



AIR DOMAIN

Air gods - Akadi, Aerdrie Faenya, Bahamut, Umberlee can be as calm or as violent as the ever-changing winds they hold dominion over. Change is an ever-present constant in many of these belief systems. They are worshipped by sailors, travellers, adventurers and any who follow where the winds many take them. To those who live on the sea, air and ocean gods may be one in the same and offerings are often given to ask for smooth sailing and safe travels.

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *gust* cantrip if you don't already know it.

AIR SUPPORT

Also at 1st level, you can summon an air elemental to aid you. As an action, you summon an air elemental to this plane of challenge rating equal to your cleric level divided by 4. You regain use of this ability after a long rest.

CHANNEL DIVINITY: BLASTING WINDS

Starting at 2nd level, you can use your Channel Divinity to create a strong wind within 30ft of you that knocks all those around you off their feet.

As an action, you conjure a blast of wind that blasts outwards from you in a 30-foot radius. All objects not worn or carried are knocked over and pushed 10 feet away from you. Any creatures within range must make a strength saving throw. On a failure they are knocked prone and pushed back 10 feet.

AIR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>thunderwave, featherfall</i>
3rd	<i>gust of wind, cloud of daggers</i>
5th	<i>lightning bolt, fly</i>
7th	<i>storm sphere, elemental bane</i>
9th	<i>cloudkill, control winds</i>

If they are pushed into a wall or other solid object the creature takes damage as if they had fallen 10 feet. This ability also extinguishes any non-magical flames within the radius.

CHANNEL DIVINITY: SHOCKWAVE

Beginning at 6th level, you are able to stun your opponents with a great blast of air. As an action, you remove all the air from a small space near a creature within 60 feet creating a temporary vacuum. The creature is stunned until the end of your next turn and must make a Constitution saving throw. On a failure they take 2d10 + your cleric level thunder damage, or no damage on a success.

HURRICANE

At 8th level, you have a barrier of swirling wind around you. Ranged attacks made against you are made with disadvantage as the wind around you makes it difficult to be hit with projectiles. Once on each of your turns, you can drop the barrier and focus the energy into a melee attack. You deal an extra 1d6 thunder damage to the target. This increases to 2d6 at 14th level. The barrier resumes at the start of your next turn.

AIR MASTERY

Starting at 17th level, you have mastered the use of air to the point where you can use it to move objects and creatures around you.

As an action, you are able to use the air around you to function like a *telekinesis* spell. This ability does not use a spell slot, however it does require concentration. You can use this ability a number of times equal to your Wisdom modifier. You regain these uses after a short or long rest.

AIR ELEMENTALS

AIR ELEMENTAL

Tiny elemental, true neutral

Armor Class 12

Hit Points 22 (5d4 + 10)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Damage Resistances lightning, thunder, as well as, bludgeoning, piercing, slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Auran

Challenge 1/4 (50 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4+0) bludgeoning damage.

AIR ELEMENTAL

Tiny elemental, true neutral

Armor Class 12

Hit Points 31 (7d4 + 14)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Damage Resistances lightning, thunder, as well as, bludgeoning, piercing, slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Auran

Challenge 1/2 (100 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4+0) bludgeoning damage.

AIR ELEMENTAL

Small elemental, true neutral

Armor Class 13

Hit Points 38 (7d6 + 14)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Damage Immunities poison

Damage Resistances lightning, thunder, as well as, bludgeoning, piercing, slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Auran

Challenge 1 (200 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) bludgeoning damage.



AIR ELEMENTAL

Small elemental, true neutral

Armor Class 13

Hit Points 58 (9d6 + 27)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Damage Immunities poison

Damage Resistances lightning, thunder, as well as, bludgeoning, slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Common

Challenge 2 (450 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Debris. The elemental has picked up bits of random debris from the Elemental Plane of Air. The sharp edges of this debris causes additional damage when it does its slam attack.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) bludgeoning damage, plus 2 (1d6) slashing damage

AIR ELEMENTAL

Medium elemental, true neutral

Armor Class 14

Hit Points 60 (8d8 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Damage Immunities poison

Damage Resistances lightning, thunder, as well as, bludgeoning, slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Common

Challenge 3 (700 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Debris. The elemental has picked up bits of random debris from the Elemental Plane of Air. The sharp edges of this debris causes additional damage when it does its slam attack.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage, plus 4 (1d8) slashing damage

AIR ELEMENTAL

Medium elemental, true neutral

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Damage Immunities poison

Damage Resistances lightning, thunder, as well as, bludgeoning, slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Common

Challenge 4 (1100 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Debris. The elemental has picked up bits of random debris from the Elemental Plane of Air. The sharp edges of this debris causes additional damage when it does its slam attack.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage, plus 4 (1d8) slashing damage

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 12 Strength saving throw. On a failure, a target takes 11 (2d8+2) bludgeoning damage, plus 4 (1d8) slashing damage and held in place. Each round the creature is held, the air elemental can automatically hit with its slam attack against the held creatures.

A creature can escape the whirlwind by making a successful DC 12 Strength saving throw. Success moves the held creature 5 feet away from the air elemental.



AIR ELEMENTAL

Large elemental, true neutral

Armor Class 15

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Damage Immunities poison

Damage Resistances lightning, thunder, as well as, bludgeoning, slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Auran, Common

Challenge 5 (1800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Debris. The elemental has picked up bits of random debris from the Elemental Plane of Air. The sharp edges of this debris causes additional damage when it does its slam attack.

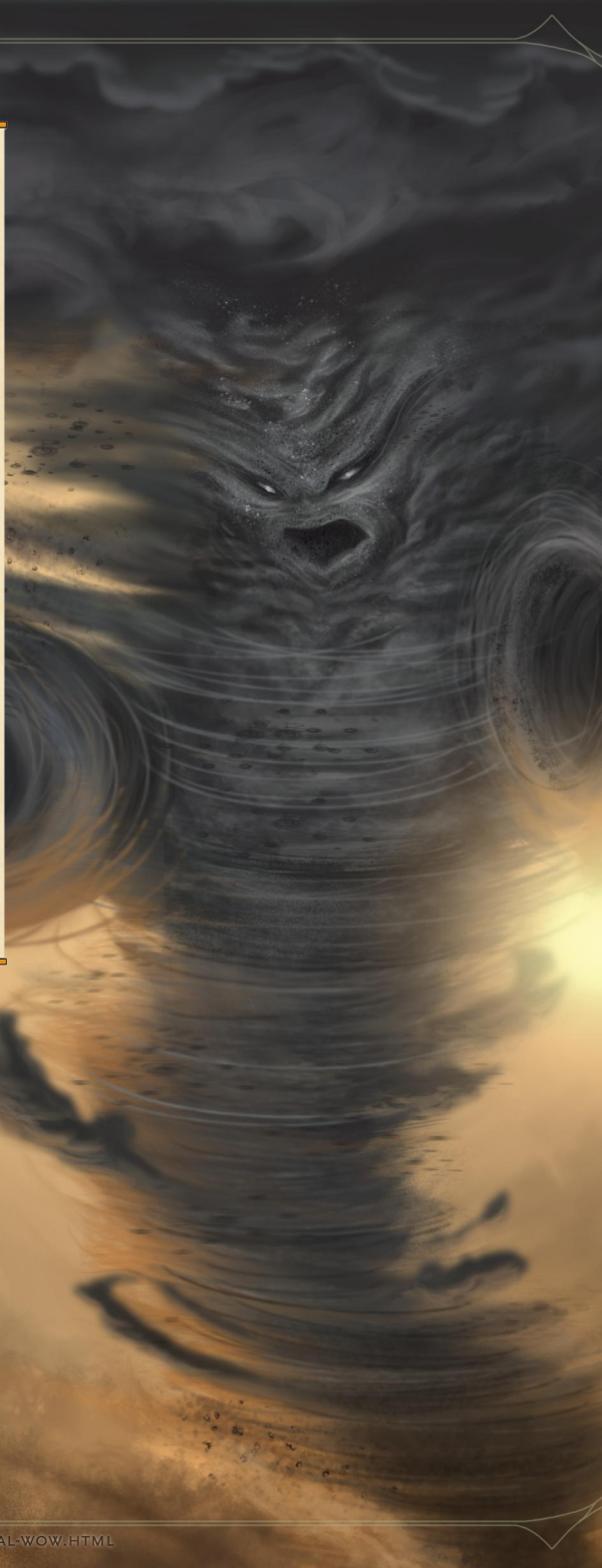
ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage, plus 9 (2d8) slashing damage

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 12 (2d8 +3) bludgeoning damage, plus 9 (2d8) slashing damage and held in place. Each round the creature is held, the air elemental can automatically hit with its slam attack against the held creature.

A creature can escape the whirlwind by making a successful DC 13 Strength saving throw. Success moves the held creature 5 feet away from the air elemental.



EARTH DOMAIN

Earth gods - Dennari, Grumbar, Talos, Plutoq, Urogalan, all have dominion over the earth and the forces that govern it. Their followers are firm in their beliefs as the earth beneath their feet, stubborn and unmoving. Dwarves with their underground societies tend to follow these gods more than other races. Nothing is more solid, yet more unpredictable than the ground below.

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *mold earth* cantrip if you don't already know it.

EARTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements, earth tremor</i>
3rd	<i>earthbind, maximilian's earthen grasp</i>
5th	<i>erupting earth, meld into stone</i>
7th	<i>stone shape, stonесkin</i>
9th	<i>conjure elemental (earth), wall of stone</i>

PATH OF PAIN

Starting at 1st level, you turn the very earth beneath your feet into a walking hazard for any who approach you.

As an action, you can cause the ground in a 20 foot radius centered on you to turn into a field of small spikes that pierce the feet of other creatures. This is treated as difficult terrain and any who move in this area take 1d4 piercing damage for every 5 feet travelled. No damage is taken if they do not move. You are immune to this damage. The damage increases by 1d4 every 4 cleric levels and this effect lasts for 1 minute.

CHANNEL DIVINITY: EARTH WARDING

Starting at 2nd level, you can command the earth to impede the movement of your enemies while unaffected your allies.

This effect can turn soil, sand or other such malleable ground in a 20-foot radius centered on yourself into a grasping morass. Creatures in the area must succeed on a Strength saving throw against your spellcasting DC or be restrained until the effect ends. A creature restrained by the muck can free itself if it uses its action to

make a successful Strength check. The affected area is difficult terrain and moves with you. You can choose to allow allies to move through the field unhindered and unharmed.

EARTH SENSE

At 6th level, your connection to the earth allows you to sense movement through the earth around you.

You gain tremorsense 60ft.

EARTH'S FAVOR

Beginning at 8th level, you can beseech the the land to bestow its favor on you over enemies.

If you and the target creature are both touching the ground, you can use your reaction to impose disadvantage on the creature's next attack. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

EARTH GLIDE

At 17th level, you can burrow through non magical, unworked earth and stone at a speed equal to your current walking speed. While doing so, you do not disturb the material you are moving through.



FIRE DOMAIN

Gods of fire - such as Kossuth, Joramy, Pyremius, Surtr, Onatar - represent the ever burning flame. While some clerics use fire for its light, others use it for its purity. To be consumed by flame means to purge impurities. Many fire deities teach that "All will be consumed by flame". Followers of such gods include warriors, clerics, and druids. Fire knows no evil, as it knows no good. It does not discriminate, it only burns.

FIRE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, chromatic orb (fire)</i>
3rd	<i>aganazzar's scorcher, continual flame</i>
5th	<i>flame arrows, fireball</i>
7th	<i>wall of fire, elemental bane</i>
9th	<i>immolation, flame strike</i>

FLAME'S RETRIBUTION

At 1st level, you can seek fiery vengeance upon those who have wronged you. When a creature within 5ft of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BLAZING INFERNO

Starting at 2nd level, you can use your Channel Divinity to cause a column of fire to erupt from beneath the feet of your foes.

As an action, you invoke the power of flame against any hostile creature within 30 feet of you that you can see. The target creatures take fire damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one.

CHANNEL DIVINITY: FLAMING SOUL

Starting at 6th level, you can ignite the air around you causing those near you to suffer pain from the intense heat you generate.



For 1 minute, any creature that begins its turn within 5ft of you must make a Constitution saving throw. The creature takes 2d8 fire damage on a failed saving throw, and half as much damage on a successful one.

PURITY OF THE HEARTH

At 8th level, your body and soul have become accustomed to the presence of fire. You gain resistance to fire. Also, any fire spells and domain abilities you cast deal an additional 2d6 damage. When you reach 14th level, the extra damage increases to 4d6.

ONE WITH THE FLAME

Starting at 17th level, your time with the flame has suffused it throughout your entire essence and you are able to overcome the natural resistance that enemies have.

You gain immunity to all fire damage and your fire abilities and spells bypass any fire resistance creatures may have.



CLERIC

OCEAN DOMAIN

The clerics of the ocean follow powerful gods of the oceans and waters. Umberlee, Habbakuk, Zeboim, Poseidon, or Sobek are a few examples of Ocean gods that these clerics would follow. They believe in the never ending oceans, the sublimity of tides and the beauty of the waters. These clerics feel most at home on a serene beach or a turbulent ship deck.

OCEAN DOMAIN SPELLS

Cleric Level	Spells
1st	Create or Destroy Water, Cure Wounds
3rd	Calm Emotions, Prayer of Healing
5th	Water Breathing, Water Walk
7th	Control Water, Ice Storm
9th	Mass Cure Wounds, Cone of Cold

BLESSING OF THE TIDES

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Strength (Athletics) checks. This blessing lasts for 1 hour or until you use this feature again.

CHANNEL DIVINITY: CHARM AQUATIC LIFE

Starting at 2nd level, you can use your Channel Divinity to charm aquatic and amphibious creatures.

As an action, you present your holy symbol and invoke the name of your deity. Each aquatic or amphibious creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

ONE WITH THE WAVES

Beginning at 6th level, you gain an innate understanding with the ocean and the waters. Your defenses merge with the oceans to carry you through the tides. You gain a swim speed of 50 feet.

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 cold damage. When you reach 14th level, the extra damage increases to 2d8.

CHANNEL DIVINITY: OCEAN SURGE

Beginning at 17th level, you are able channel your deity and create a massive whirlpool of water. This feature can only be used if a large source of water is available to be used as a focus.

You choose a point within 100 feet of you and cause swirling waters to envelope a 30 foot sphere. Each hostile creature within the area must succeed a Strength saving throw, taking 2d8 bludgeoning damage and becoming knocked prone on a failed save.

All friendly creatures within the area heal 2d8 hit points and if they are prone, they can choose to stand up and end the condition.

Creatures with a swim speed automatically succeed on the saving throw.

Gimmick

Most successful gladiators perform in the coliseum with some kind of theme to boost crowd appeal. For example, you might wear furs to look like a werewolf, or you may fight with a showy but impractical exotic weapon. Whatever gimmick you choose, it's a vitally important part of your gladiatorial persona and should be reflected in your Personality Traits.



MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

GLADIATOR

The violent showmen of bloodsport, and the avatars of slaughter, archetypal gladiators revel in battle. More than that, they transform killing into performance art. The crucible of fighting pits and coliseums produce gladiators in droves, but only the most merciless and popular survive to make their reputation and escape as free men. As such, free gladiators often have as much celebrity as they do a genuine love of brutality.

APPEAL TO AUDIENCE

At 3rd level, if there is a non-combative audience watching you fight, once per turn, you can gain a bonus to a melee attack roll equal to the number of people in the audience, up to a maximum of your Charisma modifier.

BRAZEN DEFENSE

At 3rd level, even if you fight with little armor, your panache in combat makes you challenging to hit. While unarmored, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

BLOODY RENOWN

By 7th level, your reputation as a deadly combatant precedes you. You have advantage on Charisma (Intimidation) checks against humanoid creatures that have heard of your fighting prowess.

ROBILAR'S GAMBIT

At 10th level as a bonus action, you can enter a special fighting stance. Until the beginning of your next turn, each time a creature within your reach attacks you, it has advantage on its attack roll, but provokes an Opportunity Attack from you when it hits you, which you can make without expending a reaction.

CROWD FAVORITE

By 15th level, when you hit with a melee attack, you can add your Charisma modifier to your damage roll.

EXECUTION

At 18th level, when you hit with a melee attack, you can deal maximum damage in addition to the damage roll. This attack ignores damage resistance. After using this ability, you must complete a short or long rest before using it again.



PSIONIC HANDBOOK

DUNGEONS & DRAGONS

A PSIONICS THEMED HOMEBREW SUPPLEMENT FOR 5TH EDITION D&D

PSIONIC HANDBOOK

A PSIONICS THEMED HOMEBREW SUPPLEMENT FOR 5TH EDITION D&D

BY REDDIT/U/ZDND

WITH HELP FROM THE COMMUNITY AT /R/UNEARTHEDARCANA

VERSION 0.6



PSIONICS

Psionics is a source of power that originates from within a creature's mind, allowing it to augment its physical abilities and affect the minds of others. Psionic abilities are called **psionic disciplines**, since each one consists of rigid mental exercises needed to place a creature in the correct mindset to wield psionic power.

A discipline offers a number of abilities, but some of them require additional energy and expertise to create their effects.

Psionic talents are akin to disciplines, but they require no psi energy and can be used at will. They are almost an innate part of the mystic.

Psionic talents and the effects offered by disciplines are collectively known as **powers**.

In addition, a creature skilled in the use of psionics can exert its **psychic focus** on a psionic discipline. This effect allows a creature to gain a constant benefit from the discipline.

A creature that wields psionic power is referred to as a **psion**, just as a creature that uses magic is referred to as a spellcaster.

OTHERWORLDLY POWER

Not every D&D world features psionic power to the same extent. Psionics indirectly originates from the Far Realm, a dimension outside the bounds of the known multiverse. The Far Realm has its own alien laws of physics and magic. When its influence extends to a world, the Far Realm invariably spawns horrific monsters and madness as it bends reality to its own rules.

As the laws of reality twist and turn, individual minds can be awakened to the cosmic underpinnings that dictate the form and nature of reality. The tumult caused by the Far Realm creates echoes that can disturb and awaken minds that would otherwise slumber. Such awakened creatures look on the world in the same way that creatures existing in three dimensions might look on a two-dimensional realm. They see possibilities, options, and connections that are unfathomable to those with a more limited view of reality.

In worlds that are relatively stable and hew close to the archetypal D&D setting presented in the core rulebooks, psionics is rare - or might not exist at all. The cosmic bindings that define the multiverse are strong in such places, making it

unlikely that an individual mind can perceive the possibilities offered by psionics. Mystics in such worlds might be so scarce that a mystic never meets another practitioner of the psionic arts. Characters might unlock their psionic potential by random chance, and ancient tomes, journals, and other accounts of mystics might serve as the only guide to mastering this form of power.

Psionics is more common in worlds where the bounds of reality have been twisted and warped. The realm of Athas in the Dark Sun campaign setting is the prime example of a world where psionics is common. The gods are absent, magic has been twisted into an ecological scourge, and the common threads that bind many worlds of D&D have been sundered. By contrast, the world of Eberron is a setting where the bounds of reality have been tested but not fully broken. Psionics is not as pervasive in Eberron as in Athas, but the influence of the otherworldly realm of Xoriat makes it a known and studied art.

PSIONICS AND MAGIC

Psionics and magic are two distinct forces. In general, an effect that affects a spell has no effect on a psionic effect. There is one important exception to this rule. A psionic effect that reproduces a spell is treated as magic. A psionic effect reproduces a spell when it allows a psionic creature or character to cast a spell. In this case, psionic energy taps into magic and manipulates it to cast the spell.

For example, the mind flayer as presented in the *Monster Manual* has the Innate Spellcasting (Psionics) feature. This feature allows the mind flayer to cast a set of spells using psionic energy. These spells can be countered with *dispel magic* and similar effects.

PSIONICS AND RAGE

Psionics, while not magic itself, is an extremely intricate and powerful force of the world. Due to this, it requires a vast amount of concentration and dedicated focus. Barbarians or creatures under a Rage effect cannot use a power or maintain psychic focus, regardless of mystic or psionic order features.



MYSTIC

The striking fist or flashing sword pales beside a mystic's focused stare. Psionic powers arise from a regimen of strict mental discipline developed over months and years of self-scrutiny and subconscious discovery. Those who overcome their personal demons, fears, and other pitfalls of intense self-reflection learn to call upon an internal reservoir of psionic power.

Mystics depend on a continual study of their own minds to discover an ever wider range of mental powers. They meditate on memories and the nature of memory itself, debate with their own fragment personalities, and delve into the dark recesses of their minds' convoluted corridors. "Know thyself" is not just a saying for a mystic - it's the road to power.

CREATING A MYSTIC

As you begin creating your mystic character, consider how he or she would be using their psionic power. Do you meditate every day doing complex thought processes to sharpen their mind, or do you tend to focus your mind and prowess during combat instead of in private? Perhaps you show your mental ability off to others to make a point of how powerful you truly are.

Is your character afraid of losing their psionic power? How often do you make displays of your abilities - if at all? Were you born with the abilities of a mystic? Or did you awaken to them in a time of great need and mental focus? Perhaps you are from another plane or realm of existence? What led you to the adventuring life? Were you already an adventurer when you became a mystic? Maybe you were always a mystic and you recently found yourself bored of your own mental prowess - seeking a role in a group of people to enlighten.

QUICK BUILD

You can make a mystic quickly by following these suggestions. First, Intelligence should be your highest ability score, as mystics tend to push the limits of mental ability. Make Constitution your next highest if you plan on being a part of the Order of the Awakened or Order of the Invisible Hand. Choose Strength as your next highest ability score if you plan on joining the Order of the Immortal. Select Dexterity as your next highest ability score if you plan on joining the Order of the Knife. Secondly, choose the Sage or Hermit background.



THE MYSTIC

Level	Proficiency Bonus	Features	Talents Known	Disciplines Known	Psi Points	Psi Limit
1st	+2	Psionics, Mystic Order	1	2	4	2
2nd	+2	Mystical Recovery	1	3	6	2
3rd	+2	Mystic Order feature	2	3	14	3
4th	+2	Ability Score Improvement, Strength of Mind	2	3	17	3
5th	+3		2	4	27	5
6th	+3	Mystic Order feature	2	4	32	5
7th	+3		2	5	38	6
8th	+3	Ability Score Improvement, Mystic Order feature	2	5	44	6
9th	+4		2	6	57	7
10th	+4	Consumptive Power	3	6	64	7
11th	+4	Power Surge (9 psi points)	3	6	73	7
12th	+4	Ability Score Improvement	3	7	73	7
13th	+5	Power Surge (10 psi points)	3	7	83	7
14th	+5	Mystic Order feature	3	7	83	7
15th	+5	Power Surge (11 psi points)	3	8	94	7
16th	+5	Ability Score Improvement	3	8	94	7
17th	+6	Power Surge (13 psi points)	4	8	107	7
18th	+6	Mental Mastery	4	9	114	7
19th	+6	Ability Score Improvement	4	9	123	7
20th	+6	Ingrained Thought	4	9	133	7

CLASS FEATURES

As a mystic, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mystic level

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

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

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, History, Insight, Medicine, Nature, Perception, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a spear, (b) a mace, or (c) greatsword (if proficient)

- (a) leather armor, (b) scale mail, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

PSIONICS

As a student of psionics, you can master and use psionic disciplines and talents.

PSIONIC TALENTS

A psionic talent is a minor psionic effect you have mastered. At 1st level, you know one psionic talent of your choice (see the talent options later in this class description). You learn additional talents of your choice at higher levels, as shown in the Talents Known column of the Mystic table.

PSIONIC DISCIPLINES

A psionic discipline is a rigid set of mental exercises that allows a mystic to manifest psionic power. Such disciplines are divided into two categories: lesser disciplines and greater disciplines. A mystic masters only a few disciplines at a time.

At 1st level, you know two lesser disciplines of your choice (see the discipline options later in this class description). You learn additional disciplines of your choice at higher levels, as shown in the Disciplines Known column of the Mystic table. You must be at least 5th level to learn a greater discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice. You can replace a lesser discipline with a greater discipline, but only if you are at least 5th level.

PSI POINTS

You have an internal reservoir of energy that can be devoted to the psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points.

The number of psi points you have is based on your mystic level, as shown in the Psi Points column of the Mystic table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum after you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

PSI LIMIT

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your mystic level, as shown in the Psi Limit column of the Mystic table. For example, as a 3rd-level mystic, you can spend no more than 3 psi points on a discipline each time you use it, no matter how many psi points you have.

PSYCHIC FOCUS

You can focus psychic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a psychic focus benefit. You can have only one psychic focus benefit at a time.

PSIONIC ABILITY

Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

Discipline save DC = 8 + your proficiency bonus + your Intelligence modifier

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

MYSTIC ORDER

At 1st level, you choose a Mystic Order: the Order of the Awakened, Order of the Knife, Order of the Immortal, or Order of the Invisible Hand, which are detailed at the end of the class description. Each order specializes in a particular approach to psionics. Your order gives you features when you choose it at 1st level and additional features at 3rd, 6th, 8th, and 14th level.

MYSTICAL RECOVERY

Starting at 2nd level, you draw vigor from the psi energy you use to power psionic disciplines associated with your Mystic Order.

Once per turn when you spend psi points on a psionic discipline of your order, you regain hit points equal to your Intelligence modifier if your current hit point total equals half your hit point maximum or less.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

STRENGTH OF MIND

Even the simplest psionic techniques require a deep understanding of how psionic energy can augment mind and body. This understanding allows you to alter your defenses to better deal with threats.

Starting at 4th level, you can replace your proficiency in either Wisdom, Dexterity, or Constitution saving throws whenever you finish a short or long rest. To do so, choose Strength, Dexterity, Constitution, Wisdom, Intelligence, or Charisma. You gain proficiency in saves using that

ability, instead of the first ability you chose. This change lasts until you finish your next short or long rest.

CONSUMPTIVE POWER

At 10th level, you gain the ability to sacrifice your health in exchange for psychic power. As a bonus action, you regain up to 1 psi points for each level you have in this class. For each point you choose to regain this way, your current hit points and hit point maximum are both reduced by 5. This reduction can't be lessened in any way.

Once you use this feature, you can't use it again until you finish a long rest, and the reduction to your hit point maximum lasts until you finish a long rest.

POWER SURGE

At 11th level, you unlock the ability to briefly push beyond your psi limit.

At any time, you can raise your psi limit, increasing it to 9 points. The next discipline effect you use consumes this effect, reducing your psi limit to its normal amount. You must finish a long rest before you can do so again.

At higher levels, you gain more uses of this feature, with an increased psi limit: 10 points at 13th level, 11 points at 15th level, and 13 points at 17th level. You regain all uses of your Power Surge when you finish a long rest.

MENTAL MASTERY

At 18th level, you have achieved such mastery over certain discipline effects that you can use them at will. Choose one effect option with a psi point cost of 2 or lower, and one effect option with a psi point cost of 3 or lower, from any discipline you know. You can use those effects at their lowest cost without expending psi points. If you want to augment them beyond their minimum costs, you must expend psi points as normal.

By spending 8 hours in meditation, you can exchange one or both of the effects you chose for different effects.

INGRAINED THOUGHT

By 20th level, you have gained absolute mastery over one of your disciplines. Choose one discipline that you know. You gain the psychic focus benefit of this discipline at all times.

MYSTIC ORDERS

Psionics is a mysterious form of power within most D&D worlds. Secretive orders study its origins and applications, while pushing the boundaries of what psychic power can achieve.

Each mystic order pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics and determines the disciplines they master.

ORDER OF THE AWAKENED

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the Awakened hope to attain a perfect state of being - focused on pure intellect and mental energy.

The Awakened are skilled at bending minds and unleashing devastating psychic attacks, and are able to read the secrets of the world through psionic energy. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

MIND MASTERY

At 1st level, you gain the *mind meld* and *thought spear* psionic talents (these are in addition to the talents you gain in the Mystic table). If you already have either one, you can pick any other talent to replace it.

AWAKENED EXPERTISE

Starting at 1st level, your focused mental training grants you extended knowledge. You gain proficiency in two skills of your choice.

In addition, choose one skill you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses that skill.

PSIONIC INVESTIGATION

At 3rd level, you can focus your mind to read the psionic imprint left on an object. If you hold an object and concentrate on it for 10 minutes (as if concentrating on a psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object, regardless of how long ago it was last handled.

You also learn of any events that have occurred within 20 feet of the object within the past 24 hours. The events you perceive unfold from the

object's perspective. You see and hear such events as if you were there, but can't use other senses.

Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn.

PSYCHIC SURGE

Starting at 6th level, you overload your psychic focus to batter down an opponent's defenses. You can impose disadvantage on a target's saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

POTENT PSIONICS

At 8th level, you can add your Intelligence modifier to the damage you deal with any psionic talent.

SHED BODY

At 14th level, you gain the ability to briefly cast aside your body. As a bonus action, you can enter a state of transcendence from the physical world. In this state you have a fly speed equal to your current speed, and you can move through other creatures and objects as if they were difficult terrain. You take 10 force damage if you end your turn inside an object. This state lasts until you dismiss it as a bonus action on your turn.

ORDER OF THE IMMORTAL

The Order of the Immortal strives to achieve physical perfection by augmenting the body's natural strength with psychic power. This order's goal is for its members to achieve immortality by overcoming the effects of aging through rigorous discipline and psionic perfection. To members of this order, psionic energy is a tool to augment, control, and perfect the physical body.

Members of this order who take up the adventuring life are skilled warriors. Their psionic abilities allow them to shrug off injuries and hazards, while focusing their strength and speed in combat.

MARTIAL ORDER

At 1st level, you gain proficiency with martial weapons, heavy armor, and shields.

PSIONIC RESILIENCE

At 3rd level, you learn to use psionic energy to speed up your natural healing. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier, provided that you have at least 1 hit point.

SURGE OF HEALTH

Starting at 6th level, you can draw on your psychic focus to escape death's grasp. As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this ability if you can't use your psychic focus.

CUTTING RESONANCE

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

IMMORTAL AGE

At 14th level, you can manipulate time itself within the confines of your body. For every 20 years that pass, your body only ages 1 year.

MIND OVER BODY

Starting at 14th level, you fight through wounds that would fell most through sheer willpower alone. When you are reduced to 0 hit points but not killed outright, you can spend 5 psi points to drop to a number of hit points equal to your mystic level.

You can't use this feature to gain until you complete a long rest.

ORDER OF THE INVISIBLE HAND

Mystics dedicated to the Order of the Invisible Hand aim to master the art of warfare, using their psychic powers to assault foes from afar. They are masters of powers that manipulate and transform matter and energy.

The Invisible Hand are skilled at telekinesis, delighting in crushing their foes with invisible force, pelting their enemies with massive objects,

and disarming combatants with a single thought. Invisible Hand mystics who take to adventuring are skilled tacticians, often turning the tides of battle in their favor with their wits.

TELEKINETIC TALENT

At 1st level, you gain the *energy ray* and *ballistic attack* psionic talents (these are in addition to the talents you gain in the Mystic table). If you already have either one, you can pick any other talent to replace it.

ENERGY ADEPT

Starting at 1st level, your energy manipulating powers grow more potent. When you finish a short or long rest, choose one of the following damage types: acid, cold, fire, lightning, or thunder. Powers you use ignore resistance to damage of the chosen type. In addition, when you roll damage for a power you use that deals damage of that type, you can treat any 1 on a damage die as a 2.

SCULPT POWERS

Beginning at 3rd level, you can create pockets of relative safety within the effects of your order's powers. When you use an Invisible Hand discipline power that affects other creatures that you can see, you can choose a number of them up to your Intelligence modifier. The chosen creatures automatically succeed on their saving throws against the power, and they take no damage if they would normally take half damage on a successful save.

REPELLING SURGE

Starting at 6th level, you gain the ability to unleash a burst of telekinetic force as an action. Each creature within 15 feet of you must succeed on a Strength saving throw or be pushed 15 feet away from you in a straight line and be knocked prone. Your psychic focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this ability if you can't use your psychic focus.

POTENT PSIONICS

At 8th level, you can add your Intelligence modifier to the damage you deal with any psionic talent.

FORCE OF WILL

At 14th level, you have mastered the art of telekinesis. While you are concentrating on an

Invisible Hand discipline effect, you gain the following benefits:

- You add your proficiency bonus to ability checks made to move creatures or objects with your Invisible Hand disciplines.
- The maximum weight of an object you can try to move with your Invisible Hand disciplines is doubled.
- As a bonus action on your turn, you can spend 2 psi points to use the *ballistic attack* talent.

ORDER OF THE KNIFE

Never caught unarmed, a member of the Order of the Knife, also known as a soulknife, is the literal interpretation of using the power of the mind as a weapon. Creating a mind blade is the core of the Order of the Knife, and with it, they are deadly combatants. Versatile and varied, the soulknife can be found in all shapes and sizes, wielding blades unique to the wielder and customized to fit the needs of the soulknife. Fluid in function, the soulknife has mastered how to alter her mind blade to fit the situation, bringing power and versatility into any combat. Despite the name, a soulknife is not restricted to creating bladed weapons, and will often change weapons to better combat their foes.

Those soulknives who take up the adventuring life are cunning warriors. Their psionic abilities allow them to adapt to any foe, making them deadly in any battle.

FIGHTING STYLE

At 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

MIND BLADE

Starting at 1st level, once during your turn (no action required), you can form semi-solid weapons composed of psychic energy in your empty hands. You can choose the form the melee weapons take each time you create them (see chapter 5 of the *Player's Handbook* for weapon options). You are proficient with the weapons while you wield them.

Your mind blades disappear if they are more than 5 feet away from you for 1 minute or more. They also disappear if you use this feature again, if you dismiss them (no action required), if another creature picks them up, or if you die.

You can transform magic weapons into your mind blades by performing a special ritual while you hold a weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon is transformed into pure psychic energy, and appears whenever you create your mind blades thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your mind blade if you die, if you perform the 1-hour ritual on a third weapon, or if you use a 1-hour ritual to return it to normal. The weapon appears at your feet if it is not currently manifested when the bond breaks.

DEFLECT BLOWS

By 3rd level, you have learned to use your mind blades to interrupt an enemy's attack. As a reaction when an attacker you can see makes a melee attack against you, roll a d20 and add your mind blade's attack bonus. If the result of your roll

is greater than the result of your opponent's attack roll, the attack against you misses.

SURGE OF BRUTALITY

Starting at 6th level, you can draw on your psychic focus to deliver a powerful blow. When you deal damage with an attack, you can choose to deal maximum damage with your mind blade and psychic strike, but at the cost of using your psychic focus. Your psychic focus immediately ends, and you can't use it again until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

PSYCHIC STRIKE

At 8th level, you gain the ability to infuse your mind blade with additional energy. Once on each of your turns when you hit a creature with your mindblade, you can deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, this extra damage increases to 2d8.

BLADEWIND

At 14th level, you gain the ability to momentarily fragment your mind blade into numerous identical blades, each of which strikes at an opponent. As an action, you can make a melee attack with your mind blade against any number of creatures within 5 feet of you, with a separate attack roll for each target.



PSIONIC CLASS ARCHETYPES

This chapter contains two new psionic-themed archetypes, the psychic warrior and the lurk.

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

PSYCHIC WARRIOR

Where the mystic focuses on studying psionics and unlocking the mysteries of the mind, the psychic warrior strives to achieve balance between mental and physical mastery. A psychic warrior blends psionics and martial prowess together harmoniously, becoming fierce and deadly combatants.

PSIONICS

When you reach 3rd level, you augment your martial prowess with the ability to use psionic powers. See the *Psionic Disciplines* section of the general rules of using powers.

Talents. You learn the *blade meld* talent and one additional talent of your choice. You learn an additional talent of your choice at 7th level.

Psi Points. The Psychic Warrior Psionics table shows how many psi points you have to use your discipline effects. The table also shows your psi limit. You regain all expended psi points when you finish a long rest.

Disciplines Known. You know two disciplines of your choice, which must be from the Immortal and Invisible Hand discipline lists.

The Disciplines Known column of the Psychic Warrior Psionics table shows when you learn more disciplines. Each of these disciplines must be an Immortal or Invisible Hand.

You must be at least 13th level to learn a greater discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice. You can replace a lesser discipline with a greater discipline, but only if you are at least 13th level.

Psionics Ability. Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

PSYCHIC WARRIOR PSIONICS

Fighter Level	Talents Known	Disciplines Known	Psi Points	Psi Limit
3rd	2	2	4	2
4th	2	3	6	2
5th	2	3	6	2
6th	2	3	6	2
7th	2	3	14	3
8th	2	3	14	3
9th	2	3	14	3
10th	3	3	17	3
11th	3	3	17	3
12th	3	3	17	3
13th	3	4	27	5
14th	3	4	27	5
15th	3	4	27	5
16th	3	4	32	5
17th	3	4	32	5
18th	3	4	32	5
19th	3	5	38	6
20th	3	5	38	6

Discipline save DC = 8 + your proficiency bonus + your Intelligence modifier

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

WALKING ARMORY

Starting at 3rd level, the *blade meld* talent changes for you in the following ways:

- You can store and summon up to two weapons at a time, rather than only one.
- You can affect ranged weapons as well as melee weapons.

MIND AND BODY

Beginning at 7th level, when you use your action to use a talent, you can make one weapon attack as a bonus action.

RESONATING STRIKE

At 10th level, you learn how to make your weapon attacks undercut a creature's resistance to your powers. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a power you use before the end of your next turn.

PSYCHIC CHARGE

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

IMPROVED MIND AND BODY

Starting at 18th level, when you use your action to use a power, you can make one weapon attack as a bonus action.

ROGUSH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus – not necessarily an indication of your chosen profession, but a description of your preferred techniques.

LURK

A lurk is a psion who has honed their mental talents to a deadly focus. With their extraordinary ability to perceive an enemy's weakness, a lurk can take advantage of the slightest distraction to make vicious thrusts with their chosen weapon.

A lurk uses its arsenal of psionic powers to become a very effective killer, hindering their enemies and delivering lethal attacks.

PSIONICS

When you reach 3rd level, you augment your martial prowess with the ability to use psionic powers. See the *Psionic Disciplines* section of the general rules of using powers.

Talents. You learn the *far hand* talent and one additional talent of your choice. You learn an additional talent of your choice at 7th level.

Psi Points. The Lurk Psionics table shows how many psi points you have to use your discipline effects. The table also shows your psi limit. You regain all expended psi points when you finish a long rest.

Disciplines Known. You know two disciplines of your choice, which must be from the Awakened Mind and Knife discipline lists.

The Disciplines Known column of the Psychic Warrior Psionics table shows when you learn

LURK PSIONICS

Fighter Level	Talents Known	Disciplines Known	Psi Points	Psi Limit
3rd	2	2	4	2
4th	2	3	6	2
5th	2	3	6	2
6th	2	3	6	2
7th	2	3	14	3
8th	2	3	14	3
9th	2	3	14	3
10th	3	3	17	3
11th	3	3	17	3
12th	3	3	17	3
13th	3	4	27	5
14th	3	4	27	5
15th	3	4	27	5
16th	3	4	32	5
17th	3	4	32	5
18th	3	4	32	5
19th	3	5	38	6
20th	3	5	38	6

more disciplines. Each of these disciplines must be an Awakened Mind or Knife discipline

You must be at least 13th level to learn a greater discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice. You can replace a lesser discipline with a greater discipline, but only if you are at least 13th level.

Psionics Ability. Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

Discipline save DC = 8 + your proficiency bonus + your Intelligence modifier

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

FAR HAND TRICKERY

Starting at 3rd level, when you use the *far hand* talent, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can tow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.

- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

PSYCHIC AMBUSH

Starting at 9th level, if you are hidden from a creature when you use a power on it, the creature has disadvantage on any saving throw it makes against the power this turn.

MYSTICAL TRICKSTER

At 13th level, you gain the ability to distract targets with your *far hand*. As a bonus action on your turn, you can designate a creature within 5 feet of the spectral hand created by the talent. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

COPYCAT

At 17th level, you gain the ability to replicate a spell cast by a spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your discipline save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least 1st level up to 3rd level at level 17, or up to 4th level when you reach level 19. For the next 8 hours, you know the spell and can cast it at its base level using your psi points. The table below shows the spell's psi point cost based on the spell's level.

COPYCAT PSI POINT COST

Spell Level	Psi Point Cost
1st	2
2nd	3
3rd	5
4th	6

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



PSIONIC DISCIPLINES

Psionic disciplines are the heart of a mystic's craft. They are the mental exercises and psychic formulae used to forge inner will into tangible effects.

Disciplines were each discovered by different orders and tend to reflect their creators' ethos and specialties. However, a mystic may learn any discipline regardless of its associated order.

USING A DISCIPLINE

Each discipline has a number of ways you can use it, all contained in its description. The discipline specifies the type of action and number of psi points needed to use its effect options. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on.

You may only use each option from one of your disciplines once per turn, but may use different options normally.

The following sections go into more detail on using a discipline.

PSYCHIC FOCUS

The Psychic Focus section of a discipline describes the benefit you gain when you choose that discipline for your psychic focus.

EFFECT OPTIONS AND PSI POINTS

A discipline provides different options for how to use it with your psi points. Each effect option has a name, and the psi point cost of that option appears in parentheses after its name. You must spend that number of psi points to use that option, while abiding by your psi limit. If you don't have enough psi points left, or the cost is above your psi limit, you can't use the option.

Some options show a range of psi points, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your psi limit.

Each option notes specific information about its effect, including the action required to use it (if any), its range, and whether it requires concentration. If an option doesn't state that it is used as an action, a bonus action, or a reaction, using it requires no action.

Some effects, known as **augment**s, bolster your attacks or other powers in various ways, such as adding additional psychic damage. You can only

use one augment effect per turn. An augment effect is noted with an "A" after the option's psi point cost.

COMPONENTS

Disciplines don't require the components that many spells require. Using a discipline requires no spoken words, gestures, or materials. The power of psionics comes from the mind.

DURATION

An option in a discipline specifies how long its effect lasts.

Instantaneous. If no duration is specified, the effect of an option is instantaneous.

Concentration. Some effect options require concentration. This requirement is noted with a "C" after the option's psi point cost.

Concentrating on a discipline follows the same rules as concentrating on a spell. This rule means you can't concentrate on a spell and a discipline at the same time, nor can you concentrate on two disciplines at the same time.

TARGETS AND AREAS OF EFFECT

Psionic disciplines use the same rules as spells for determining targets and areas of effect. See chapter 10, "Spellcasting," of the *Player's Handbook*.

SAVING THROWS AND ATTACK ROLLS

If a discipline requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your psionic ability.

Some disciplines require you to make an attack roll to determine whether the discipline's effect hits its target. The attack roll uses your psionic ability.

COMBINING PSIONIC EFFECTS

The effects of different psionic disciplines add together while the durations of those disciplines overlap. Likewise, different options from a single psionic discipline combine if they are active at the same time. However, a specific option from a psionic discipline doesn't combine with itself if that option is used multiple times. Instead, the most potent effect - usually dependent on how



many psi points were used to create the effect - applies while the durations of the effects overlap. Psionics and magic are separate effects, and therefore their benefits and drawbacks overlap. A psionic effect that reproduces a spell is an exception to this rule (see “Psionics and Magic” earlier, as well as “Combining Magical Effects” in chapter 10, “Spellcasting,” of the *Player’s Handbook*).

CASTING SPELLS THROUGH PSIONICS

Some psionic effects allow you to cast a spell by using psionic energy to tap into magic and manipulate it to cast the spell. Unless otherwise stated, a spell cast in this way requires the normal material components, but not the verbal or somatic components. You must still concentrate on a spell cast this way, if the spell requires concentration.

DISCIPLINE LISTS

The following lists show which disciplines are attributed to each order.

AWAKENED (LESSER)

Conquering Mind
Deceive Senses
Intellect Fortress
Mind Vault
Psionic Restoration
Third Eye

AWAKENED (GREATER)

Alter Perceptions
Astral Manipulation
Clairsentience
Metapsionics
Mindbender
Mind over Emotion
Psionic Assault
Telepathy

IMMORTAL (LESSER)

Celerity
Force Bulwark
Iron Durability
Psionic Weapon

IMMORTAL (GREATER)

Adaptive Body
Body of Wind
Chronokinesis
Metamorphosis
Wrathful Guardian

INVISIBLE HAND (LESSER)

Bend Energy
Crystalline Manifestations
Kinetic Manipulation
Photokinesis
Telekinetics
Touch of the Void

INVISIBLE HAND (GREATER)

Acrikinesis
Cryokinesis
Electrokinesis
Energy Mastery
Legacy of the Void
Metacreativity
Psychoportation
Pyrokinesis
Shape Matter

KNIFE (LESSER)

Alacrity
Displacement
Mental Veil
Psionic Throw
Will of Blades

KNIFE (GREATER)

Aspect of the Beast
Elemental Weapon
Few against Many
Predation
Soul Affinity

DISCIPLINE DESCRIPTIONS

The following disciplines are presented in alphabetical order.

ACRIKINESIS

Greater discipline (Invisible Hand)

Using your psionic power, you manifest and manipulate acid, using it to melt your enemies.

Psychic Focus. While focused on this discipline, whenever you deal acid damage to an object, you can add your psionic ability modifier to that damage. In addition, acid damage that you take is reduced by 3.

Corrode (2, A). When you deal acid damage with a discipline effect or talent, you can cause one creature damaged by the power to slowly melt. The target takes an additional 2d4 acid damage immediately, and 1d4 acid damage at the end of its next turn.

Corrosive Aura (9, C). As an action, you surround yourself with a corrosive aura, damaging

all who come near. When the aura appears, each creature within 5 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 4d8 acid damage, or half as much damage on a successful save.

The aura persists for 1 minute, and deals 4d8 acid damage to each creature that ends its turn within 5 feet of you. A creature takes the same damage when it enters the aura for the first time on its turn.

Acid Breath (11). As an action, your mouth spews forth vitriolic acid in a line 100 feet long and 5 feet wide in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 12d8 acid damage on a failed save, or half as much damage on a successful one.

ADAPTIVE BODY

Greater discipline (Immortal)

You can alter your body to withstand punishing environments.

Psychic Focus. While focused on this discipline, you don't need to eat, sleep, or breathe.

Energy Adaptation (5, C). As an action, you touch a creature and give it resistance to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

Energy Immunity (7, C). As an action, you touch a creature and give it immunity to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

ALACRITY

Lesser discipline (Knife)

You channel psionic power into your body, pushing beyond your limits. You strike your enemies with deadly agility, bringing swift death while you dance around the battlefield.

Psychic Focus. While focused on this discipline, you can use a reaction when you are missed by a melee attack to move up to 10 feet. This movement doesn't provoke opportunity attacks.

Dazzling Speed (1-6, A). When you hit a target with a melee weapon attack, you can use your incredible speed to distract them from future attacks. The target takes an extra 1d8 damage per psi point you spend of the same type dealt by the weapon, and the next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

The amount of points spent on this effect cannot exceed your proficiency modifier.

Death from Above (5). As an action, you whirl around, striking each creature within 5 feet of you with one of your weapons. Creatures within the

area must succeed on a Dexterity saving throw or take 3d6 damage. On a successful save, a creature takes half as much damage. Then, choose a creature that you can see within 60 feet. You leap to an unoccupied space adjacent to the target. Make a melee weapon attack against the target. On a hit, the target takes 3d8 damage in place of the attack's normal effect. The damage type is the same as that of the weapon

Honed Reflexes (7). As a reaction, you can reroll a Dexterity saving throw that you fail. If you do so, you must use the new roll.

ALTER PERCEPTIONS

Greater discipline (Awakened)

By channeling psionic power, you gain the ability to substitute a creature's perceptions of the world with images you choose.

Psychic Focus. While focusing on this discipline, you can use your action to touch a willing humanoid and allow it to perceive through your senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn.

While perceiving through your senses, the other creature benefits from any special senses possessed by you, and they are blinded and deafened to their own surroundings.

Psychosis (6, C). As an action, you cast the *confusion* spell.

Vision of Death (10, C). You force your enemies to perceive their own death. As an action, choose any number of creatures you can see within 30 feet. Each creature must make a Wisdom saving throw. On a failed save, a creature becomes frightened for 1 minute. At the start of each affected creature's turn before the effect ends, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the effect ends.

Microcosm (13). You warp the consciousness and senses of a creature, sending it into a catatonic state, where its senses are all completely fabricated from within its own mind.

As an action, choose a creature within 60 feet. The target must make a Wisdom saving throw. On a failure, it permanently falls unconscious, unable to perceive anything beyond its own delusions.

A creature with more than 100 hit points is immune to this effect.

Using this effect on a creature again turns its sensory pathways outward once more, freeing it

from the effect. Otherwise, only very potent effects such as greater restoration, heal, or wish can restore the creature to normal.

ASPECT OF THE BEAST

Greater discipline (Knife)

You call forth the aggressive nature of the beast inherent in yourself, enhancing your combat prowess and your ability to hunt your foes.

Psychic Focus. While focused on this discipline, you gain a bonus to Strength (Athletics) and Dexterity (Acrobatics) checks. The bonus equals half your psionic ability modifier (minimum bonus of +1).

Expansion (3). As an action, you cast the *enlarge* spell on yourself.

Thicken Skin (5, C). As an action, you cause your skin to thicken into armor. For 1 hour, your AC can't be less than 13 + your Constitution modifier, regardless of what kind of armor you are wearing.

Avatar of Doom (13, C). As an action, you wrench from your subconscious a terrifying visage of deadly hunger and become one with it.

You transform into an Avatar of Doom for 1 minute, or until you drop to 0 hit points or die. See the Psionic Monsters and NPCs section for the creature's statistics.

Your game statistics are replaced by the statistics of the creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours.

You assume the hit points of your new form. When you reverts 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.

While in this form, you can't speak, cast spells, or use powers, but you can still use your psychic focus normally.

ASTRAL MANIPULATION

Greater discipline (Awakened)

Through this discipline, you deliver messages, travel, and even avoid death by manipulating the Astral Plane.

Psychic Focus. While focused on this discipline, you can use your reaction when you are hit by an attack to slip partially into the Astral Plane for a moment. Nonmagical bludgeoning, piercing, and slashing damage that you take from the attack is reduced by 3.

Dream (7). By spending 1 minute in uninterrupted meditation, you cast the *dream* spell.

Astral Seed (11). By spending 8 hours in uninterrupted meditation, you weave strands of astral ectoplasm and diamond dust worth at least 1,000 gp into a crystal containing the seed of your living mind. The crystal remains inert and endures indefinitely, as long as it remains undisturbed.

At any time thereafter, if you die, your soul transfers to the crystal, provided that your soul is free and you are willing to return, and your physical remains become inert and can't thereafter be restored to life, since your soul is elsewhere. While your soul resides in the crystal, you can use powers and perform any other purely mental actions.

You have thirty days to grow a new organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude. The body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is physically identical to your original. Optionally, you can also choose to have the new body be a younger version of your own. The crystal itself breaks down and becomes part of the new organic body when the tenth day ends, at which point you completely and totally inhabit the new body.

Your new self is identical to the original and has the same personality, memories, and abilities, but none of your original self's equipment.

Astral Projection (13). By spending 1 hour in uninterrupted meditation, you cast the *astral projection* spell.

BEND ENERGY

Lesser discipline (Invisible Hand)

You exert your mind over the pure energy that makes up the universe, using it to assault your foes.

Psychic Focus. While focused on this discipline, you can use your reaction when you take acid, cold, fire, lightning, or thunder damage to reduce the damage taken by 3. Also, the first time you deal damage of that type before the end of your next turn, the target takes an extra 3 damage of that type.

Energy Missile (1+). As an action, you can spend up to your psi limit to unleash a guided missile of either acid, cold, fire, lightning, or thunder, which flies unerringly toward a creature that you can see within 120 feet. The target takes 1d6 damage of the chosen type for each psi point you spend.

Energy Blast (1+). As an action, you can spend up to your psi limit to unleash a 15-foot cone of either acid, cold, fire, lightning, or thunder. Creatures within the cone must succeed on a Dexterity saving throw or take 1d6 damage of the chosen type for each psi point you spend. On a successful save, a creature takes half as much damage.

Energy Ball (5). As an action, you fire a sphere of either acid, cold, fire, lightning, or thunder to a point within 120 feet that you can see. Creatures within a 30-foot sphere centered on the point must succeed on a Dexterity saving throw or take 5d8 damage of the chosen type. On a successful save, a creature takes half as much damage.

BODY OF WIND

Greater discipline (Immortal)

You and your possessions take on a gaseous quality, allowing you to move like a howling gale, squeeze through small spaces, and escape danger. You move with the lightest steps using this discipline.

Psychic Focus. While focused on this discipline, you take no falling damage and ignore difficult terrain.

Wind Step (1–7). As your move, you can fly up to 20 feet for each psi point you spend. You must land at the end of this movement, otherwise you fall, unless you have some means of staying aloft.

Wind Form (5, C). As an action, you gain a flying speed of 60 feet for 10 minutes.

Misty Form (7, C). As an action, your body becomes mist-like. In this form, you gain resistance to bludgeoning, piercing, and slashing damage. You can pass through openings that are no more than an inch wide. The only actions you can take in this form are the Dash action, or to revert to your normal form. This benefit lasts for up to 1 hour.

CELERITY

Lesser discipline (Immortal)

You channel psionic power into your body, honing your reflexes and agility to an incredible degree. In your eyes, the world seems to slow down while you continue to move as normal.

Psychic Focus. While focused on this discipline, your speed increases by 5 feet, and you have advantage on initiative checks. If you are surprised, you can spend 1 psi point to no longer be surprised.

Seize the Initiative (1–5). When you roll initiative, you can use your reaction to give yourself or one creature you can see within 60 feet of you a +2 bonus to initiative for each psi point you spend.

Surge of Speed (2). As a bonus action, you increase your speed by 30 feet until the end of your turn. In addition, you don't provoke opportunity attacks this turn.

Surge of Action (5). As a bonus action, you can gain an additional action this turn. That action can be used only to take the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action.

CHRONOKINESIS

Greater discipline (Immortal)

Using this discipline, you use time itself to assault your foes and avoid harm.

Psychic Focus. While focused on this discipline, you can use your reaction when you are attacked by a creature within 30 feet of you that you can see to impose disadvantage on the attack roll, shifting several moments into the future. The first attack roll against you before the end of your next turn has advantage, as you reel from the shift in time.

Temporal Deceleration (5, C). As an action, you cast the *slow* spell.

Borrow Time (10). You gain a second turn immediately after this one. At the end of that turn, you become stunned until the start of your next turn. You cannot move or act in any way during this time. This effect cannot be avoided in any way.

Timeless Body (13). As an action, you remove yourself from time. Until the start of your next turn, you are invulnerable to all damage and effects. You cannot move or act in any way during this time.

CLAIRSENTIENCE

Greater discipline (Awakened)

This discipline grants you the ability to push your senses beyond their former limits, viewing things that are remote in both space and time.

Psychic Focus. While focused on this discipline, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks.

Sensory Anchor (5, C). As an action, you create an invisible, magical sensor within your space that hovers in the air for 1 hour. You mentally receive visual and auditory information from the sensor, which has normal vision and darkvision out to 30 feet. The sensor can look in every direction.

There is no limit to the sensor's range, but it cannot send information from another plane of existence.

Effects that would allow a creature to see invisible creatures or objects, such as truesight, reveal the sensor as a floating, glass-like sphere.

Hypercognition (7). After 10 minutes of uninterrupted meditation, you cast the *legend lore* spell.

Remote Viewing (7). After 10 minutes of uninterrupted meditation, you cast the *scrying* spell.

Precognition (13). As an action, you bestow upon yourself a limited ability to see into the immediate future. For 8 hours, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

CONQUERING MIND

Lesser discipline (Awakened)

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

Psychic Focus. While focused on this discipline, you gain proficiency in one of the following skills of your choice: Deception, Intimidation, Performance, or Persuasion. You can change the chosen skill each time you apply your focus to this discipline.

Exacting Query (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target truthfully answers one brief question you ask it as part of this action, provided that it understands the question. On a successful save, the target is



unaffected, and you can't use this ability on it again until you finish a long rest.

Occluded Mind (2). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw (it succeeds automatically if it is immune to being charmed). On a failed save, the target believes one statement of your choice for the next 5 minutes, provided that it understands the statement. The statement can be up to ten words long, and must describe you or a creature or object the target can see. If the statement is unreasonable (such as "bathing in lava will heal you"), the creature has advantage on the saving throw. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest.

Broken Will (5). As an action, you target a creature that you can see within 120 feet of you. The target must make an Intelligence saving throw. On a failed save, the target is charmed until the end of its next turn, during which you choose its movement and action. On a successful save, the target is unaffected, and you can't use this ability on that creature again until you finish a long rest.

Psychic Grip (7, C). As an action, you target a creature you can see. The target must make an Intelligence saving throw. On a failed save, you overload the creature with psychic energy. The

target is paralyzed for 1 minute, but at the end of each of its turns it can make another Intelligence saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target to move up to half its speed, despite being paralyzed.

CRYOKINESIS

Greater discipline (Invisible Hand)

You have mastered the art of manipulating the element of cold, creating frigid blasts and shrugging off freezing temperatures without a second thought.

Psychic Focus. While focused on this discipline, you can tolerate temperatures as low as -100 degrees Fahrenheit without any additional protection. In addition, cold damage that you take is reduced by 3.

Ice Lance (2, A). When you deal cold damage with a discipline effect or talent, you can hurl a massive icicle at one creature damaged by the power. The target takes an additional 1d8 cold damage and its speed is reduced by 10 feet until the start of your next turn.

Frigid Ray (9). As an action, you channel a beam of bone-chilling cold at a creature within 120 feet that you can see. Make a ranged discipline

attack. On a hit, the target takes 10d10 cold damage, and its speed is reduced by half until the start of your next turn. On a miss, the target takes half as much damage and its speed is not reduced.

Thermal Void (11). As an action, you drastically reduce the heat in 30-foot-radius sphere centered on a point you can see within 120 feet. Each creature in the area must make a Constitution saving throw. A target takes 11d8 cold damage on a failed save, or half as much damage on a successful one. Any flames within the area are immediately snuffed out.

CRYSTALLINE MANIFESTATIONS

Lesser discipline (Invisible Hand)

Using this discipline, you create psionically charged crystals out of thin air, using them to assault your foes.

Psychic Focus. While focused on this discipline, you deal 1 additional damage with the *crystal burst* talent and effects from this discipline.

Crystal Shard (1+). As an action, you target a creature that you can see within 120 feet of you. Make a ranged discipline attack against the target. On a hit, the target takes 1d10 piercing damage for each psi point spent.

Baleful Crystal (1+, C). As an action, you create a floating crystal charged with psychic energy in an unoccupied space of your choice within 60 feet, which lasts for 1 minute. Any creature that ends its turn within 5 feet of the crystal must make a Wisdom saving throw. The creature takes 1d6 psychic damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the crystal up to 30 feet. If you ram the crystal into a creature, that creature must make the saving throw against the crystal's damage, and the crystal stops moving this turn.

When you move the crystal, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The crystal sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

The damage increases by 1d6 for each additional psi point spent.

Crystalline Bonds (3, C). As an action, you cause crystals to grow on a creature that you can see within 90 feet. The target must succeed on a Strength saving throw or be restrained by the crystalline growths for 1 minute. The target can use its action to make a Strength check against your discipline save DC. On a success, it frees itself.

At the start of each of its turns, the target takes 2d4 slashing damage from the crystals' razor-sharp edges.

When the effect ends, the crystals erode away into dust.

Hail of Crystals (7). As an action, you cause razor-sharp crystals to rain down upon a point you can see within 300 feet. Each creature in a 20-foot-radius, 40-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 10d4 damage on a failed save, or half as much damage on a successful one.

Crystal shards turn the effect's area into difficult terrain until the end of your next turn.

DECEIVE SENSES

Lesser discipline (Awakened)

Using psychic energy, you create illusions of objects, creatures, sounds, and other phenomena.

Psychic Focus. While focusing on this discipline, you can use your action to throw your voice. Choose a point within 90 feet that you can see. For 1 minute, or until you dismiss this effect as a bonus action on your turn, your voice seems to originate from that point.

Silent Image (2). As an action, you cast the *silent image* spell.

Cloud Mind (3, C). As an action, you cloak your presence from the minds of other creatures. You become invisible for 1 hour.

This effect ends immediately if you attack, use a power, or cast a spell.

Major Image (5, C). As an action, you cast the *major image* spell.

DISPLACEMENT

Lesser discipline (Knife)

Using your psionic power to subtly influence time and space, you make yourself into a harder target.

Psychic Focus. While focusing on this discipline, ranged attacks against you have disadvantage.

Dimension Slide (1+). As a bonus action, you teleport up to 10 feet to an unoccupied space that you can see.

For each additional psi point spent, the distance increases by 10 feet.

Blink (5). As an action, you cast the *blink* spell.

Vanishing Strike (7). As an action, make a melee weapon attack against a creature, dealing an extra 4d8 damage. After the attack, you bend the light around you, becoming invisible, and teleport up to 30 feet to a point you can see. You remain



invisible for up to 1 minute, or until you attack, cast a spell, or use a discipline.

DISRUPTIVE STRIKES

Greater discipline (Knife)

You've learned to unleash your psionic energy into chaotic blasts that disable your enemies.

Psychic Focus. While focusing on this discipline, targets hit by your melee weapon attacks have disadvantage on any Constitution saving throws made to maintain concentration.

Stygian Strike (3, A). When you hit a creature with a melee weapon attack, you cloud the creature's mind. The target takes an extra 2d6 damage of the same type dealt by the weapon, and has disadvantage on the next attack roll it makes before the beginning of your next turn.

Disorienting Blow (5, A). When you hit a creature with a melee weapon attack, you cloud the creature's mind. The target takes an extra 3d6 damage of the same type dealt by the weapon, and it must make a Wisdom saving throw. On a failed save, the target is confused, as per the *confusion* spell until the beginning of your next turn.

Stunning Assault (7, A). When you hit a creature with a melee weapon attack, you cloud the creature's mind. The target takes an extra 5d6 damage of the same type dealt by the weapon, and it must make a Constitution saving throw. On a failed save, the target is stunned until the end of your next turn.

ELECTROKINESIS

Greater discipline (Invisible Hand)

Through the use of psionic energy, you create and control deadly surges of lightning and massive blasts of thunder.

Psychic Focus. While focused on this discipline, lightning and thunder damage that you take is reduced by 3.

Aftershock (2, A). When you deal lightning or thunder damage with a discipline effect or talent, you can shock one creature damaged by the power. The target takes an additional 1d8 lightning damage and it can't take reactions until the start of your next turn.

Arc Lightning (9). As an action, you unleash a 30-foot cone of lightning. Creatures within the cone must succeed on a Dexterity saving throw or take 7d10 lightning damage. On a successful save, a creature takes half as much damage.

Fulmination (11). As an action, you call down a powerful bolt of lightning at a point you can see

within 120 feet. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, or half as much damage on a successful one.

A mere moment later, a painfully intense boom of thunder erupts from that point. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 4d10 thunder damage and is knocked prone on a failed save, or half as much damage on a successful one.

ELEMENTAL WEAPON

Greater discipline (Knife)

You channel psionic energy to imbue your weapons with the elements.

Psychic Focus. While focused on this discipline, you charge one weapon you carry, or one of your fists, with elemental energy. While you hold this weapon, it deals 1d4 additional acid, cold, fire, lightning, or thunder (your choice) damage, and is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Empowered Strike (1–6, A). When you hit a target with a melee weapon attack, you can charge your weapon with elemental energy. Choose acid, cold, fire, lightning, or thunder. The weapon deals damage of the chosen type instead of its normal type for the attack. The target takes an extra 1d8 damage per psi point you spend of the same type dealt by the weapon, and suffers an additional effect depending on the chosen damage type.

Acid: The target takes 1d4 acid damage at the end of its next turn.

Cold: The target's speed is reduced by half until the end of your next turn.

Fire: Each creature of your choice within 5 feet of the target takes fire damage equal to your psionic ability modifier.

Lightning: The target can't take reactions until the start of your next turn.

Thunder: The target is pushed 5 feet away from you.

The amount of points spent on this effect cannot exceed your proficiency modifier.

Energy Weapon (5). As an action, choose acid, cold, fire, lightning, or thunder. For 8 hours, one or more weapons you are wielding deal damage of the chosen type instead of their normal type. You can change your selection as an action.

ENERGY MASTERY

Greater discipline (Invisible Hand)

This discipline grants you unmatched control over energy, which you can use to devastating effect.

Psychic Focus. While focused on this discipline, you deal an additional 1 damage whenever you deal acid, cold, fire, lightning, and thunder damage.

Unmake (9+). As an action, a thin ray of destructive energy springs from your pointing finger to a target that you can see within 60 feet. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this effect must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is unmade.

An unmade creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

This effect automatically unmakes a Large or smaller nonmagical object or creation of magical force. If the target is a Huge or larger object or creation of force, this effect unmakes a 10-foot-cube portion of it. A magic item is unaffected by this power.

The damage increases by 2d6 for each additional psi point spent.



Ultrablast (10). As an action, you unleash a blast of pure force. Each creature within 15 feet, other than you, must succeed on a Dexterity saving throw or take 6d12 force damage. On a successful save, a creature takes half as much damage.

Unleash Energy (13). As an action, unleash the raw energy in an area, annihilating your foes. Creatures within a 30-foot sphere centered on a point you can see within 120 feet must succeed on a Dexterity saving throw or take 8d6 each of acid, cold, fire, lightning, and thunder damage. On a successful save, a creature takes half as much damage.

FEW AGAINST MANY *Greater discipline (Knife)*

Through discipline and training, you have developed powerful psionic techniques to help you fight against large numbers of creatures.

Psychic Focus. While focusing on this discipline, opportunity attacks against you are made with disadvantage.

Blade Slash (2+). As an action, you swipe your weapon toward your foes, unleashing enough force to batter creatures in a 15-foot cone. Creatures within the cone must succeed on a Dexterity

saving throw or take 3d6 damage. On a successful save, a creature takes half as much damage. The damage type is the same as that of the weapon.

The damage increases by 1d6 for each additional psi point spent.

Ravager (9, C). As an action, you throw your weapon to a point that you can see within 60 feet, causing it to fly around and assault your enemies for 1 minute. Any creature that ends its turn within 5 feet of the ravager must make a Dexterity saving throw. The creature takes 6d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon.

As an action, you can move the ravager up to 30 feet. If you ram the ravager into a creature, that creature must make the saving throw against the ravager's damage, and the ravager stops moving this turn.

When you move the ravager, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide.

Shockwave (13). As an action, you slam your weapon into the ground, causing a shockwave to extend outward from you in a 30-foot cone. Creatures in the area must make a Constitution saving throw. On a failed save, a creature takes 8d8 thunder damage and is stunned until the start of your next turn. On a successful save, it takes half as much damage.

FORCE BULWARK *Lesser discipline (Immortal)*

Through sheer force of will, you create a shield of psionic energy, or imbue a shield that you are currently using, allowing psychic energy to course through the shield and enhance your combat prowess.

Psychic Focus. While focusing on this discipline, you create shield made of pure psionic energy. It has the same stats as a normal shield, and you are proficient with it.

Telekinetic Push (1). Whenever you are missed by a melee attack, you can use your reaction to attempt to shove the creature.

Shield Slam (1-5). As a bonus action, you can spend up to 5 psi points to make a melee discipline attack with your shield that deals 1d4 + psi points spent as bludgeoning damage.

Psionic Protection (5). Whenever an ally within 30 feet of you is attacked and you are wearing a shield, you can throw your shield as a reaction to impose disadvantage on the attack roll before it hits or misses.



Absorb Magic (10). As a reaction to being affected by a spell of 7th level or lower, you can activate this effect as a reaction to suffer no effects from the spell.

INTELLECT FORTRESS

Lesser discipline (Awakened)

You forge an indomitable wall of psionic energy around your mind - one that allows you to launch reflexive counterattacks against your opponents.

Psychic Focus. While focused on this discipline, you gain resistance to psychic damage.

Psychic Backlash (1). As a reaction, you can impose disadvantage on one attack roll made against you if you can see the attacker. If the attack still hits you, the attacker takes 1d6 psychic damage.

Psychic Parry (1-3). As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +2 bonus to that saving throw for each psi point you spend. You can use this ability after rolling the die but before applying the result.

Psychic Redoubt (5, C). As an action, you create a field of protective psychic energy. For the next 10 minutes, you and creatures of your choice gain resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws while within 30 feet of you.

Indomitable Will (7). As a reaction, you can reroll a Wisdom saving throw that you fail. If you do so, you must use the new roll.

IRON DURABILITY

Lesser discipline (Immortal)

This discipline grants you unmatched toughness and resilience on the battlefield.

Psychic Focus. While focused on this discipline, you gain a +1 bonus to AC.

Psionic Recovery (2). As an action, you can spend up to two Hit Dice. Roll each die, add your Constitution modifier to it, and regain hit points equal to the total.

Iron Hide (1-3). As a reaction when you are attacked, you gain a +2 bonus to AC for each psi point you spend. You spend these points after learning the attack's result but before applying its effects.

Shrug Off (7). As a reaction, you can reroll a Constitution saving throw that you fail. If you do so, you must use the new roll.

Body of Iron (11, C). As an action, you transform your body into living iron for 10 minutes. For the duration, you gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You are immune to the blinded, deafened, poisoned, and stunned conditions.
- You cannot drown.
- You gain resistance to acid and fire damage.
- Your weight is multiplied by 10, causing you to sink in water like a stone.
- You gain advantage on melee weapon attack rolls using Strength, and your attacks deal an additional 1d4 damage.

KINETIC MANIPULATION

Lesser discipline (Invisible Hand)

You learn to manipulate the kinetic energy behind objects around you, accelerating and decelerating them as you see fit.

Psychic Focus. While focused on this discipline, your jump distance is tripled.

Inertial Armor (2). As an action, you create a protective shell of energy around yourself for 8 hours. As long as you aren't wearing armor, your AC becomes 13 + your Dexterity modifier. This effect ends if you don armor or if you dismiss it as an action.

Kinetic Buffer (5). As an action, you form a buffer of kinetic energy around yourself. You gain 20 temporary hit points for 1 hour. If a creature hits you with a melee attack while you have these hit points, the creature takes 10 psychic damage.

Inertial Barrier (7, C). As an action, you create a skin-tight barrier of psionic energy around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. For 1 hour, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage, and any damage you would suffer from falling is reduced by half.

LEGACY OF THE VOID

Greater discipline (Immortal)

You have embraced the otherworldly influence that fuels your power, using it to devastating effect.

Psychic Focus. While focused on this discipline, necrotic and psychic damage that you take is reduced by 3.

Psi Lance (7+). As an action, you unleash a deadly line of psychic energy 100 feet long and 5 feet wide, originating from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 5d10

psychic damage on a failed save, or half as much damage on a successful one.

The damage increases by 1d10 for each additional psi point spent.

Void Rift (11, C). As an action, you create a 20-foot-radius sphere tear in reality centered on a point within 150 feet. The void rift spreads around corners and is heavily obscured. It lasts for 1 minute.

When the void rift appears, each creature in it must make a Constitution saving throw. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the effect's area for the first time on a turn or ends its turn there.

The rift moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

Surrender to Madness (13, C). As an action, you infuse your body with powers from the Far Realm, transforming into a Faceless One.

The transformation lasts for 1 minute, or until you drop to 0 hit points or die. See the Psionic Monsters and NPCs section for the creature's statistics.

Your game statistics are replaced by the statistics of the creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours.

You assume the hit points of your new form. When you reverts 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.

While in this form, you can't speak, cast spells, or use powers, but you can still use your psychic focus normally.

MENTAL VEIL

Lesser discipline (Knife)

You have a special knack for hiding your thoughts, making you difficult to read, detect, and influence.

Psychic Focus. While focused on this discipline, other creatures have disadvantage on Wisdom (Insight) checks against you.

Thought Shield (2). As a reaction, you gain advantage on saving throws against being charmed, and magic or psionic effects can't read your thoughts. This effect lasts until the end of your next turn.

Escape Detection (5). As an action, you hide yourself from divination magic. For 8 hours, you can't be targeted by any divination magic or perceived through magical scrying sensors.

Mind Trap (7). As an action, you create a mental trap for any who would attempt to detect, influence, or read your mind with magic. For 8 hours, you are aware of any attempts to view you, detect your thoughts, or charm you, but not the source. As a reaction when you become aware of an attempt, you can spring the mind trap on the source of the effect. The target must succeed on a Wisdom saving throw or take 10d10 psychic damage and be stunned until the end of its next turn. On a successful save, the target takes half as much damage.

METACREATIVITY

Greater discipline (Awakened)

Your mental prowess allows you to shape and alter reality.

Psychic Focus. While focused on this discipline, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this effect again, when you stop focusing on this discipline, or if it takes any damage.

Astral Construct (2-13, C). As an action, you create an astral construct made of solidified ectoplasm that attacks your enemies. The construct appears in a space you can see within 30 feet, and must remain within 120 feet of you.

The astral construct's statistics are identical to any beast that whose maximum challenge rating is determined by the amount of psi points spent on this effect.

ASTRAL CONSTRUCT

Psi Points	Max CR
2	1/4
3	1/2
5	1
6	2
7	3
9	4
10	5
11	6
13	7

It is considered a construct instead of a beast, although its appearance is up to you.

You can cast spells as though you were in the construct's space, but you must use your own senses.

The construct obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can mentally command the construct to move (no action required by you). You

can use your action to mentally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

The astral construct lasts for 8 hours, or until you dismiss it as an action. If dismissed, you may use your action again to call the construct back into existence.

Genesis (11). As an action, you cast the *demiplane* spell.

Reality Revision (13). As an action, you duplicate any spell of 8th level or lower, or any discipline effect with a cost of 11 or lower. You don't need to meet any requirements of the spell or effect, including costly components. The spell or effect simply takes effect.

METAMORPHOSIS

Greater discipline (Immortal)

You cancel your psionic power, snapping bones and twisting flesh, transforming yourself.

Psychic Focus. You can make yourself look different as an action, as long as you remain focused on this discipline. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the transformation is up to you.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your discipline save DC.

Minor Shapeshifting (2, C). As an action, you gain one of the following benefits for 1 hour, or until you use any effect from this discipline again.

- You gain 5 temporary hit points.
- You gain a natural weapon of some sort (battering horns, fangs, claws, etc.) that deals 1d6 damage of an appropriate type (bludgeoning for battering horns, for example).
- You gain a swim speed of 20 feet.
- You gain a climb speed of 20 feet.
- You gain a burrow speed of 10 feet.

Shapeshifting (5, C). As an action, you gain one of the following benefits for 1 hour, or until you use any effect from this discipline again.

- You gain 20 temporary hit points.
- You gain the ability to spit acid. For the duration, you may make a ranged discipline attack against a creature within 30 feet. If you hit, you deal 3d8 acid damage to the target.
- You gain a natural weapon of some sort (battering horns, fangs, claws, etc.) that deals 1d8 damage of an appropriate type (bludgeoning for battering horns, for example).



- You gain a swim speed of 40 feet.
- You gain a climb speed of 40 feet.
- You gain a burrow speed of 20 feet.
- You gain a flying speed of 20 feet.
- You gain two benefits from the *minor shapeshifting* effect above.

Major Shapeshifting (9, C). As an action, you gain one of the following benefits for 1 hour, or until you use any effect from this discipline again.

- You gain 40 temporary hit points.
- You gain the ability to exhale a cloud of poison. For the duration, you may exhale a 15-foot cone of poison. Creatures within the cone must make a Constitution saving throw. A creature takes 4d10 poison damage on a failed save, or half as much damage on a successful one.
- You gain a natural weapon of some sort (battering horns, fangs, claws, etc.) that deals 1d10 damage of an appropriate type (bludgeoning for battering horns, for example).
- You gain a swim speed of 60 feet.
- You gain a climb speed of 60 feet.
- You gain a burrow speed of 40 feet.
- You gain a flying speed of 40 feet.
- You gain two benefits from the *shapeshifting* effect above.

True Shapeshifting (13, C). As an action, you gain two benefits from the *major shapeshifting* effect above for 1 hour, or until you use any effect from this discipline again. For the duration, you can change the benefits granted by this effect as a bonus action on your turn.

METAPSIONICS

Greater discipline (Awakened)

Your mastery over psionic abilities allows you to easily detect and manipulate the psionic forces of others.

Psychic Focus. While focused on this discipline, you sense the presence of psionics within 30 feet of you. If you sense psionics in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears psionic energy. This effect can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Dispel Psionics (5+). As an action, choose any creature, object, or psionic effect within 120 feet. Any psionic effect with a psi point cost of 5 or lower on the target ends. For each effect of a higher cost on the target, make an ability check using your psionic ability. Consult the table below to determine the DC.

DISPEL PSIONICS

Cost	DC
6	14
7	15
8-9	16
10	17
11	18
12-13	19

Psionic Contingency (10). Meditating for 10 minutes, you choose a discipline effect with a psi point cost of 7 or lower that has an activation time of 1 action, and that can target you. You use that effect – called the contingent effect – as part of using *psionic contingency*, expending psi points for both, but the contingent effect doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you use the two effects. For example, a *psionic contingency* used with *wind form* might stipulate that *wind form* comes into effect when you jump.

The contingent effect takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *psionic contingency* ends.

The contingent effect takes effect only on you, even if it can normally target others. You can use only one *psionic contingency* at a time. If you use this effect again, the effect of another *psionic contingency* effect on you ends. Until it is triggered or otherwise ended, contingency remains for 10 days.

MINDBENDER

Greater discipline (Awakened)

Wielding powerful psionic energy, you mold the minds of others as you see fit.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Persuasion) checks.

Alter Memory (7+, C). As an action, you attempt to reshape another creature's memories. One creature that you can see within 30 feet must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for 1 minute. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell or power, this effect ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the effect ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory, as does a *restore health* effect from the *psionic restoration* discipline.

You may spend additional psi points to alter memories further within the creature's past: 7 days ago (9 psi points total), 30 days ago (10 psi points total), 1 year ago (11 psi points total), or any time in the creature's past (13 psi points total).

Enthrall (10). As an action, you touch an incapacitated humanoid. The subject must succeed on a Wisdom saving throw or be charmed by you for 24 hours, or until a *remove curse* spell is cast on it, a *restore health* effect from the *psionic restoration* discipline is used on it, the charmed condition is removed from it, or you use this power again. On a success, the creature resists your attempts to control it, and you cannot use this effect on that creature again until you finish a long rest.

You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

Mindkiller (13). You snuff out the very mind of a foe, slaying it with overwhelming will. As an action, choose a creature within 60 feet. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, this power has no effect.

MIND OVER EMOTION

Greater discipline (Awakened)

You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.

Psionic Focus. While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your psionic ability modifier (minimum bonus of +1).

Charming Presence (1–7). As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point you spend on this ability; the total is how many hit points worth of creatures this spell can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximum, ignoring unconscious creatures or creatures immune to this effect. Each creature affected by this ability is charmed by you for 10 minutes. While charmed, it regards you as a friendly acquaintance. A creature engaged in combat is immune to this effect.

Telepathic Projection (3). As an action, you cast the *calm emotions* spell.

Revolted Presence (5, C). As an action, you exert an aura of repulsive power. Up to five creatures of your choice that you can see within 30 feet of you must each make an Intelligence saving throw. On a failed save, a target is frightened of you for 10 minutes. While frightened, it takes 3d8 psychic damage if it doesn't end its turn at least 10 feet farther away from you than it was at the start of that turn. It can then make another Intelligence saving throw at the end of the turn. On a success, this effect ends.

Invoke Awe (7, C). As an action, you exert an aura that inspires awe and adulation in others. Up to five creatures of your choice that you can see within 60 feet of you must each make an Intelligence saving throw. On a failed save, the target is charmed by you for 10 minutes. While charmed, it obeys all your orders to the best of its ability and without risking its life. The target will only harm creatures that it has seen harm you since it first came under the effect of this ability. At the end of each of its turns it can make another Intelligence saving throw. On a success, this effect ends.

MIND VAULT

Lesser discipline (Awakened)

Your mind forms a light but useful link to other living things within hundreds of miles. This link

allows you to draw on the knowledge of others in the following ways.

Psychic Focus. While focused on this discipline, you can meditate for 1 minute to gain proficiency with one skill or tool of your choice for 10 minutes. You cannot use this ability to gain multiple proficiencies at the same time, and each time you meditate with this discipline you can choose a different skill or tool to gain proficiency with.

Borrow Expertise (2). As a bonus action, you gain advantage on one skill check or saving throw of your choice that you make before the end of your next turn. You must opt to gain the advantage before rolling.

Borrow Language (5). As an action, you gain the ability to speak, read, and understand one language for 8 hours. You can use this ability multiple times to gain its benefits with several languages.

Borrow Lore (7). As an action, name one specific location in your mind. You learn a summary of the important lore regarding that place. At the DM's option, you also learn up to three secrets about it, such as the location of traps, passwords, or where treasure is hidden within it.

PHOTOKINESIS

Lesser discipline (Invisible Hand)

Using this discipline, you bend and manipulate light, blinding your foes, cloaking your allies in darkness, or even focusing it into a blast of energy.

Psychic Focus. While focusing on this discipline, as a bonus action on your turn, you can remove the light from one non-magical light source for 1 minute, or until you use a bonus action to cancel the effect.

Darkness (3). As an action, you cast the *darkness* spell.

Blinding Flash (5). As an action, you create a brilliant flash of light to momentarily blind creatures within 20 feet of you. Each creature within range other than you must make a Constitution saving throw. On a failed save, a creature is blinded for 1 minute.

A creature that is blinded by this effect makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

PREDATION

Greater discipline (Knife)

You learn to use psionic energy to assist you in stalking and taking down your foes.

Psychic Focus. While focusing on this discipline, you cause your skin and equipment to take on the color and texture of nearby objects, including floors and walls. You gain a bonus to Dexterity (Stealth) checks. The bonus equals half your psionic ability modifier (minimum bonus of +1).

Mindhunter (2, C). As a bonus action, you designate a target you can see within 90 feet as your quarry. For 1 hour, you deal an extra 1d6 psychic damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find it. If the target drops to 0 hit points before this effect ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Vanish (5). As an action, you turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

Nightblade (6). As an action, you throw a shadowy blade that travels in a line 100 feet long and 5 feet wide. Each creature in the line must make a Constitution saving throw. A creature takes 8d6 necrotic damage and its speed is reduced by 10 feet on a failed save, or half as much damage and no additional effect on a successful one.

Mark for Death (9). As an action, you study the target, making note of weak points. The next hit you score against the target before the end of your next turn is a critical hit.

PSIONIC ASSAULT

Greater discipline (Awakened)

You wield psionic energy to batter your foes with devastating attacks.

Psychic Focus. While focused on this discipline, the range on your *mind thrust* and *thought spear* talents is doubled, and you deal an additional 1 damage whenever you deal psychic damage.

Psychic Wave (3). As an action, you unleash a semi-solid wave of psychic energy in a 15-foot cone in front of you. Each creature in the cone must make a Strength saving throw. A target takes 2d6 psychic damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Mind Blast (6+). As an action, you emit psychic energy in a 60-foot cone. Each creature in that area must make an Intelligence saving throw. A target takes 6d6 psychic damage and is stunned for 1

minute on a failed save, or half as much damage on a successful one.

A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The damage increases by 1d6 for each additional psi point spent.

Psychic Crush (11). As an action, batter the mind of a creature within 120 feet. The target must make an Intelligence saving throw. The target takes 12d10 psychic damage on a failed save, and the next attack roll made against the target before the end of your next turn has advantage, as the target reels from the experience. On a successful save, the target takes half as much damage and no additional effect.

PSIONIC RESTORATION

Lesser discipline (Awakened)

You wield psionic energy to cure wounds and restore health to yourself and others.

Psychic Focus. While focused on this discipline, you can use a bonus action to touch a living creature that has 0 hit points and automatically stabilize it.

Mend Wounds (1–7). As an action, you can restore hit points to a creature you touch. The creature regains 3 hit points per psi point you spend.

Restore Health (3–5). As an action, you can touch a creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned.

If you spend 2 additional psi points, you can instead remove either the frightened or charmed condition, or one effect that causes confusion or madness.

Restore Vigor (7). As an action, you can touch a creature and choose one of the following: remove any reductions to one of its ability scores or remove one effect that reduces its hit point maximum.

PSIONIC THROW

Lesser discipline (Knife)

Through the use of psychic energy, you empower your throwing weapons.

Psychic Focus. While focused on this discipline, when you throw a weapon, you may have it return to your hand after the attack is resolved.

Forceful Throw (1). When you hit a creature with a thrown weapon, you can push the creature up to 5 feet away from you in a straight line.

Engaging Throw (3). As an action, make a thrown weapon attack against one creature within the weapon's range. On a hit, the target suffers the attack's normal effects, and you teleport to an unoccupied space adjacent to the target.

Bladefall (7). As an action, you throw your weapon into the air and choose a point within 120 feet. Hundreds of spectral duplicates of your weapon fall like rain from above and then vanish. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon, and the weapon immediately returns to your hand.

PSIONIC WEAPON

Lesser discipline (Immortal)

You channel psionic energy to lend devastating power to your attacks.

Psychic Focus. While focused on this discipline, you charge one weapon you carry, or one of your fists, with psionic energy. While you hold this weapon, it gains a +1 bonus to attack rolls and damage rolls, but is not considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If you use this option on a magic weapon, use the weapon's bonuses or the discipline's bonuses, whichever is higher.



Ethereal Weapon (1). As a bonus action, you can momentarily transform a weapon you hold into psionic energy. The next attack you make with this weapon requires no attack roll. Instead, the target must make a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers any additional effects. On a successful save, the target takes half damage from the attack, but suffers no additional effects that would normally be imposed on a hit.

If an effect would grant a penalty to your attack roll, it instead reduces your discipline save DC by that amount.

Lethal Strike (1-6, A). When you hit a target with a melee weapon attack, you can increase the damage to that target. The target takes an extra 1d10 psychic damage for each psi point you spend.

The amount of points spent on this effect cannot exceed your proficiency modifier.

Augmented Weapon (5-7, C). As a bonus action, you strengthen the energy that you have infused into your psionic weapon, increasing its bonus to attack rolls and damage rolls to +2 for 5 psi points or +3 for 7 psi points for 1 minute.

PSYCHOPORTATION

Greater discipline (Invisible Hand)

You bend space to your will, moving creatures from one location to another with a mere thought.

Psionic Focus. While focused on this discipline, you can teleport up to 10 feet to an unoccupied space that you can see a bonus action.

Baleful Teleport (5). As an action, you teleport up to 150 feet to an unoccupied space that you can see, releasing a blast of energy. Each creature in a 20-foot-radius sphere centered on that point (other than you) must make a Constitution saving throw. A target takes 6d6 thunder damage on a failed save, or half as much damage on a successful one.

Reposition (7-9). As an action, you may teleport up to 8 willing creatures within 90 feet to other locations within range.

If you spend an additional 2 psi points, you may target unwilling creatures as well. Each unwilling creature must succeed on a Wisdom saving throw or be teleported.

Psychoport (10). As an action, you cast the *teleport* spell.

Plane Hop (10). As an action, you cast the *plane shift* spell.



PYROKINESIS

Greater discipline (Invisible Hand)

You have grown adept at creating and manipulating fire using your willpower alone.

Psychic Focus. While focused on this discipline, your vision is no longer obscured by smoke or fire. In addition, fire damage that you take is reduced by 3.

Ignite (2, A). When you deal fire damage with a discipline effect or talent, you can cause one creature damaged by the power to burn. The target takes an additional 2d6 fire damage.

Cinderstorm (9). As an action, you throw a barrage of 6 burning cinders from your hand at targets within 120 feet. You can throw them at one target or several. Make a ranged discipline attack for each cinder. On a hit, the target takes 4d6 fire damage.

Living Bomb (11). As an action, ignite a creature that you can see within 120 feet. Make a ranged discipline attack against the target. On a hit, the target takes 10d6 fire damage immediately, and at the end of its next turn, the flames explode outward. Each creature within 15 feet of the target must make a Dexterity saving throw. A target takes 6d6 fire damage on a failed save, or half as much damage on a successful one. The initial *living bomb* target automatically fails this save.

SHAPE MATTER

Greater discipline (Invisible Hand)

Using psychic energy, you reshape matter to better suit your needs.

Psychic Focus. While focused on this discipline, as an action, you can temporarily reshape one nonmagical object - no larger than 1-foot cube - into another nonmagical object of similar size and mass and of equal or lesser value. This effect lasts for 1 minute, and the object glows with a faint purple light.

Reconstruction (1-7). As an action, you can touch a construct or object and reknit its structure to repair damage it has taken. The construct or object regains 5 hit points per psi point you spend.

Modify Matter (5). Over the course of 1 hour, you convert up to 10 cubic feet of material of one sort into a product that is composed of the same material. If working with a mineral, you convert 1 cubic feet of material instead.

Creation (7). As an action, you cast the *creation* spell, shaping raw ectoplasm rather than pulling wisps of shadow material from the Shadowfell.



SOUL AFFINITY

Greater discipline (Knife)

You have developed a limited knack for manipulating the lifeforce of creatures by using psionic energy.

Psychic Focus. While focusing on this discipline, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your power ability modifier.

Death Ward (6). As an action, you cast the *death ward* spell.

Spirit Wrack (10). As an action, you assault the lifeforce from creatures around you. Each creature of your choice within 15 feet must make a Constitution saving throw. A target takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one.

Strike the Soul (13). As an action, make a melee weapon attack against a creature within reach, striking the target's lifeforce directly. On a hit, the target takes 15d10 psychic in place of the attack's normal effect. If a creature is slain in this way, it cannot be restored to life by any means.

TELEKINETICS

Lesser discipline (Invisible Hand)

Using your mind, you manipulate objects from afar.

Psychic Focus. While focused on this discipline, one object you are holding up to 5 pounds begins to float, following you as you move. You can use a bonus action to cause another object to float, ending the effect on the other object. The object floats until you stop focusing on this discipline, or until you use a bonus action to dismiss the effect.

Force Push (1+). As an action, you unleash a solid blast of force from your outstretched hand in a line 30 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw. A creature takes 1d10 force damage for each psi point you spend on a failed save and is knocked prone, or half as much damage and isn't knocked prone on a successful one.

Psychokinetic Charge (6). As an action, you telekinetically hurl a willing creature across the battlefield to a point you can see within 50 feet. Upon landing, the creature can make a melee weapon attack against a creature within reach as a reaction.



Telekinesis (7). As an action, you cast the *telekinesis* spell.

Upheaval (11). Rending earth and stone, you hurl chunks of the floor, ceiling, wall, or other terrain at your foes. As an action, choose a point you can see within 120 feet. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 7d12 bludgeoning damage on a failed save, or half as much damage on a successful one.

TELEPATHY

Greater discipline (Awakened)

You have mastered the art of telepathic communication, using it for both hostile and benign means.

Psychic Focus. When you begin focusing on this discipline, you create a mindlink between yourself and up to 8 willing creatures. While focused on this discipline, you and any mindlinked creatures can communicate telepathically through the bond with any other member even if they do not share a common language.

Detect Thoughts, Psionic (3, C). As an action, you can read the thoughts of certain creatures for 1 minute. When you use this effect and as your action on each turn until the effect ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the effect ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check if it succeeds, the effect ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this effect is particularly effective as part of an interrogation.

You can also use this effect to detect the presence of thinking creatures you can't see. When you cast the effect or as your action during the duration, you can search for thoughts within 30

feet of you. The effect can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Psychic Scream (5, C). As an action, you unleash a terrifying shriek in the minds of your enemies. Each hostile creature within 15 feet must succeed on a Wisdom saving throw or become frightened for the 1 minute.

While frightened by this effect, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

Crisis of Life (11). As an action, you attempt to overload the nervous system of a creature within 60 feet. If the target has 150 hit points or fewer, it is stunned until the end of your next turn. When the stunning effect ends, the target takes 6d10 psychic damage.

THIRD EYE

Lesser discipline (Awakened)

This discipline can open a third eye within your mind, opening your doors of perception.

Psychic Focus. While focused on this discipline, you have blindsight with a radius of 30 feet.

Tremorsense (1, C). As a bonus action, you gain tremorsense with a radius of 30 feet for up to 1 minute.

Unwavering Eye (1, C). As a bonus action, you gain advantage on Wisdom checks for up to 1 minute.

Truesight (5, C). As a bonus action, you gain truesight with a radius of 30 feet for up to 1 minute.

TOUCH OF THE VOID

Lesser discipline (Invisible Hand)

You embrace the alien influence that powers psionics, using it to create strange and powerful effects.

Psychic Focus. While focused on this discipline, as an action, you can spend 1 psi point to learn the location of any aberration within 60 feet of you that

is not behind total cover. This effect lasts until the end of your next turn.

Voices from Beyond (2). As an action, you cast the *dissonant whispers* spell.

Void Spikes (3+). As an action, you create three lances of pitch black negative energy. Each lance hits a creature of your choice that you can see within 120 feet. A lance deals 1d4+1 necrotic damage to its target, and you regain hit points equal to half the amount of necrotic damage dealt. The lances all strike simultaneously and you can direct them to hit one creature or several.

You create one more lance for each additional psi point spent.

Void Tendrils (6). As an action, you cast the *Evard's black tentacles* spell.

WILL OF BLADES

Lesser discipline (Knife)

You are adept at bolstering your attacks with psychic energy, disabling your foes and bypassing their defenses.

Psychic Focus. While focused on this discipline, whenever you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you gain advantage on the next melee weapon attack you make before the end of your next turn.

Maiming Strike (1-6, A). When you hit a creature with a melee weapon attack, you can maim the target. The target takes an extra 1d8 damage per psi point you spend of the same type dealt by the weapon, and its speed is reduced by 10 feet until the start of your next turn.

The amount of points spent on this effect cannot exceed your proficiency modifier.

Manifested Will (1). When you would deal psychic damage as part of a melee weapon attack, or as part of a discipline effect that includes a melee weapon attack, you can deal force damage instead.

Piercing Strike (3). As a bonus action, you gain advantage on the next melee weapon attack you make before the end of your turn.

Shattering Strike (5, A). When you hit a creature with a melee weapon attack, you can shatter the target's defense against a damage type. The target loses its resistance to one damage type of your choice until the end of your next turn.

WRATHFUL GUARDIAN

Greater discipline (Immortal)

You channel your anger into something more useful, delivering drawing in your foes' attacks and retaliating with deadly brutality.

Psychic Focus. While focused on this discipline, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to take the attack instead.

Hammer (2+). You channel your anger into your touch, delivering the force of a sledgehammer with your fist. As an action, make a melee discipline attack against a creature you can reach. If the target damaged you since the end of your last turn, you have advantage on the attack roll. On a hit, the creature takes 2d8 force damage.

The damage increases by 1d8 for each additional psi point spent.

Wrathful Attacks (6, C). As a bonus action, you enter state of deadly calm for 1 minute, retaliating to enemies with brutal vengeance. For the duration, when you make a melee weapon attack, you have advantage on the attack roll and gain a bonus to the damage roll equal to your psionic ability modifier, but only against creatures that have damaged you since the end of your last turn.

Bide (9). As an action, you enter a meditative state, focusing your anger and wrath into a destructive blast. This meditative state lasts until the end of your next turn. For the duration, whenever a creature within 15 feet damages you with an attack, the attacker takes psychic damage equal to the damage dealt by the attack.

PSIONIC TALENTS

A psionic talent is a psychic ability that requires psionic aptitude but doesn't drain a mystic's psionic energy. Talents are similar to disciplines and use the same rules, but with three important exceptions:

- You can never use your psychic focus on a talent.
- Talents don't require you to spend psi points to use them.
- Talents aren't linked to psionic orders.

BALLISTIC ATTACK

Psionic talent

As an action, choose an object weighing up to 5 pounds within 150 feet that isn't being worn or carried by another creature. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface take 1d8 damage. The damage type is either bludgeoning, piercing, or slashing, depending on the type of object thrown.

The talent's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). The weight limit increases by 5 pounds when you reach 5th level (10 pounds), 11th level (15 pounds), and 17th level (20 pounds).

BEACON

Psionic Talent

As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it as a bonus action.

BLADE MELD

Psionic talent

As an action, you cause one simple or martial melee weapon you are holding to dissolve into your body. This process is harmless to you and the weapon. Until the weapon reappears, it is inaccessible, as are any of its properties. You can have only one weapon at a time affected in this way. You can summon the weapon to your hand as a bonus action. It reappears in your space if you are unconscious or dead.

CRYSTAL BURST

Psionic talent

As an action, you launch razor-sharp shards of crystal at creatures around you. Each creature within 5 feet, other than you, must succeed on a Dexterity saving throw or take 1d6 slashing damage.

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

DISTRACT

Psionic talent

As an action, cause a creature's thoughts to wander, distracting it. One creature of your choice within 30 feet has disadvantage on the next Wisdom (Perception) or Wisdom (Insight) check it makes before the start of your next turn.

ENERGY RAY

Psionic talent

As an action, you fire a ray of pure energy at a creature within 120 feet. Make a ranged discipline attack against a creature that you can see within range. You choose acid, cold, fire, lightning, or thunder for the type of beam you create. If the attack hits, the creature takes 1d10 damage of the type you chose.

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

FAR HAND

Psionic talent

As an action, you draw ectoplasm from the Astral Plane, creating a spectral hand at a point you choose within 30 feet. The hand lasts for 1 minute or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you use this talent again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

LIGHT STEP

Psionic talent

As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the next time you stand up, you need to spend no more than 10 feet of movement to do so.

MIND MELD

Psionic talent

As a bonus action, you can communicate telepathically with one creature you can see within 120 feet of you. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. You can allow a creature to respond to you telepathically, but it must understand at least one language in order to communicate this way. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.

MIND THRUST

Psionic talent

As an action, you blast psychic energy at one creature that you can see within 5 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. If the target takes any of this damage, you can push it up to 10 feet away from you.

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

THOUGHT SPEAR

Psionic talent

As an action, you psychically strike one creature that you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

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

NIGHT EYES

Psionic talent

As an action, you grant yourself darkvision with a range of 30 feet. This benefit lasts for 1 hour.

UNEARTHLY TERROR

Psionic talent

As an action, you bombard a creature within 60 feet with horrifying images, causing them to be shaken. The target must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. A creature that is immune to being frightened is unaffected.

This talent's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4).



CUSTOMIZATION OPTIONS

MULTICLASSING

To qualify for multiclassing into the Mystic class, you must have an Intelligence score of 13 or higher.

PSIONICS AND MULTICLASSING

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 Psionics feature from more than one class, use the rules below. If you multiclass but have the Psionics feature from only one class, you follow the rules as described in that class.

Disciplines and Talents Known. You determine what disciplines and talents you know for each class individually, as if you were a single-classed member of that class. If you are a mystic 4/fighter (Psychic Warrior) 3, for example, you know 5 disciplines, two of which must be from the Immortal and Awakened Mind discipline lists.

Each discipline you know is associated with one of your classes, and you use the psionics ability of that class when you use the discipline.

Psi Points and Psi Limit. You determine your available psi points by adding together all your levels in the mystic class, and a third of your fighter or rogue levels (rounded down) if you have the Psychic Warrior or the Lurk feature. Use this total to determine your psi points and psi limit by consulting the Multiclass Psion table.

For example, if you are the aforementioned mystic 4/fighter (Psychic Warrior) 3, you count as a 5th level character when determining your psi points: you have 27 psi points and a psi limit of 5.

Power Surge. You determine your access to the Power Surge feature by adding together all your level in the mystic class, and a third of your fighter or rogue levels (rounded down) if you have the Psychic Warrior or the Lurk feature. Use this total to determine your available uses of Power Surge, if any.

For example, if you are a mystic 8/fighter (Psychic Warrior) 12, you count as a 12th level character when determining your Power Surge uses: you have one use of the Power Surge feature, which can increase your psi limit to 9 points.

See the mystic's Power Surge description for more details about this feature.

MULTICLASS PSION: PSI POINTS AND PSI LIMIT

Level	Power Surge	Psi Points	Psi Limit
1st		4	2
2nd		6	2
3rd		14	3
4th		17	3
5th		27	5
6th		32	5
7th		38	6
8th		44	6
9th		57	7
10th		64	7
11th	Power Surge (9 psi points)	73	7
12th		73	7
13th	Power Surge (10 psi points)	83	7
14th		83	7
15th	Power Surge (11 psi points)	94	7
16th		94	7
17th	Power Surge (13 psi points)	107	7
18th		114	7
19th		123	7
20th		133	7

FEATS

The following psionic-themed feats are available.

WAR PSION

Prerequisite: The ability to use at least one power

You have practiced using psionics in the midst of combat, learning techniques that grant you the following benefits:

- You have advantage on Constitution saving throws that you make to maintain your concentration on a power when you take damage.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to use a power on the creature, rather than making an opportunity attack. The power must have an activation time of 1 action and must target only that creature.

PSION SLAYER

You have practiced techniques useful in melee combat against psions, gaining the following benefits:

- When a creature within 5 feet of you uses a power, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a power, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against powers used by creatures within 5 feet of you.

WILD TALENT

You learn two psionic talents of your choice.

In addition, choose one lesser discipline. You learn that discipline and gain 2 psi points, which may only be used on the chosen discipline.

If you do not have the Psionics class feature, you can't gain the psychic focus benefit of the discipline.

Your psionic ability for these powers is Intelligence.



PSIONIC MONSTERS AND NPCs

The following section contains psionic-themed monsters and NPCs.

AVATAR OF DOOM

An avatar of doom is not a species of monster, but the form a psion takes when using the *aspect of the beast* discipline effect this creature is named after. In very rare circumstances, some psions become stuck in this form, slowly losing their sanity and becoming into feral, terrifying abominations.

The avatar of doom is a nightmarish being, complete with an ooze-sleek skin coating, lashing tentacles, deadly claws, and a frightening countenance.

AVATAR OF DOOM

Medium aberration, neutral

Armor Class 17 (natural armor)

Hit Points 212 (22d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	16 (+3)	12 (+1)	10 (+0)

Saves Str +8, Dex +6

Skills Perception +5

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages telepathy 120 ft.

Challenge 12 (8,400 XP)

Flailing Tentacles. At the start of each of the avatar of doom's turns, each creature within 5 feet of it takes 7 (2d6) bludgeoning damage.

ACTIONS

Multiattack. The avatar of doom makes four claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target. *Hit:* 13 (2d10 + 4) slashing damage.

Frightful Presence. Each creature of the avatar of doom's choice that is within 120 feet of the avatar of doom and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the avatar of doom's Frightful Presence for the next 24 hours.



CEREBRILITH

Cerebriliths are demons whose already fearsome powers are augmented by psionics. They are specialists that join demonic armies only in response to specific requirements (such as the need to defeat mortal psionic creatures and characters). When not so occupied, they continually develop and train their already impressive mental abilities (alone or in small groups), usually by stalking mortals. Cerebriliths stop at nothing to slay intelligent foes. They delight in extracting the brains of their victims, examining them in hopes of prying loose new insights into the mental arts.

A cerebrilith resembles a massive humanoid about 8 feet tall, with an unbelievably swollen brain. Its bulging, elongated skull is swept back, fusing seamlessly with its hunched back. Its fanged maw protrudes from beneath a bony brow. The rest of its body is spindly but slick, as if coated with constantly leaking fluid. It walks on all fours, but fights standing up.

In combat, cerebriliths favor telepathic attacks, usually beginning battle by assaulting foes from afar as they close in.



CEREBRILITH

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	21 (+5)	18 (+4)	15 (+2)

Saves Int +9, Wis +6, Cha +9

Skills Perception +12, Stealth +5

Damage Resistances cold, fire, lightning, psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Psionic Resistance. The cerebrilith has advantage on saving throws against powers and other psionic effects.

Psionics. The cerebrilith is an 18th-level psion. Its psionic ability is Intelligence (spell save DC 17, +9 to hit with powers). It has 114 psi points and its psi limit is 13. The cerebrilith knows the following powers:

Talents: *ballistic attack, distract, energy ray, unearthly terror*

Disciplines: *adaptive body, body of wind, celerity, deceive senses, intellect fortress, psionic weapon, telekinetics*

ACTIONS

Multiattack. The cerebrilith makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, range 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

FACELESS ONE

Bizarre beyond comprehension, a faceless one is strange to behold. It regards the world with what appears to be a smooth, featureless skull. Four long, slender arms ending in gaunt, clawed hands extend from its torso. The creature propels itself using a mass of bloated, writhing tentacles with surprising speed.

A faceless one is deadly in combat, launching powerful, debilitating psionic attacks with ease and ripping its prey to shreds with its razor-sharp claws.

FACELESS ONE

Large aberration, neutral

Armor Class 17 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	20 (+5)	15 (+2)	20 (+5)

Saves Int +9, Wis +6, Cha +9

Senses blindsight 300 ft., passive Perception 12

Languages telepathy 120 ft.

Challenge 12 (8,400 XP)

Acid Blood. A creature that hits the faceless one with a melee attack while within 5 feet of it takes 10 (3d6) acid damage.

Antimagic Field. The faceless one radiates a 10-foot radius sphere of antimagic, as in the *antimagic field* spell.

ACTIONS

Multiattack. The faceless one makes one mind blast attack and four claw attacks.

Mind Blast. *Ranged Discipline Attack:* +9 to hit, range 120 ft., one target. *Hit:* 22 (4d10) psychic damage.

Claw. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.



ORDER OF THE AWAKENED

Members of the Order of the Awakened specialize in unleashing powerful psychic attacks and bending the minds of their enemies in battle.

ADEPT OF THE AWAKENED MIND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *inertial armor*)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saves Int +5, Wis +3

Skills Arcana +5, Insight +3

Senses passive Perception 11

Languages any four languages

Challenge 1/2 (100 XP)

Psionics. The adept of the Awakened Mind is a 4th-level psion. Its psionic ability is Intelligence (spell save DC 13, +5 to hit with powers). It has 17 psi points and its psi limit is 3. The adept of the Awakened Mind knows the following powers:

Talents: *night eyes, mind meld, mind thrust, thought spear*

Disciplines: *conquering mind, intellect fortress, kinetic manipulation*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

DISCIPLE OF THE AWAKENED MIND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *inertial armor*)

Hit Points 90 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saves Int +6, Wis +4

Skills Arcana +6, Insight +4

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

Potent Psionics. The disciple of the Awakened Mind adds its Intelligence modifier to the damage it deals with any psionic talent.

Psionics. The disciple of the Awakened Mind is a 9th-level psion. Its psionic ability is Intelligence (spell save DC 14, +6 to hit with powers). It has 57 psi points and its psi limit is 7. The disciple of the Awakened Mind knows the following powers:

Talents: *night eyes, mind meld, mind thrust, thought spear*

Disciplines: *body of wind, conquering mind, intellect fortress, kinetic manipulation, mind over emotion, psionic assault*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

MASTER OF THE AWAKENED MIND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *inertial armor*)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saves Int +9, Wis +6

Skills Arcana +9, Insight +6

Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *inertial barrier*)

Senses passive Perception 11

Languages any four languages

Challenge 12 (8,400 XP)

Potent Psionics. The master of the Awakened Mind adds its Intelligence modifier to the damage it deals with any psionic talent.

Shed Body. As a bonus action on its turn, the master of the Awakened Mind becomes incorporeal, which allows it to move through other creatures and objects as if they were difficult terrain, and it gains a flying speed equal to its current speed. This effect lasts until the master of the Awakened Mind dismisses it as a bonus action on its turn. It takes 10 force damage if it ends its turn inside an object or creature.

Psionics. The master of the Awakened Mind is an 18th-level psion. Its psionic ability is Intelligence (spell save DC 17, +9 to hit with powers). It has 114 psi points and its psi limit is 13. The master of the Awakened Mind knows the following powers:

Talents: *distract, night eyes, mind meld, mind thrust, thought spear, unearthly terror*

Disciplines: *adaptive body, body of wind, conquering mind, intellect fortress, kinetic manipulation, mind over emotion, psionic assault, psychoportation, telepathy*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

ORDER OF THE IMMORTAL

Members of the Order of the Immortal are absolute juggernauts, standing tall in the face of their enemies' attacks and delivering devastating blows.

ADEPT OF THE IMMORTAL

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	14 (+1)	14 (+2)	10 (+0)	11 (+0)

Saves Int +4, Wis +2

Skills Arcana +4, Perception +2

Senses passive Perception 12

Languages any four languages

Challenge 3 (700 XP)

Psionic Resilience. At the start of each of its turns, the adept of the Immortal gains 2 temporary hit points, provided that it has at least 1 hit point.

Psionics. The adept of the Immortal is a 4th-level psion. Its psionic ability is Intelligence (spell save DC 12, +4 to hit with powers). It has 17 psi points and its psi limit is 3. The adept of Immortal knows the following powers:

Talents: *light step, night eyes*

Disciplines: *celerity, iron durability, psionic weapon*

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

DISCIPLE OF THE IMMORTAL

Medium humanoid (any race), any alignment

Armor Class 19 (splint mail, shield)

Hit Points 121 (22d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	14 (+1)	14 (+2)	10 (+0)	11 (+0)

Saves Int +5, Wis +3

Skills Arcana +5, Perception +3

Senses passive Perception 13

Languages any four languages

Challenge 6 (2,300 XP)

Psionic Resilience. At the start of each of its turns, the disciple of the Immortal gains 2 temporary hit points, provided that it has at least 1 hit point.

Cutting Resonance. Once per turn, the disciple of the Immortal can deal an extra 4 (1d8) psychic damage to a creature it hits with a weapon attack.

Psionics. The disciple of the Immortal is a 9th-level psion. Its psionic ability is Intelligence (spell save DC 13, +5 to hit with powers). It has 57 psi points and its psi limit is 7. The disciple of the Immortal knows the following powers:

Talents: *light step, night eyes*

Disciplines: *adaptive body, body of wind, celerity, force bulwark, iron durability, psionic weapon*

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

MASTER OF THE IMMORTAL

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 240 (32d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	16 (+3)	16 (+3)	12 (+1)	11 (+0)

Saves Int +7, Wis +6

Skills Arcana +7, Perception +5

Senses passive Perception 15

Languages any four languages

Challenge 12 (8,400 XP)

Psionic Resilience. At the start of each of its turns, the master of the Immortal gains 3 temporary hit points, provided that it has at least 1 hit point.

Cutting Resonance Once per turn, the master of the Immortal can deal an extra 8 (2d8) psychic damage to a creature it hits with a weapon attack.

Mind over Body (1/Long rest). When the master of the Immortal is reduced to 0 hit points but not killed outright, it can spend 5 psi points to drop to 18 hit points.

Psionics. The master of the Immortal is an 18th-level psion. Its psionic ability is Intelligence (spell save DC 15, +7 to hit with powers). It has 114 psi points and its psi limit is 13. The master of the Immortal knows the following powers:

Talents: *blade meld, light step, night eyes, thought spear*

Disciplines: *adaptive body, body of wind, celerity, force bulwark, intellect fortress, iron durability, psionic weapon*

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 5) slashing damage.

ORDER OF THE INVISIBLE HAND

Members of the Order of the Invisible Hand prefer to control the battle from afar, pelting foes with objects and deadly energy.

ADEPT OF THE INVISIBLE HAND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *inertial armor*)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saves Int +5, Wis +3

Skills Arcana +5, Insight +3

Senses passive Perception 11

Languages any four languages

Challenge 1 (200 XP)

Psionics. The adept of the Invisible Hand is a 4th-level psion. Its psionic ability is Intelligence (spell save DC 13, +5 to hit with powers). It has 17 psi points and its psi limit is 3. The adept of the Invisible Hand knows the following powers:

Talents: *distract, energy ray, night eyes, ballistic attack*

Disciplines: *bend energy, kinetic manipulation, telekinetics*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

DISCIPLE OF THE INVISIBLE HAND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *inertial armor*)

Hit Points 90 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saves Int +6, Wis +4

Skills Arcana +6, Insight +4

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

Potent Psionics. The disciple of the Invisible Hand adds its Intelligence modifier to the damage it deals with any psionic talent.

Psionics. The disciple of the Invisible Hand is a 9th-level psion. Its psionic ability is Intelligence (spell save DC 14, +6 to hit with powers). It has 57 psi points and its psi limit is 7. The disciple of the Invisible Hand knows the following powers:

Talents: *distract, energy ray, night eyes, ballistic attack*

Disciplines: *bend energy, body of wind, intellect fortress, kinetic manipulation, energy mastery, telekinetics*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

MASTER OF THE INVISIBLE HAND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *inertial armor*)

Hit Points 203 (37d8 + 37)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saves Int +9, Wis +6

Skills Arcana +9, Insight +6

Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *inertial barrier*)

Senses passive Perception 11

Languages any four languages

Challenge 16 (15,000 XP)

Potent Psionics. The master of the Invisible Hand adds its Intelligence modifier to the damage it deals with any psionic talent.

Force of Will. While the master of the Invisible Hand is concentrating on an Invisible Hand discipline effect, it gains the following benefits:

- It adds its proficiency bonus to ability checks made to move creatures or objects with its Invisible Hand disciplines.
- The maximum weight of an object it can try to move with its Invisible Hand disciplines is doubled.
- As a bonus action on its turn, it can spend 2 psi points to use the *ballistic attack* talent.

Psionics. The master of the Invisible Hand is an 18th-level psion. Its psionic ability is Intelligence (spell save DC 17, +9 to hit with powers). It has 114 psi points and its psi limit is 13. The master of the Invisible Hand knows the following powers:

Talents: *distract, energy ray, night eyes, ballistic attack, thought spear, unearthly terror*

Disciplines: *adaptive body, bend energy, body of wind, intellect fortress, kinetic manipulation, metapsionics, energy mastery, psychoportation, telekinetics*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

ORDER OF THE KNIFE

Members of the Order of the Knife are versatile combatants, using speed and cunning to take down their foes.

ADEPT OF THE KNIFE

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)

Saves Int +4, Wis +2

Skills Arcana +4, Perception +2

Senses passive Perception 12

Languages any four languages

Challenge 3 (700 XP)

Mind Blade. Once during its turn, the adept of the Knife can form weapons composed of psychic energy in its empty hands. The weapons can take any form, and disappear if they are more than 5 feet away from the adept of the Knife for 1 minute or more, if this feature is used again, if they are dismissed, if another creature picks them up, or the adept of the Knife dies.

The adept of the Knife presented here uses its mind blade feature to create two shortswords, but other weapon choices are possible.

Psionics. The adept of the Knife is a 4th-level psion. Its psionic ability is Intelligence (spell save DC 12, +4 to hit with powers). It has 17 psi points and its psi limit is 3. The adept of Knife knows the following powers:

Talents: *light step, night eyes*

Disciplines: *alacrity, displacement, psionic weapon*

ACTIONS

Multiattack. The adept of the Knife makes one short sword – main hand attack and one short sword – off hand attack.

Shortsword – Main Hand. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage

Shortsword – Off Hand. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

DISCIPLE OF THE KNIFE

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail)

Hit Points 121 (22d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)

Saves Int +5, Wis +3

Skills Arcana +5, Perception +3

Senses passive Perception 13

Languages any four languages

Challenge 5 (1,800 XP)

Mind Blade. Once during its turn, the disciple of the Knife can form weapons composed of psychic energy in its empty hands. The weapons can take any form, and disappear if they are more than 5 feet away from the disciple of the Knife for 1 minute or more, if this feature is used again, if they are dismissed, if another creature picks them up, or the disciple of the Knife dies.

The disciple of the Knife presented here uses its mind blade feature to create two shortswords, but other weapon choices are possible.

Psychic Strike. Once per turn, the disciple of the Knife can deal an extra 4 (1d8) damage to a creature it hits with a weapon attack.

Psionics. The disciple of the Knife is a 9th-level psion. Its psionic ability is Intelligence (spell save DC 13, +5 to hit with powers). It has 57 psi points and its psi limit is 7. The disciple of the Knife knows the following powers:

Talents: *light step, night eyes*

Disciplines: *adaptive body, alacrity, displacement, few against many, elemental weapon, psionic weapon*

ACTIONS

Multiattack. The disciple of the Knife makes one short sword – main hand attack and one short sword – off hand attack.

Shortsword – Main Hand. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortsword – Off Hand. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

MASTER OF THE KNIFE

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 208 (32d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	15 (+2)	16 (+3)	14 (+2)	11 (+0)

Saves Int +7, Wis +6

Skills Arcana +7, Perception +6

Senses passive Perception 16

Languages any four languages

Challenge 10 (5,900 XP)

Mind Blade. Once during its turn, the master of the Knife can form weapons composed of psychic energy in its empty hands. The weapons can take any form, and disappear if they are more than 5 feet away from the master of the Knife for 1 minute or more, if this feature is used again, if they are dismissed, if another creature picks them up, or the master of the Knife dies.

The master of the Knife presented here uses its mind blade feature to create two shortswords, but other weapon choices are possible.

Psychic Strike. Once per turn, the master of the Knife can deal an extra 8 (2d8) damage to a creature it hits with a weapon attack.

Psionics. The master of the Knife is an 18th-level psion. Its psionic ability is Intelligence (spell save DC 15, +7 to hit with powers). It has 114 psi points and its psi limit is 13. The master of the Knife knows the following powers:

Talents: *distract, light step, night eyes, thought spear*

Disciplines: *adaptive body, alacrity, body of wind, displacement, few against many, elemental weapon, intellect fortress, predation, psionic weapon*

ACTIONS

Multiattack. The master of the Knife makes one short sword – main hand attack and one short sword – off hand attack.

Bladewind. The master of the Knife makes a shortsword – main hand attack against any number of creatures within 5 feet, with a separate attack roll for each target.

Shortsword – Main Hand. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Shortsword – Off Hand. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

PSION-KILLER

A psion-killer (also called a crystal golem) is 9-1/2 feet tall and weighs around 2,500 pounds. Its body is composed of sharply faceted crystal.

These golems are created to be the bane of all psionic creatures and characters. Their crystal bodies are sometimes carved with symbols promising death to psionic beings.

Despite their nature, a psion-killer is capable of utilizing psionics as well, exemplifying the phrase “fight fire with fire”.

A psion-killer does nothing without explicit orders from its creator. It follows instructions literally and is incapable of any strategy or tactics. Psion-killers don’t use weapons, even if ordered to, but always strike with their fists.

A psion-killer’s creator can command it if the psion-killer is within 60 feet and can see and hear its creator. If uncommanded, a psion-killer usually follows its last instruction to the best of its ability, though if attacked it returns the attack. Its creator can give the psion-killer a simple command to govern its actions in his or her absence, such as “Remain in this area and attack all creatures who enter.”



PSION-KILLER

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	15 (+2)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages understands the languages of its creator but can’t speak

Challenge 16 (15,000 XP)

Immutable Form. The psion-killer is immune to any spell or effect that would alter its form.

Magic Weapons. The psion-killer’s weapon attacks are magical.

Psionic Resistance. The psion-killer has advantage on saving throws against powers and other psionic effects.

Psionic Absorption. Whenever the psion-killer is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

ACTIONS

Multiattack. The psion-killer makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, range 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Dispel Psionics. The psion-killer chooses any creature, object, or psionic effect within 120 feet. Any psionic effect with a psi point cost of 8 or lower on the target ends. An effect of a higher cost is unaffected.

Null Blast (Recharge 6). The psion-killer emits entropic energy in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

MISCELLANEOUS RULES

PSIONICS AND *WISH*

When you cast the *wish* spell, you can replicate any discipline effect with a psi point cost of 11 or lower.

PSI POINTS VS SPELL LEVEL

The following information is based off the Spell Point variant rule on page 288 of the *Dungeon Master's Guide*.

PSI POINTS VS SPELL LEVEL

Spell Level	Psi Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13



THANKS!

Without the feedback, ideas, critique, and appreciation of the Uearthed Arcana subreddit, I likely would have stopped on this project a while ago. Thank you so much for your help!

If you wish to discuss this supplement, please feel free to contact me on [Reddit](#).

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This section will likely be a bit incomplete as I search for artists. If you see a piece of art that isn't credited and know the source, please let me know!

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THRI-KREEN

“Drik, nictck-chital. Pricet chik-tic-tic-tic, pract nictck-ch bract ick-click. Pree nack chik-tick”

- Clicky, Thri-Kreen ranger

“I have no idea what he's saying half the time.”

- Hassleus Meddlit, Gnome wizard

Fierce hunters and faultless trackers, the thri-kreen are a race of insect-folk sometimes known as “mantis warriors.” They are inscrutable, alien creatures; those who do not know them well believe them to be bloodthirsty monsters. Nomadic folk who spend their brief lives roaming vast distances of the deserts, scrublands, and savannas of the south, thri-kreen are near-perfect hunters.

MANTIS WARRIORS

A thri-kreen resembles a bipedal praying mantis. Its body's exoskeleton is sandy yellow in color. Of the body's six limbs, the lower two are used for walking, and the upper four end in four-fingered, clawlike hands. Thri-kreen have large, dangerous mandibles and compound eyes. Two small antennae sprout from the tops of their heads. They wear little clothing beyond simple harnesses for carrying weapons and equipment.

TIGHT-KNIT GROUPS

Each thri-kreen forms deep attachments with a handful of other individuals, regarding them as clutch-mates, companions to be defended with one's own life if need be. All others outside this small group of companions are strangers and enemies, although thri-kreen are intelligent enough to recognize that one traveling alone in the lands of other folk would be wise to keep such observations to oneself.



THRI-KREEN COMMUNICATION

Thri-kreen employ a language without words. To show emotion and reaction, a thri-kreen clacks its mandibles and waves its antennae, giving other thri-kreen a sense of what it is thinking and feeling. Other creatures find this manner of communication difficult to interpret and impossible to duplicate. When forced to interact with creatures of other intelligent species, thri-kreen employ alternative methods of communication, such as drawing pictures in sand or making pictures out of twigs or blades of grass. More civilized thri-kreen take to learning Common, but cannot speak it, due to their mandible structure.



LIMITED EMOTIONS

Thri-kreen experience the full range of emotions but aren't as prone to emotional outbursts as humans. Thri-kreen with psionic ability often demonstrate a wider range of emotions, particularly if they live near or interact with humans or other highly emotional creatures.

HUNTER-GATHERERS

Thri-kreen view themselves as noble hunters and judge other folk on the simple relationship of predator to prey. They respect barbarians, rangers, and others who live off the land and treat the land with care. On the other hand, savage and evil races such as gnolls and orcs despoil the lands that should be hunted with respect, and thus earn the thri-kreen's enmity. The mantis warriors generally regard city folk and farmers of other races as not-hunters, and therefore not worth their attention (but also unworthy of their enmity).

THRI-KREEN NAMES

Thri-kreen make no distinction between male and female names, and they do not use a surname.

Thri-Kreen Names: Chak-tha, Drik-chkit, Kacht-ta, Kat'chka, Pak'cha, Pik-ik-cha, Ptekwe, Tak-tha, Tik-tik.

THRI-KREEN TRAITS

Your thri-kreen character has a number of abilities unique to the thri-kreen race.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Thri-kreen have relatively short lifespans, reaching maturity after only 2 years. On average, thri-kreen live about 30 to 35 years, though there are Thri-kreen legends about one of their number who lived almost 4 times as long as normal.

Alignment. Thri-kreen have virtually no social structure other than the clutches they form with their closest allies. The notion of sophisticated rules for social behavior is

foreign to them. They are almost always chaotic in alignment, and often neutral with respect to good and evil.

Size. Thri-kreen tend to hunch when walking around, appearing to be as tall as a human. When fully upright, a thri-kreen stands between 6 and 7 feet tall. They weigh about 150 pounds on average. Your size is Medium.

Speed. Your base speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Jumper. Thri-Kreen have powerful legs, allowing for jumps that many other humanoids consider impossible. You have advantage on Strength (Athletics) checks made when jumping. You do not need a running start to perform a long jump or high jump.

Four Arms. You have four arms with which to hold things. Two of them are smaller minor arms, and cannot hold shields or attack with weapons. The minor arms may manipulate objects and perform the somatic components of spells. These extra arms do not grant extra attacks beyond those which you are normally granted. Finally, you may interact with an additional object (like drawing or stowing something) each turn.

Sleepless. You don't require sleep to function. As such, magic can't put you to sleep. You still must take long rests and can perform nothing more than a light task during said rest.

Languages. You can comprehend, read, and write Common, and can speak Thri-Kreen. Thri-Kreen is a language that is seemingly wordless, where thoughts and ideas are conveyed through specific clacking of mandibles, waving of antennae, and gesturing of hands. Only thri-kreen have the physical features necessary to speak the language properly.

Thri-Kreen Weapon Training. You are proficient with both the Gythka and Chatkcha. They are Martial weapons, and you may take them as starting equipment if your class allows you to take a martial weapon normally.

Subraces. Thri-Kreen society is broken up into two subraces, the Psions, those endowed with psionic powers, and the Hunters, who patrol the savannas. Choose one of these subraces.

HUNTER

Thri-kreen of this subrace are stronger and tougher than other thri-kreen. They possess a potent venom used to subdue their prey, as well as a hardened exoskeleton. Thri-kreen hunters generally have a very simplistic view of the world and little to no empathy toward others. These thri-kreen are well-suited to the roles of fighters, rangers, or barbarians.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Chitinous Carapace. Your carapace is thicker and more resilient than that of other thri-kreen. When you aren't wearing armor, your armor class equals 12 + your Dexterity modifier. You cannot wear heavy armor due to your unusual anatomy.

Dasl Weapons. You secrete a resin-like saliva called dasl. This saliva can be used to create a variety of slashing and piercing weapons. During a long rest, you may use your dasl to create one gythka, spear, or javelin from an existing quarterstaff, as well as maximum of 5 chatkchas or daggers. Dasl weapons are very fragile, and must be remade every 24 hours to maintain effectiveness. A non thri-kreen character is not proficient with dasl weapons. When you roll a 1 on an attack made with a dasl weapon, the weapon shatters and becomes unusable. dasl gythkas, spears, and javelins that shatter in this way become ordinary quarterstaves.

PSION

Thri-kreen of this subrace possess greater power of the mind than their kin, but are slightly weaker than their hunter counterparts. They develop limited psionic abilities and a natural camouflage ability. Thri-kreen psions tend to have a greater emotional and intellectual range than other thri-kreen, which allows them a more sophisticated view of their world. These thri-kreen make excellent scouts, assassins, and spellblades.

Ability Score Increase. Your Wisdom or Intelligence score increases by 1.

Chameleon Carapace. You can change the color of your carapace to match the color and texture of your natural surroundings as a bonus action. Once changed, your camouflage lasts until your next short or long rest and grants you advantage on Dexterity (Stealth) checks made to hide in the matched terrain. Moving out of the matched terrain, such as by moving indoors or by moving to an area with different vegetation or rocks (usually any area over 100 feet from where you first camouflaged), you lose this advantage.

Innate Psionics. You know the *mage hand* cantrip. Once you reach 3rd level, you can cast *blur* (targeting only yourself) once per day with this ability. When you reach 5th level, you may also cast *magic weapon* once per day.

THRI-KREEN WEAPONS

In the wilderness, thri-kreen create their weapons from a resin-like saliva they produce called dasl, but steel-bladed gythkas and chatkchas, while rare, can be found in some weaponsmiths' inventories. The prices shown below apply to steel weapons.

Gythka. The gythka is a polearm with a crescent-shaped blade on each end. When you take the Attack action on your turn, you may use a bonus action to make an attack with the other end of the weapon, dealing an additional 1d6 slashing damage. You do not add your ability score to the damage of this second attack unless you have the Two-Weapon Fighting fighting style.

Chatkcha. The chatkcha is a flat, triangular throwing blade with three serrated edges. During a long rest, a thri-kreen may create or maintain a maximum of 5 dasl chatkchas at one time.

THRI-KREEN WEAPONS

Weapon	Cost	Damage	Weight	Properties
Gythka	40 gp	1d6 slashing	6 lb.	Finesse, heavy, special, two-handed
Chatkcha	3 gp	1d6 slashing	1 lb.	Finesse, light, thrown (range 20/60)



OPTIONAL FEATS

If your DM allows the use of feats from chapter 6 of the Player's Handbook, your thri-kreen character has access to the following special feats.

RAZOR CLAWS

Prerequisite: Thri-kreen

Your clawed hands and feet are sharper and more resilient than normal. Your unarmed strikes made with your claws deal 1d4 slashing damage. In addition, you may make a second unarmed strike as a bonus action. You do not add your Strength modifier to the damage of the second attack.

EXEMPLARY JUMPER

Prerequisite: Thri-kreen (thri-kreen hunter), 4th level

Your legs are highly developed to accommodate long jumping. Your jump distance is doubled.

SUPERIOR PSIONICS

Prerequisites: Thri-kreen (thri-kreen psion), 6th level

Your psionic powers are superior to those of your brethren. You can cast *jump* and *invisibility* (targeting yourself only) once with this ability. You regain the ability to cast these spells when you finish a long rest.

VENOMOUS BITE

Prerequisite: Thri-kreen

You can use your powerful mandibles to inject your foes with a potent paralytic venom. Unarmed strikes made with your bite deal 1d4 piercing damage. On a hit, the target of your bite must make a DC 13 Constitution saving throw. On a failed save, the target is Paralyzed for up to 1 minute. At the beginning of each of its turns, the target can make another Constitution saving throw to end this effect early. On a successful save, the target is Poisoned for 1d4 rounds. Once you use this feature, you must complete a long rest before you can use it again.

