaks the languages of its creator

**Challenge** 1/8 (0 XP)

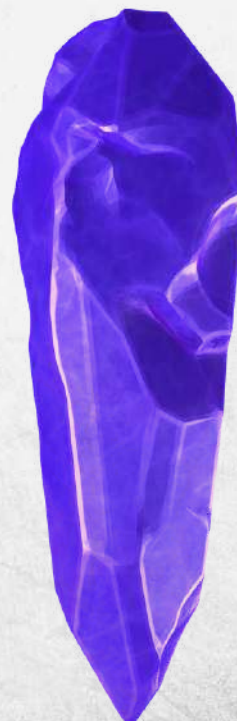
**Evasion.** When the psicrystal is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead take no damage if it succeeds on the saving throw, and only half damage if it fails.

**Psionic Conduit.** When its creator casts a spell, the psicrystal can deliver the spell as if it had cast the spell. The psicrystal must be within 30 feet of its creator, and it must use its reaction to deliver the spell when its creator casts it. If the spell requires an attack roll or save DC, use its creator's attack modifier or save DC where necessary.

**Immutable Form.** The psicrystal is immune to any spell or effect that would alter its form.

### ACTIONS

**Optical Illusion.** The psicrystal blends its color with its surroundings, becoming invisible until it takes any action.



### ARTISTE

This splinter personality notes without humility that it is wonderfully talented in almost any “cultured” occupation, be it dancing, opera, or cooking. Equal parts truth and pretension make up this claim.

### BULLY

Sometimes bad seeds are still good for something. The bully splinter personality's overbearing harangues and constant insistence on getting its way can be trying, but its influence is sometimes handy for the owner.

### CARING

A shard that embodies our nurturing, altruistic side, the caring personality seeks to provide aid and to calm those around it. It finds that which others seek, grants it, and remains always a reliable friend.

### COWARD

Buried deep in everyone is a healthy dose of self-preservation. When captured and magnified, the essence of cowardliness aids the owner in finding safe harbor in dangerous situations. However, this personality is far too eager to urge the owner to run and hide, even in not seriously dangerous situations.

### FRIENDLY

This splinter personality is disposed to promote the well-being of others — even of reviled enemies. The owner puts up with lectures on his hard-hearted ways, but in return he is better able to deal with creatures in a nonviolent manner.

### HEROIC

We all want to be heroes, and the splinter personality is that desire personified. Given to urging the owner into dangerous situations, it pays back its owner with fortitude in moments of difficulty.

### LIAR

This personality just can't help telling falsehoods — although its owner knows all too well when it is prevaricating and when it is communicating truthfully. This inability to mislead its owner doesn't stop the liar from lying anyway — and its lying ways can serve its owner in good stead when he is forced to stretch the truth himself.

### METICULOUS

A meticulous personality has a hard time discerning between important details and those that are irrelevant. In describing itself, it could say it is “punctilious in its attention to the rules of etiquette, and furthermore marked by extreme care in the treatment of details.” Sometimes maddening, this trait is at other times useful to the owner who attempts a precise study of his environment.

### MYSTICAL

The mystical personality sees beyond the surface of a topic of discussion, preferring to find the intricate details behind its existence. It often speaks in riddles and proverbs. This personality often proves insightful when you are looking to understand the forces behind a thing's creation, but its insights can be little more than a distraction at other times.

### NIMBLE

Quick and dexterous, a nimble personality is the perfect companion in any situation where reaction must follow on the heels of action. If anything, this splinter personality is a little too prone toward seeing potential danger in every shadow.

### OBSERVANT

“Did you see that?” is the most common communication between an observant personality and its owner. Sometimes this personality enables its owner to note details they might have otherwise passed by.

### POISED

The ability to be constantly aware of your body and how it interacts with your surroundings is something often lost in the welter of more important thoughts. Not so for this personality, which is perfectly poised and sure of itself — if not its owner. It often preaches the importance of equilibrium and readiness for action.

### PRECISE

Precision is a quality often sought for when looking for productive people, and this personality has it in spades. It will often become lost in the minute details when processing information or pondering its thoughts, but this behavior can sometimes prove surprisingly useful when you need to get something done that requires a high degree of accuracy and attention to detail.

### RESOLUTE

Resoluteness is a quality everyone wishes he or she had. It is firm in purpose and belief, and its advice and observations are characterized by fierce determination. Or, as its owner might say, it is a stubborn so-and-so. Still, this unshakable faith aids the owner in all contests of will.

### SAGE

This splinter personality attempts to be a mentor to its owner, even though it is drawn from the owner's mind. Still, unfettered by any other personality type, the sage sees itself as the be-all, end-all master of all spiritual and philosophical topics (not to mention the area of knowledge in which it is especially skilled). Outside the scope of its particular area of expertise, the sage's advice is sometimes suspect.

### STUDIOUS

A studious personality looks for the missing information between every nook and cranny, often missing the bigger picture. This personality loves to disassemble things into their baser components for closer examination, and will often point out ways that you can do just that.

### SNEAKY

Why announce your presence with loud footfalls when you could just as easily glide in with less noise than a breath of air? Or so asks the sneaky personality, who believes wholeheartedly in the adage that silence is golden. It is given to hushing its owner — and its owner's companions. Still, its expertise in the area of quiet locomotion can't be denied.

### SYMPATHETIC

This personality sees into the hearts of other living things by putting itself in their shoes. Unfortunately, it also spends a lot of time analyzing its owner and companions, commenting on their mental states, and making pronouncements about the fitness of their actions. This personality can be useful, though, when the owner wants to determine the motives of a potential enemy.

# CHANGELOG

This section contains a record of changes made over time to this document. I sadly did not record changes I've made prior to V3.000, but older PDFs are available upon request.

## VERSION 3.000

- Psionics now plugs into spellcasting in a fashion very similar to the Innate Spellcasting (Psionics) trait that monsters possess.
- All of the clones of spells that simply existed for filling in a balanced selection of psionics have been removed and replaced with their official spell counterparts.
- The spell descriptions have been grouped by level before being listed in alphabetical order.
- You can now focus on talents, which adds requirements to them (usually involving concentration) and grants them additional effects, as well as allowing you to spend psionic power to augment a talent you've focused on.
- The psionic power pool has been vastly reduced for ease of use.
- The mental fatigue system has been replaced with the innate spell system, which requires vastly less bookkeeping.
- The mental disciplines have been organized by alphabetical order.
- Psions now get telepathic speech at 1st level instead of 2nd level.
- Psicrystals have been slightly simplified.
- The Energy Weapon and Skate features have been modified to be more useful.
- Wording on many features and spells has been given another pass for clarity.
- Multiclassing rules for psionic characters have been updated.
- The precise psicrystal was missing its personality flavor text, which has been added.

## VERSION 3.010

- Changed the psicrystal feature into the psyche shard, allowing you to do a few things: it can be emblazoned onto your body, and if you choose a psicrystal, you can attach it to a piece of gear instead of having it float freely. Reduced the distance that you can cast spells through the psicrystal as well.

## VERSION 3.020

- Added 4 missing psionic power points at level 9 in the psion class.
- Updated Animate Weapon to work as it's intended with the new Talent focus system.
- Changed the cap for point expenditure to a maximum of 5 points when you focus on a talent.
- Properly alphabetized the discipline spell lists.
- Bug causing portions of spell lists to disappear from print fixed.
- Deleted Giant Form and added its benefits to upcasted Ogre Form.

## VERSION 3.021

- Fixed the Ardent's formatting in the table of contents.
- Changed Psychic Hammer's focus to inflict the "incapacitated" condition rather than "stunned".

## VERSION 3.030

- All headers have received a formatting update.
- Cleaned up some excessive text.
- Updated Telekinetic Mind to synergize with Mage Hand instead of clashing with it.

## VERSION 3.040

- More minor formatting updates.
- Added Sickening Radiance and Symbol to the psion spell list.
- Replaced Radiant Beam with Sunbeam and added Wall of Light, Crown of Stars, and Divine Word to the Clairsentience spell list.
- Added Demiplane to the Nomad spell list.
- Added Maelstrom, Move Earth, and Prismatic Spray to the Shaper spell list.
- Added Crown of Madness and Power Word Pain to the Telepath spell list.
- Control Person spell changed to Control Body.

# A Breed of Psychics Reborn

Psychic power has always been something that fascinates the imagination. The art of psionics is something that was largely lost to 5th edition fans, and attempts to revitalize it have been made in the form of the Mystic as well as certain spells and spell-like abilities. Although fun, I believe these implementations lacked both the identity and the impact that psionics previously had on the game. This supplement brings the Psion of old and the Mystic of new together, revisiting complex, but fun mechanics and imagining them in snappy, impactful ways. I hope you love playing it as much as I loved writing it.

A huge thanks to the folks at [/r/UnearthedArcana](#), [/r/DnDHomebrew](#), [Discord of Many Things](#), and all my friends for putting up with my incessant ramblings and balance discussions. I hope it was worth it!

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Thank you for taking the time to read, review and enjoy this homebrew. Feel free to get in touch with me on reddit: [/u/devikyn](#) with comments and improvements!

## CREDITS

Lots of credit is due for this work. Almost all of the flavor text comes directly from other sources, and many of the abilities created here are derived from or inspired by existing work.

[Advanced Dungeons & Dragons 2nd Edition - The Complete Psionics Handbook](#)

[Dungeons & Dragons 3rd Edition - Psionics Handbook](#)

[Dungeons & Dragons 3.5th Edition - Expanded Psionics Handbook](#)

[Dungeons & Dragons 4th Edition - Psionic Power](#)

[Forgotten Realms Wiki: Psionist](#)

[Wikipedia - Psionics \(Dungeons & Dragons\)](#)

[Unearthed Arcana: The Mystic Class](#)

[DandWiki: Psychic \(5e Class\)](#)

[GM Binder - The tool used to make this document!](#)

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