

PSYCHIC AND SPIRITUAL HANDBOOK



D&D SOURCEBOOK

Complete rules for adding psionics to your campaign and bolster it with supernatural phenomena.

PSYCHIC AND SPIRITUAL HANDBOOK

BY THERIN CREATIVE

FOR USE WITH DUNGEONS & DRAGONS 5TH EDITION.

CREDITS

Designer: Therin a'Ghaleon

Writing: Therin a'Ghaleon

Cover Illustrator: Juho Huttunen

Inspired by the original game created by Dave Arneson and E. Gary Gygax, with Brian Blume, Rob Kuntz, James Ward, and Don Kaye

Empowered by the current edition created by Jeremy Crawford and Mike Mearls, with Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, and Bruce R. Cordell

Further inspired by David Noonan, Rich Baker, Mike Donais, Andrew Finch, Ed Stark, Jonathan Tweet, Steve Winter, and Blake Mobley

Last Updated: 11 November, 2022

The *Psychic and Spiritual Handbook* is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

CONTENTS

INTRODUCTION	4	CHAPTER 2: POWERS AND SPELLS	45
CHAPTER 1: CHARACTER OPTIONS	6	What Is A Power	45
CHANNELER	7	Manifesting A Power	45
Medium	9	POWER LISTS	48
Metamorph	10	POWER DESCRIPTIONS	49
Shaper	12	MAGIC AND PSYCHIC	90
SAVANT	14	Spell Lists	91
Order of Essence	16	Spell Descriptions	94
Order of Force	17	CHAPTER 3: RUNNING THE GAME	97
Order of Foresight	18	Psychic Conditions	98
Order of Substance	18	Psychic Traits	98
Order of Thought	19	SPIRITFONT	99
TRANSCENDENT	21	Psychic Impression	102
Ghost Hunter	23	Haunting	103
Nomad	24	Poltergeist	105
Transient Blade	25	POSSESSION	106
Artificer: Psi Forger	26	SÉANCE	108
Barbarian: Path of the Ghost	28	THE DREAMSCAPE	109
Bard: College of Forgotten Echoes	29	THE COLLECTIVE CONSCIOUS	117
CLERIC	30	CHAPTER 4: PSYCHIC ITEMS	118
Cleric: Duality Domain	30	CHAPTER 5: BESTIARY	127
Druid: Circle of Stillness	31	NON-PLAYER CHARACTERS	169
Fighter: Dervish	32	APPENDIX A: RACES	173
Monk: Way of Insight	33	Dromite	173
Paladin: Oath of the Ardent	34	Half-Giant	175
Ranger: Psychic Archer	37	Elan	176
Rogue: Shadowmind	38	Maenad	177
Sorcerer: Dreaming	40	APPENDIX B: POSSESSION FOR	178
Warlock: The Geist	41	PUBLISHED MONSTERS	
Wizard: School of Cerebromancy	42	APPENDIX C: MAKING	186
PSIONIC FEATS	44	NEW CONTENT	
		INDEX	188

PREFACE

Dungeons & Dragons™ has long held a place in my heart since I started playing it in the 1980's. It was a game that allowed one to pursue creativity and imagination, backed by coherent rules, to weave tales of adventure, mystery, intrigue, horror, theatrics, valor, mischief, and so much more. It was possible to spin a narrative to one's friends, creating scenarios and situations to allow them to devise their own means to overcome the challenges before them. For me, it was the perfect past time, allowing me to freely pursue my own creativity.

Through the years, D&D changed and evolved, telling stories of gallant paladins, powerful wizards, and even resolute psionicists starting in 2nd edition. In 1st edition, psionics were this, mostly overpowered, lottery of special powers, but with the 2nd edition of AD&D, the *Psionic Handbook* was introduced offering a much more reasonable approach to psychic powers. It was here that I developed a fondness for psionics in my D&D.

When 3rd edition D&D came about, I'll confess I was disappointed that there were no psionic classes in the *Player's Handbook*, but it wasn't that long until psionics were brought back in their own book. This iteration saw psionic powers lean a lot harder on the spell system of 3/3.5e D&D, but the classes were much better assembled. When 3.5e released the "Complete" series, optional rules for each concept of classes, *Complete Psionic* was included, a testament to the place psionics held in the fabric of D&D.

It was my surprise that 5th edition D&D had left a hole where psionics were concerned for so long. It wasn't until the release of *Tasha's Cauldron of Everything* that we saw an official release of psionics for 5e, months after I embarked on this project.

This project began under the original goal of creating a psionic power system that was easy to adapt and that update a lot of the older psionic material. Those were different times. After dozens of hours of testing and countless hours of writing, designing, and more, the project evolved into something more than its original vision: it became a thorough integration with 5e to include the fantasy that drives psionic powers and psychic abilities.

Old class names like the psion and wilder were replaced, and many of the updated concepts for subclasses were completely reimaged over time, creating a stronger design that I hope you enjoy. It has been phenomenal to design and work on this sourcebook for all your psionic needs and desires.

While there are some out there who question the inclusion of psychic abilities in their fantasy settings, for those like me, they are an inimical part of fantasy, from the legendary accomplishments of figures such as Hattori Hanzou or the Buddha to the hyper-aware abilities of elder gods and aberrant horrors to the palm-reading seer.

I'm going to get this out of the way upfront. If you are a player wanting to use these rules, consult your DM first. Psychic abilities need to be woven into a campaign properly and not tacked on, and as such, may not be suitable for all games. The DM is the final arbiter on what materials to include in any given game of D&D.

With this project, I balanced two core objectives. First, the system needed to lean upon the foundation of 5th edition D&D in a way that it both fit within the framework of 5e mechanics and that it would be relatively easy for players to pick up by using familiar terms and mechanics. Second, psionics needed to feel unique and not feel like magic by another name. During development, I also recognized that there were some aspects of earlier psionic design that players wanted (e.g. power points). It was also important that psionic power don't end up in a position of being better spells, which was further justification to make a separate mechanical track for them. At no point should the existence of a "psionist" class render the sorcerer class obsolete.

The result of this balancing act is the powers system presented herein. When adapting material from 2nd and 3rd edition, one of the first things I set out to do was to throw away everything that was "spell name [psionic]" as these served to blur the line between powers and spells a little too much for my taste. What I did make a point to do, was to adapt the specific mechanics of spells with similar and allied effects such that the language is the same so players can swiftly learn the powers.

In the end, you will find that psionic powers have a distinct flavor brewed in the intersection of the mechanics. Building a psychic character will feel familiar to building a spellcasting one, but when that character expends power points, it will feel and play differently than the spellcaster expending spell slots.

So, reader, I offer you this book resplendent with knowledge and tools to introduce psionic powers, psychic abilities, supernatural phenomena into your games. This book is free to all who would use it, consistent with the Fan Content policy. It is yours to use, adapt, and expand. I made sure to include rules to aid you in your own creations, because for me, creation is what D&D is about.

It is my firmest hope that you find the contents of the *Psychic and Spiritual Handbook* worth the time you invest with it and that it takes your D&D campaigns to the next level. If it inspires you to concoct your own creations, related or not, then I call that a win.

May your campaigns always be interesting.

INTRODUCTION

This is a complete set of rules for DMs looking to incorporate psionic and psychic mechanics into 5th Edition D&D. You will need the core rules to play these rules as this sourcebook is an addition to the existing D&D rules. It is also recommended that you use these rules alongside *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything*, as these books are referenced, but worry not, the appendices include replacement options in these cases with content from the *Player's Handbook*.

USING THIS BOOK

The *Psychic and Spiritual Handbook* is loaded with new options for both players and DMs. While much of this book is built around the psionic power system, many elements stand on their own and can be used even if you don't want to use the powers. Above all, keep in mind that everything within these pages is optional. DMs are free to include what they want, alter what they need, and toss the rest.

PSIONIC SECRETS WITHIN THESE PAGES

This book is arranged in chapters and appendixes for both the player and DM.

Chapter 1 contains a plethora of options for player characters, including three new classes and thirteen subclasses for the official classes. You'll find all the rules needed to run these characters. New feats are also included.

Chapter 2 is filled with the psionic powers, new spells, and rules for integrating powers with spells.

Chapter 3 is for the DM, introducing new hazards for PCs to overcome, a new plane of Existence: the Dreamscape, rules for possession, and other gameplay nuggets.

Chapter 4 is replete with new magic (or psionic if you prefer) items, including sentient psionic items.

Chapter 5 has monsters for the DM to throw at the player that leverage all the new material within this book.

Appendices are included to further expand your option. First are a number of updated races from earlier editions. Following is an roster of updating official books to be up to date with this sourcebook so the DM doesn't have to fill in the blanks, and it includes some options to replace spell selection if you don't have the cited book. Finally, there are guidelines for making your own psychic content.

INTEGRATING PSIONICS

Psychic abilities aren't something to haphazardly toss in a campaign. For the best experience, you want psionics to feel like a natural part of your world (well, as natural as dragons, magic spells, and reanimated corpse anyhow). Tying psionics to spirits and related phenomena is a common tactic. Also, the ki of the monk class is functionally an avenue of psionic ability. Psionics easily exist alongside abominations from the Far Realm, and many classic monsters already leverage psionics to some degree, such as the mind flayer.

When you build your campaign's world, you may also want to think about how the people leverage and react to psionics. You could have rivalries between spellcasters and power manifesters, each vying for supremacy over the other discipline. Your world can also have psionics living harmoniously with the rest of the magical world: kingdoms employ psychic guards and assassins, the town healer using psionic powers to transfer ailments from one patient to another. You may even consider having psionics start as an intrusion into your world, maybe spearheaded by an invasion from the Underdark or Far Realm, where PCs have to learn to overcome these new powers until they learn to tap these powers as well.

As the DM, you will need to answer the question of where do psionics fit into the campaign. From there, build the network of interrelated factions, peoples, and history. You also need to answer one other important question: are psionics functionally magical, or are they a separate power? The answer may have implication on other classes, such as the monk. While this book is written under the concept that psionics are different than magic, you will find rules for merging the two in Chapter 2.

Remember, when in doubt, use your own judgment. As a DM, you will sometimes have to make a call when the specifics of a scenario are outside the box of the rules. Trust your instincts to make a call to keep the game moving, and you can always revise the ruling if you determine a better one later.

CHARACTER OPTIONS

Champions and villains come in all types and creeds, pursuing a range of crafts. At the heart of every D&D campaign are the player characters: a frequently ragtag band bearing many unique talents that fuel the story being woven throughout the game. This chapter offers a range of new options for creating characters the complement the options from the *Player's Handbook* and beyond.

To start, three psychic classes are introduced, each with a selection of subclasses. These classes cover a range of psychic fantasy archetypes. Players looking to tap psionic powers and explore new mechanics will find the tools to pursue these goals and integrate their PCs with their fellow adventurers. You will find everything you need to create player characters that leverage psychic powers across a number of themes and concepts in this section.

For players seeking to create characters with classes from the *Player's Handbook*, or the artificer introduced in *Tasha's Cauldron of Everything*, a new subclass is presented for each of the classes. These subclasses have unique themes and interactions with the mechanics presented in other chapters.

Rounding out the end of the chapter is a selection of new feats that explore the mystic world of psychic ability. Players have many ways to customize their characters to make truly unique adventurers with a host of mechanical and stylistic options.

The DM will decide what options are available to you. Work with your DM to ensure that your psychic character fits in with the campaign.

PSIONIC POWER

While much of this sourcebook is centered around the psionic power system, various pieces are independent, including more subclasses from the existing classes. You want to be sure that the DM is aware of the mechanics you plan to use and that the campaign setting is developed with psychic abilities in mind. The DM may decide that psionic powers are another kind of magic or a something entirely separate. Talk to the DM so you know what expectations to meet and how your character fits within the campaign.

Psionic powers use a separate resource system than spellcasting, but is defined using similar terminology. Instead of spell slots to cast spells with explicit effects, a psychic character expends power points to manifest psionic powers, "paying" for expressions that enhance its effects.

Each power has a cantrip-level effect built into it that power manifesters can use at will, just like a cantrip. By spending power points, these effects are enhanced or replaced with effects based on the augmentations a power can select. This allows a manifester a wider range of options at the time it manifests a psionic expression than its spellcasting peers.

As a player, you will want to be familiar with the expressions you can manifest for each of your powers so that you can swiftly choose your actions during the game. You may also consider listing common augmentation combinations you'll tend to manifest.

CHANNELER

Channelers are not trained, they are born. At times, the psychic fabric of the multiverse touches individuals in such a way that they are changed – awakened to unbridled mental powers that they never knew existed. As such, channelers must learn to shackle their newfound powers lest these powers consume them.

The natures of such psychic or spiritual forces determine how channelers are altered. In some cases these forces bring channelers closer to death or the spiritual realm. In other cases, it alters their bodies or brings their minds to different states of cognition.

SELF RELIANT

The core challenge faced by channelers is dealing with the expression of their psychic abilities. The psionic awakening changes their perspectives of the world, often replacing their concept of normal. Channelers must learn to deal with these new paradigms and embrace these inner changes.

Often misunderstood and feared, channelers are driven away from societies and must learn to face the world on

their own. It is common that they find strength and companionship in others who travel the lands as they exert greater control over their power. Adventuring provides a natural outlet for channelers to master their powers to the benefit of their friends and allies.

CREATING A CHANNELER

The most important decisions to make for your channeler are how your character received its powers and what shape those powers take. Were you touched by spiritual forces that left you able to see the dead? Was your body changed in a way that it became malleable to your will? Can you tap into the Weave with your mind and shape it? You need to decide your psionic expression as that determines what powers you can use and the nature of your channeler.

Next you want to decide how your channeler became an adventurer. Did you join a group to find safety or to gain camaraderie? How do you approach people you know or don't know about your powers? Are you afraid of what you are or of what you could do if you ever let go? Do you seek to seal away your power or have you decided that you need to bridle and command it?

THE CHANNELER

Level	Proficiency Bonus	Features	Psychic Burst Dice	Powers Known	Power Points
1st	+2	Power Manifesting, Psionic Expression	—	1	1
2nd	+2	Psychic Burst (1d4)	1	2	3
3rd	+2	Preternatural Awareness	2	2	5
4th	+2	Ability Score Improvement	2	2	7
5th	+3	—	3	3	10
6th	+3	Psionic Expression feature	3	3	12
7th	+3	Psychic Burst (1d6)	3	4	14
8th	+3	Ability Score Improvement	3	4	16
9th	+4	—	4	5	19
10th	+4	Psionic Expression feature	4	5	22
11th	+4	—	4	5	24
12th	+4	Ability Score Improvement	4	5	27
13th	+5	—	5	5	30
14th	+5	Psionic Potency	5	5	33
15th	+5	Psychic Burst (1d8)	5	6	36
16th	+5	Ability Score Improvement	5	6	39
17th	+6	—	6	6	43
18th	+6	Psionic Expression feature	6	6	47
19th	+6	Ability Score Improvement	6	6	51
20th	+6	Power Incarnate	6	6	55

QUICK BUILD

You can make a channeler quickly by following these suggestions. First, determine your psionic expression (Medium, Metamorph, or Shaper). Second, your highest ability score should be the manifesting ability for the expression (Charisma for Medium, Constitution for Metamorph, or Intelligence for Shaper), followed by Wisdom. Third choose the hermit background. Lastly, choose the *spectral armament* power and the following power for your expression: *precognition* (Medium), *elastic body* (Metamorph), or *singularity* (Shaper).

CLASS FEATURES

As a channeler, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per channeler level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, rapiers, scimitars, short swords

Tools: Fortune telling tools

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Insight, Investigation, Medicine, Perception, and Performance

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- any simple weapon
- an explorer's pack
- padded armor and fortune telling tools

If you forgo this starting equipment, as well as the items offered by your background, you start with 3d4 x 10 gp to buy your equipment.

POWER MANIFESTING

1st-level channeler feature

You were altered through psychic means, enabling you to call upon psionic powers. See chapter 2 for the general rules of power manifesting and for the channeler power list.

POWERS KNOWN

You know one power of your choice from the channeler power list. Your expression will grant you additional powers.

The Powers Known column of the Channeler table shows when you learn more channeler powers of your choice. When you gain a level in this class, you can choose one of the powers you know and replace it with another power from the channeler power list or one from your Psionic Expression's power list.

POWER POINTS

The Channeler table shows how many power points you have to augment your channeler powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than your channeler level on a single power manifestation. You regain all expended power points when you finish a short or long rest.

Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the *suspension* power includes expressions that can affect single targets or an area with different measures of control.

MANIFESTING ABILITY

Your manifesting ability is determined by your Psionic Expression feature. You use the appropriate ability whenever a power refers to your manifesting ability. In addition, you use the appropriate ability modifier when setting the saving throw DC for a channeler power you manifest and when making an attack roll with one.

PSIONIC EXPRESSION

1st-level channeler feature

When a channeler's powers awaken they fall under one theme. When you create a channeler, choose a Psionic Expression. Perhaps the channeler feels close to the realm of spirits and to lost souls trapped in the world, taking on the expression of the medium. Another channeler may find its physical form is malleable to its will, becoming a metamorph. The shaper is a channeler who can summon spontaneous energies with but a thought.

Your psionic expression determines what powers you may possess and grants additional features at 1st, 6th, 10th, and 18th level.

PSYCHIC BURST

2nd-level channeler feature

You can muster your shackled psionic energy. This energy is represented by your Psychic Burst die, which is a d4. You have a number of Psychic Burst dice as shown on the Psychic Burst Dice column of the Channeler table.

When you manifest a channeler power, you can expend one of your Psychic Burst dice and roll it. You gain a number of temporary power points equal to the number rolled. You can spend these points to augment that power, and when you do so you can spend 2 more power points than your channeler level would normally permit. For example, if you are 2nd level and manifest energy blast and expend a Psychic Burst die which results in a 3, you can augment the power with up to 4 power points, using all 3 power points from the Psychic Burst die and one from your power point reserve.

You can only spend one Psychic Burst die each turn. You don't have to spend all your temporary power points on the same power, but only the first power you manifest after invoking this feature can be manifest with power points above your level in this class. All unspent power points gained from your Psychic Burst die are lost at the start of your next turn.

The size of your Psychic Burst die increases to a d6 at 7th level and a d8 at 15th level. You regain all expended Psychic Burst dice when you finish a long rest.

PRETERNATURAL AWARENESS

3rd-level channeler feature

Your intuition supersedes your intellect, alerting you to close-by danger. When you expend a Psychic Burst die you increase your AC by 2 until the start of your next turn.

ABILITY SCORE IMPROVEMENT

4th-level channeler feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th 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.

PSIONIC POTENCY

14th-level channeler feature

Whenever you augment a channeler power with more power points than your level in this class through your Psychic Burst feature, you increase the power save DC or power attack modifier for that power by 2 during that turn.

POWER INCARNATE

20th-level channeler feature

You increase your manifesting ability score by 4, and your maximum for that score is now 24.

PSIONIC EXPRESSIONS

Each channeler is different, and when the channeler's psychic power became awakened, certain traits emerged. This is your Psionic Expression which determines what sorts of powers and features you possess.

MEDIUM

When they were born, or perhaps as a result of some experienced trauma, a part of each Medium's soul entered the spiritual realm. To them, the lost souls of the dead and other free-floating spirits became just more travelers along the roads they travel.

EXPRESSION OF SPIRIT

1st-level Medium feature

Your inner soul empowers your psychic abilities. Your manifesting ability is Charisma. You use your Charisma whenever a power refers to your manifesting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a channeler power you manifest and when making an attack roll with one.

Power Save DC = 8 + your proficiency bonus +
your Charisma modifier

Power attack modifier = your proficiency bonus +
your Charisma modifier

When you gain a new channeler power, you may select a power from the channeler power list or the following powers: *apopsi*, *extrasensory perception*, *hypercognition*, *id insinuation*, *mind probe*, *muddle*, *precognition*, *psychometry*, *puppetry*, *spirit ward* and *telekinetic grasp*.

At 1st level, you can select one of the powers above and add it to the list of powers you know. At 10th level, you may add another power from the list above.

SPIRIT VISION

1st-level Medium feature

You are attuned to the spirit realm. Whenever you are within 30 feet of a Spiritfont you are aware of its presence.

As an action, you can perceive the spirit realm and see the auras of creatures for a number of rounds equal to your levels in this class or until you lose your concentration (as if you were concentrating on a power). During this time you have aurasight and can perceive the Ethereal Plane to a distance of 60 feet. While peering into the Ethereal Plane, you can manifest telepathy powers against targets on the Ethereal Plane, but can't concentrate to maintain them while concentrating on your Spirit Vision feature.

As long as you maintain this sight, you gain a +2 bonus on saving throws and Intelligence (Investigation) checks against illusions of any sort. Moreover, your vision allows you to perceive the presence of a spirit possessing a creature or object. The possessor must make a Charisma saving throw against your power save DC. If successful, you are unable to detect its presence.

You can call upon your Spirit Vision feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

SPIRITUAL ATTUNEMENT

6th-level Medium feature

Due to your closeness to the spirit realm, you can no longer be aged through supernatural means.

In addition, your psionic powers reach beyond the material world, striking a creature's spirit as well as its body or mind, granting you the following benefits.

- You can target creatures and objects on both the Ethereal Plane and the Material Plane with your powers while on one of the planes. You must be aware of a creature to target it specifically, but effects which don't require you to target a creature will affect targets on the other plane where it overlaps the one you're on.
- Once on each of your turns when you hit with an attack roll, you can deal extra necrotic or psychic damage (your choice when you deal damage) to the target equal to your proficiency bonus.
- Psionic powers you manifest against a celestial, elemental, fey, fiend, or undead ignore psychic and bludgeoning damage resistance and immunity to the following conditions: frightened, paralyzed, stunned, and unsettled.
- You can concentrate on your Spirit Vision feature and a channeler power at the same time.

BANISH SPIRITS

10th-level Medium feature

As an action you can channel your inner strength to drive away spirits. You can attempt to do so twice. Starting at 18th level you can Banish Spirits three times. You regain all expended uses when you finish a short or long rest.

The effect of Banish Spirits requires a saving throw; the DC equals your power save DC.

One celestial, elemental, fey, fiend, or undead that you can see within 30 feet of you must make a Wisdom saving throw. If the creature fails the saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its actions, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Weaker creatures, at your decision, can be either destroyed (if undead), banished to their home plane (if celestial, elemental, or fiend), or driven away (if fey) if they fail their saving throw. If the challenge rating of the creature is equal or less than the threshold shown on the Banish Spirits table, it suffers the effect. Banished celestials, elementals, and fiends can't return to the Material Plane for 24 hours, provided they have the means to do so. Fey that are driven away must flee one mile away from the location and can't return for one month.

BANISH SPIRITS

Medium Level Banishes or Destroys Creatures of CR...

10th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

The Banish Spirits feature can be used on a creature or object to drive out a creature possessing it. When you do so, you become locked in a battle of wills with the possessor for up to 1 minute. Each round, the possessor must make a Wisdom saving throw against your power save DC. If the possessor fails three saving throws, it is forcibly removed from the host and is stunned until the end of its next turn. It can't attempt to repossess the host again for 24 hours. If the possessor fails less than three saves, it remains within its host and is immune to your further attempts to remove it for 24 hours.

You can also use this feature to render a spiritfont whose center is within 5 feet of you dormant. The spiritfont must succeed on an Intensity saving throw against your power save DC or it becomes dormant for a number of hours equal to your proficiency bonus.

PERSONA WARD

18th-level Medium feature

You can't be charmed or cursed.

You are immediately aware of the perpetrator of a charm, curse, or possession attempt against you, knowing its exact location and identity. Whenever a creature attempts to

possess you, you can expend one Psychic Burst die to forcibly expel it. The creature takes force damage equal to five rolls of your Psychic Burst die and is stunned until the end of your next turn. If you are possessed, you can expend one Psychic Burst die to make a new saving throw on your turn even when you're not in control, rolling the die and adding the number rolled to your save. A creature isn't damaged or stunned in this case.

In addition, when using your Spirit Vision feature, you see creatures for what they truly are and can see the true form of a shapechanger or one which has had its form changed through some means.

METAMORPH

Flesh and bone are malleable forms to be sculpted and shaped to one's will. As a metamorph, you can transcend the limits of biology, able to meld objects to your body and grow bone or reform your flesh.

MORPHIC POWER

1st-level Metamorph feature

You warp flesh and bone through your psychic ability. Your manifesting ability is Constitution. You use your Constitution whenever a power refers to your manifesting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a channeler power you manifest and when making an attack roll with one.

Power Save DC = 8 + your proficiency bonus +
your Constitution modifier

Power attack modifier = your proficiency bonus +
your Constitution modifier

When you gain a new channeler power, you may select a power from the channeler power list or the following powers: *accelerated healing*, *biomorphic skin*, *chameleon*, *decay*, *elastic body*, *energy cloak*, *living weapon*, *martial insight*, *molecular agitation*, *size alteration*, and *speed of thought*.

At 1st level, you can select one of the powers above and add it to the list of powers you know. At 10th level, you may add another power from the list above.

METAFORM

1st-level Metamorph feature

As a bonus action, you can alter your physical form, adopting a trait from the Metaform Table. Metaform traits that can make attacks count as simple weapons for you, and use your Strength modifier on attack and damage rolls with them. When you enter your metaform, you gain a number of temporary hit points equal to four times your level in this class. These hit points remain until you finish a long rest, enter your metaform again, or are depleted through damage. You can remain in your metaform for 10 minutes.

While in your metaform, you can take a bonus action to adopt a second trait, or use your action to replace one trait you've adopted with a different trait. When you reach certain levels in this class, you can adopt one additional trait: at 6th level (three traits), at 10th level (four traits), and

METAFORM TABLE

Level	Trait	Effects
1st	Amphibious	You can freely breathe air and water and gain a swimming speed equal to your walking speed.
	Darkvision	You gain darkvision out to a range of 60 ft.
	Endurance	You increase your Constitution score to 16 if it's not already higher, ignore the effects of exhaustion, and make Constitution ability checks with advantage.
	Fangs	You grow long fangs allowing you to make a bite attack that deals 1d8 piercing damage on a hit. You have advantage with this attack against any creature that doesn't have all its hit points.
	Muscle Mass	You increase your Strength score to 16 if it's not already higher, can push, drag, and lift twice as much, and make Strength ability checks with advantage.
	Oily Skin	You become slippery. You have advantage on checks to escape grapples and restraints and can attempt to do so as a bonus action instead of an action.
	Reflexes	You increase your Dexterity score to 16 if it's not already higher, add half your proficiency bonus to Dexterity saving throws if you aren't already proficient, and have advantage on Dexterity checks.
	Sharp Nails	Each of your hands grows claws that deal 1d6 slashing damage on a hit. Once on each of your turns when you hit a target with this attack, you can make one additional attack with it.
	Spines	You grow spines from your body that deal 1d8 piercing damage at the start your turn to a creature that you have grappled or been grappled by.
5th	Web Walk	You ignore movement restrictions caused by webbing. You also gain a climbing speed equal to your walking speed and can move along walls and ceilings while leaving your hands free.
	Blindsight	You gain blindsight out to a range of 60 ft.
	Blood Siphon	Once each turn when you hit a creature with a metaform trait attack, you can regain hit points equal to half the damage dealt.
	Enhanced Sight	You grow multiple eyes allowing you to see in any direction, gaining advantage on saving throws vs. blindness and on Perception checks. Foes gain no benefit from having an ally within 5 feet of you.
	Horns	You grow large horns allowing you to make a gore attack that deals 1d8 piercing damage on a hit. If you move at least 10 feet straight toward a target and hit with this attack on the same turn, the target takes an extra 1d8 piercing damage, is pushed up to 10 feet, and is knocked prone.
	Tentacles	You can transform your arms into tentacles that deal 1d6 bludgeoning damage on a hit and have the finesse property. On a hit, you can attempt to grapple the target without an action.
	Thick Skin	You increase your AC by 2 when not wearing armor.
	Venomous Attack	Once each round, when you hit a creature with a metaform trait, an unarmed strike, or a natural weapon it takes an extra 1d6 poison damage and must succeed on a Constitution saving throw or become poisoned until the end of its next turn.
	Web Spit	As an action you can spit webbing as a ranged weapon attack with range 30/90 ft. A Large or smaller creature hit by this web is restrained. As an action it can make a Strength saving throw, breaking free on a success. The webbing can also be destroyed, having AC 10, 5 + twice your proficiency bonus hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.
11th	Paralytic Attack	Once each round, when you hit a creature with a metaform trait, unarmed strike, or natural weapon it must succeed on a Constitution saving throw or become paralyzed until the end of its next turn.
	Serpent Form	You replace your legs with a long serpent tail and trunk. You can make a constrict attack that deals 1d8 bludgeoning damage on a hit, and can attempt to grapple its target without an action. Until the grapple ends the target is restrained. You also can't be knocked prone.
	Tail Spikes	You grow a tail filled with dozens of needle-like spikes. You can shoot these spikes by making a ranged weapon attack with range 100/200 ft. On a hit the target takes 1d8 piercing damage. When making a Multiattack, you can use this trait to attack more than once.
	Wings	You grow wings, gaining a flying speed of 60 ft.
17th	Acidic Breath	As an action you can expel acid in a 15-foot cone. Each creature within the cone must make a Dexterity saving throw, taking 6d8 acid damage on a failed save or half as much damage on a successful one.
	Amorphous	You can move through a space as narrow as 1 inch wide without squeezing.
	Extra Arms	You grow two extra humanoid arms and become multidextrous. You can also use any melee weapon while fighting with two weapons, including those with the two-handed property.

at 18th level (five traits). If you expend a Psychic Burst die on your turn, you can enter your metaform and manifest all traits you are capable at once without an action.

When a metaform trait requires a target to make a saving throw, the save DC is equal to your power save DC.

You can take on trivial, cosmetic changes in your metaform as you will, such as growing body hair or scaly skin, red eyes, or nightmarish features, for instance.

Once you enter your metaform, you can't do so again until you finish a short or long rest, unless you expend a Psychic Burst die to enter it again. When you reach 10th level, you can enter your metaform twice between rests.

OTHER OPTIONS

You aren't limited to the options from the Metaform table. For instance you could grow a sharp beak instead of fangs and deal the same piercing damage, or you could create a myriad of gaping maws along an arm in place of claws. Metaform is intended to allow the metamorph the ability to create a thematic form.

The DM can develop and approve additional metaform options that fit within the scope of the framework presented below and that don't duplicate psionic powers.

UNARMORED DEFENSE

1st-level Metamorph feature

While you are not wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

WAR FORM

6th-level Metamorph feature

You gain proficiency in Strength and Constitution saving throws. If you already have one of these proficiencies, you instead gain proficiency in Dexterity saving throws.

In addition, attacks from your metaform traits count as magical for the purpose of overcoming damage resistance and immunity, and you gain the Multiattack action while in your metaform. You can make two attacks using your metaform traits, or one attack with a metaform trait and one attack with a weapon. Metaform attacks can only be used once per limb, such that you can only make one bite attack, but could make two claw attacks.

BODY MELD

10th-level Metamorph feature

You can absorb small objects into your body. You can't absorb more than one fourth of your mass. Items absorbed by you don't function as a worn item would, for example, you can't benefit from a *ring of protection* while it's melded into your body. You can absorb any suitable object as a bonus action.

You can also use a bonus action to immediately bring any absorbed item to hand, or even don it. For example, you could have *boots of elvenkind* absorbed, and with your bonus action retrieve and don them. You can absorb one object and retrieve one object as part of the same bonus action.

You can also partially absorb weapons or makeshift-

implements to act as weapons, grafting them to your limbs. These grafted weapons function as normal weapons of their type, but grafted weapons can't be disarmed. You are proficient with any grafted weapon. A grafted weapon is considered magical so long as it remains grafted to you.

ROBUST FORM

18th-level Metamorph feature

While in your metaform, you gain a +2 bonus to Strength, to a maximum of 22, and can make up to three attacks with Multiattack using your metaform traits.

In addition, at the start of each of your turns, you can revert to your normal form if you are petrified or your form is changed, but can't take a bonus action during this turn. If you were in your metaform before being afflicted, you revert to your metaform instead.

SHAPER

Shapers reach into the very fabric of reality and bend it to their will. They can bring ectoplasm from the Astral Plane and fashion it into a construct or even tap into the Weave and duplicate certain spells. Shapers are direct, focusing on powers that accomplish their goals quickly.

SHAPE REALITY

1st-level Shaper feature

Through calculation and logic, you craft psionic energies. Your manifesting ability is Intelligence. You use your Intelligence whenever a power refers to your manifesting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a channeler power you manifest and when making an attack roll with one.

Power Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Power attack modifier = your proficiency bonus +
your Intelligence modifier

When you gain a new channeler power, you may select a power from the channeler power list or the following powers: *animate electricity*, *dimensional breach*, *energy storm*, *harmonics*, *hydrokinesis*, *psionic blast*, *shadow shape*, *singularity*, *spatial void*, and *tremor*.

At 1st level, you can select one of the powers above and the *astral construct* power and add them to the list of powers you know. At 10th level, you may add another power from the list above.

ASTRAL TRICK

1st-level Shaper feature

You can select one cantrip of your choice from the sorcerer spell list, which you manifest as a psionic power. The selected cantrip doesn't require spell components; it instead gains the psychic and either the glow or beam visual detections, as appropriate to the spell's effect. If its duration is greater than 1 round, it requires maintenance with the same timeframe as the spell's duration. All other details of the cantrip are the same. Each cantrip gained through this feature counts as a channeler power for you.

Starting at 2nd level, after manifesting a sorcerer spell, you can expend one Psychic Burst die to manifest the *astral construct* power as a bonus action using the power points from the die plus any from your reserve as normal.

When you reach 6th, 10th, and 18th level, you may select another cantrip from the sorcerer spell list, modified the same way as above. Whenever you learn a new cantrip, you can replace a cantrip you know from this class with another cantrip from the sorcerer spell list.

MANIFEST MAGIC

7th-level Shaper feature

You may use your power points to manifest instantaneous evocation spells from the sorcerer spell list. To do so, you must spend a number of power points equal to twice the spell's level. If a spell allows using a higher level spell slot, you may expend additional power points to do so. Increasing a spell slot's level requires 2 power points per higher slot level. For example, if you manifest a *fireball* spell using 8 power points, you deal 9d6 fire damage. You can't manifest spells over 6th level, nor can you spend more power points than your channeler level.

Spells you can manifest are shown on the Shaper Manifested Spells table. You don't require spell components when manifesting evocation spells. Instead, they are manifested with psychic, gesture, and visual detections. Each spell is in the *Player's Handbook*, unless it has an asterisk, in which case it is in *Xanathar's Guide to Everything*. A manifested spell is considered a spell effect and can be countered by *counterspell* and similar effects.

You can manifest a number of slot levels equal to your proficiency bonus + your Intelligence modifier (minimum of one slot level), regaining all expended uses when you finish a long rest.

You use your power save DC and power attack modifier when you manifest spells through this feature. To manifest a spell, it must be a sorcerer spell from the evocation school with instantaneous duration and use a spell slot level no higher than 1/3 your level in this class.

SHAPER MANIFESTED SPELLS

Spell Level
Level Required Spells

1st	6th	<i>burning hands, chaos bolt*</i> , <i>chromatic orb, earth tremor*</i> , <i>magic missile, thunder wave</i>
2nd	6th	<i>Aganazzar's scorcher*</i> , <i>scorching ray, shatter, Snillloc's snowball swarm*</i>
3rd	9th	<i>fireball, lightning bolt</i>
4th	12th	<i>ice storm, vitriolic sphere*</i>
5th	15th	<i>cone of cold</i>
6th	18th	<i>chain lightning, Otiluke's freezing sphere</i>

SCULPT EXPRESIONS

6th-level Shaper feature

Through split-second calculation, you can shape your psionic powers. Whenever you manifest a power or a spell that affects other creatures that you can see, you can choose a number of them equal to 1 + your Intelligence modifier. The chosen creatures automatically succeed on their saving throws against the power or spell, and they take no damage if they would normally take half damage on a successful save.

PSYCHIC RESIDUE

10th-level Shaper feature

After expending a Psychic Burst die, you can tap its psychic energy to empower you or others. You choose one of the following benefits:

- An astral construct or amalgam you control regains 25 hit points and takes only half damage until the end of your next turn.
- You have a +10 bonus on a single power attack roll you make within 1 minute.
- Within 1 minute, when a creature you choose within 30 feet of you manifests a psionic power, it regains up to 2 power points expended by that power.
- Up to three creatures you choose within 30 feet of you can add your Intelligence modifier to ability checks for 1 minute.

ECTOPLASMIC SHIELD

18th-level Shaper feature

When you are hit by or fail a saving throw against a spell or power that deals damage, you can use your reaction to erect a shield of ectoplasm that can absorb damage equal to twice your level in this class. You can empower this shield when you fashion it by spending power points, increasing the amount absorbed by 5 points for every power point you spend, but you can spend no more power points than your channeler level.

The shield remains in place until the end of your next turn and will continue to absorb damage from spells or powers which damage you.

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

SAVANT

Spiritual and psychic energies permeate the fabric of the multiverse from the internal energy of the souls of creatures, the natural wellsprings of life in nature, and the overarching memory that is the Collective Conscious. For some, tapping into psychic energies is simply a way to exert control over one's self or the surrounding world. Certain savants delve into mysticism to gain a sense of inner peace. Others seek to tap such forces to gain immense power.

Psychic energies are complex and require rigorous discipline and understanding to master. Most savants focus on one particular form of study, learning to shape psychic energies in a particular way. This way could be in pursuit of certain psionic disciplines, such as clairsentience and telepathy, or it could be manipulating the energies for specialized pursuits.

MASTER OF THE MIND

Seeking to master and control psychic energies, savants often join exclusive orders to pursue learning and share techniques. While psionic power is shaped by will, the understanding of disciplines is a scholarly pursuit. This approach allows savants to more rapidly learn how to shape psychic energies across disciplines.

In some cases, savants might chase experience using more practical application, and can readily find a place with other adventurers. Savants bring knowledge along with their ability to manipulate and shape psychic power into a wide range of psionic effects that often proves valuable to adventuring.

CREATING A SAVANT

As you craft your savant, you need to determine which psionic discipline your character first studied. This will define what powers you can select and help shape what roles in your adventuring group you can fill or support.

You will want to decide what drove your character to trade its sheltered life of study for one of risk and adventure. Were you bored of study and sought something more practical to further your knowledge? Maybe you were tasked with some labor by your order to prove your place among the learned. You also want to decide how your savant treats others. Perhaps you are haughty and feel mundane people are inferior to your cognitive feats. Maybe psionics are misunderstood and hated or feared, so you take on the role of emissary to challenge those beliefs. As a savant, you'll find you fill roles similar to spellcasters. Your power selections will determine the reach of your abilities.

QUICK BUILD

You can make a savant quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second choose the sage background.

THE SAVANT

Level	Proficiency Bonus	Features	Power Points
1st	+2	Power Manifesting, Psi Blast	1
2nd	+2	Esoteric Order	3
3rd	+2	Psicrystal	5
4th	+2	Ability Score Improvement	7
5th	+3	Psychic Fortitude	10
6th	+3	Esoteric Order feature	12
7th	+3	Expanded Mind (1)	14
8th	+3	Ability Score Improvement	16
9th	+4	—	19
10th	+4	Esoteric Order feature	22
11th	+4	Expanded Mind (2)	24
12th	+4	Ability Score Improvement	27
13th	+5	—	30
14th	+5	Greater Psicrystal	33
15th	+5	Expanded Mind (3)	36
16th	+5	Ability Score Improvement	39
17th	+6	—	43
18th	+6	Esoteric Order feature	47
19th	+6	Ability Score Improvement	51
20th	+6	Indomitable Will	55

CLASS FEATURES

As a savant, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per savant level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per savant level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Deception, History, Insight, Investigation, and Religion

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack
- 10 darts

If you forgo this starting equipment, as well as the items offered by your background, you start with 3d4 x 10 gp to buy your equipment.

POWER MANIFESTING

1st-level Savant feature

Whether born with latent psychic talent, through mutation, or by being affected upon by some mysterious source, you have the ability to manifest psionic powers with only a concerted thought. See chapter 2 for the general rules of power manifesting and for the savant power list.

IMPRINTING POWERS

You imprint the list of savant powers that are available for you to manifest. To do so, choose a number of savant powers from a single discipline equal to your proficiency bonus + your Intelligence modifier (minimum of one power).

For example, if you're a 3rd-level savant with a 16 Intelligence, your list of imprinted powers can include five powers. Manifesting a power doesn't remove it from your list of imprinted powers.

You can change your list of imprinted powers when you finish a long rest. Imprinting a new list of savant powers requires time spent in meditation: at least 5 minutes for each power on your list.

POWER POINTS

The Savant table shows how many power points you have to augment your savant powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than your savant level on a single power manifestation. You regain all expended power points when you finish a short or long rest.

Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the *suspension* power includes expressions that can affect single targets or an area with different measures of control.

MANIFESTING ABILITY

Intelligence is your manifesting ability for your powers. You use Intelligence whenever a power refers to your manifesting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a savant power you manifest and when making an attack roll with one.

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

Power attack modifier = your proficiency bonus +
your Intelligence modifier

PSI BLAST

1st-level savant feature

Raw psionic energy can be shaped into a wave of deadly psychic force. As an action, you can make a melee power attack against a creature within 5 feet of you. On a hit, the target takes 1d6 + your Intelligence modifier psychic damage. Your psi blast damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ESOTERIC ORDER

2nd-level savant feature

A savant chooses one esoteric order to serve as the foundation for its studies. These include the Orders of Essence (mind over body), Force (psychokinesis), Foresight (clairsentient powers), Substance (spatial powers), and Thought (telepathy). You gain features at 2nd level, and again at 6th, 10th, and 18th level.

PSICRYSTAL

3rd-level savant feature

You can prepare a special crystal with psionic energy. When you imprint your savant powers after finishing a long rest, you can also imprint a single power into this crystal, your psicrystal. The psicrystal retains the imprinted power until you change it. The psicrystal has its own power point reserve equal to half your savant level (rounded up). It regains all expended power points when you finish a long rest. If you lose your crystal, you can imprint a power into a new crystal, but doing so renders the old crystal inert.

Activating the psicrystal requires it to expend at least 1 power point to augment the power; it can expend a number of power points up to your proficiency bonus on a single expression. Manifesting a power with the psicrystal is an action equivalent to manifesting the power yourself.

The psicrystal can maintain powers without using your concentration, but is subject to interruption as if you were maintaining the power; it uses your Constitution saving throw modifier. The crystal must remain in your possession during the maintenance or the effect ends. Only you can manifest a power through your psicrystal.

ABILITY SCORE IMPROVEMENT

4th-level savant feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th 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.

PSYCHIC FORTITUDE

5th-level savant feature

You are more resilient against stress caused by maintaining psionic powers at length. When you take damage from the psychic strained condition, you reduce the damage caused from stress by an amount equal to your proficiency bonus (minimum of 0 damage).

EXPANDED MIND

7th-level savant feature

At 7th level, and again at 11th and 15th level, you can imprint savant powers from one additional discipline of your choice when you imprint your powers.

GREATER PSICRYSTAL

14th-level savant feature

Your psicrystal can imprint one additional savant power. The psicrystal can only maintain one power at a time, manifesting a new power that requires concentration with it ends the previous power. In addition, it regains a number of expended power points equal to your proficiency bonus when you finish a short rest.

INDOMITABLE WILL

20th-level savant feature

Once per turn, if a target succeeds on its saving throw against one of your powers or one manifested by your psicrystal (but not a psychic item), you can force it to reroll that saving throw. The result of the new save must be used. Once you use this feature, you can't use it again until you finish a short or long rest.

ESOTERIC ORDER

When a savant advances its study, it leans upon a field of specialization, using it as the cornerstone of its psychic powers. Psionic disciplines are among these fields. Disciplines encompass powers with a similar effect upon the world including telepathic powers, psychokinetic expressions, clairsentient awareness, space-time alterations, and mind over body application.

ORDER OF ESSENCE

Savants of the Order of Essence master the concept of mind over body. Often ascetics, they learn to tap psychic currents to manipulate the bodies of creatures. Under this order, these savants are capable of greater control of psychometabolism powers. They also tend to be robust and hearty, able to recover from injury swiftly.

PSYCHOMETABOLISM

2nd-level Order of Essence feature

Savants of this order have power over biological bodies. Principally these powers allow them to modify their own bodies, but, often through touch, they can affect the bodies of others.

When you expend a Hit Dice to regain hit points, you can choose to reroll the die, but must use the new roll. Moreover, you can imprint one extra power which must be from the psychometabolism discipline when you imprint your powers, and you only take half as much time to imprint powers from that discipline.

You can choose to deal necrotic instead of psychic damage with your Psi Blast feature. Moreover, after you hit a target with a psi blast, you can choose to regain one expended Hit Dice. You can choose to regain a Hit Dice this way a number of times equal to your Intelligence modifier (minimum of once), and regain all expended uses when you finish a long rest.

PHYSICAL RESOLVE

2nd-level Order of Essence feature

Your durability is enhanced and you recover rapidly. Your hit point maximum increases by 2 and increases by 1 whenever you gain a level in this class. You also regain one Hit Dice when you finish a short rest.

You can use your action to spend one Hit Dice to regain $1d8 +$ your Intelligence modifier hit points. When you reach 5th level, you can spend 2 Hit Dice to regain $2d8 +$ your Intelligence modifier hit points.

At 11th level, you can spend Hit Dice as a bonus action, but can only spend Hit Dice once each round. At 17th level, you can spend Hit Dice without an action at the start of each of your turns.

MIND OVER BODY

6th-level Order of Essence feature

You gain proficiency in Constitution saving throws. If you already have this proficiency, you instead gain proficiency in Strength or Dexterity saving throws (your choice).

In addition, psychometabolism powers you manifest can linger on a target. While concentrating on such a power or when you manifest one, you can take a bonus action to maintain that power without concentration for one minute. The expression of the power must have a range of either self or touch, and can't be manifested through a psicrystal or psychic item. The power ends at the end of the minute or if you take this bonus action again.

You may use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

UNCONSCIOUS CONTROL

10th-level Order of Essence feature

You can maintain your psychometabolism powers while incapacitated or unconscious provided they only affect you. Any power that is maintained on yourself and other targets is no longer in effect on each target except you when you become incapacitated. This functions even if you are dying, stunned, paralyzed, or petrified.

MASTERY OF SELF

18th-level Order of Essence feature

You are immune to any effect that would alter your form against your will. Moreover, you make saving throws against all other transmutation spells and psychometabolism powers with advantage.

ORDER OF FORCE

Practitioners within the Order of Force use telekinetic powers to manipulate the world around them, often through sheer force. They tend to be short tempered and brash, ready to knock opponents away.

PSYCHOKINESIS

2nd-level Order of Force feature

Savants of the Order of Force have mastery over telekinetic and related psionic expressions. They can create projections of force and energy that they can move, manipulate, or use to impact their surroundings.

Having a natural talent for psychokinetic powers, you don't suffer disadvantage when making a ranged attack with a psionic power when you are within 5 feet of a hostile creature. Moreover, you can imprint one extra power which must be from the psychokinesis discipline when you imprint your powers, and you only take half as much time to imprint powers from that discipline.

You can make a ranged power attack with your Psi Blast feature against a target within 60 feet of you, provided you have a clear path to the target. You deal bludgeoning instead of psychic damage when you make a psi blast attack this way. When used this way, the psi blast counts as both a psychokinesis and an energy power.

DAMPEN IMPACT

2nd-level Order of Force feature

You telekinetically slow yourself when falling. You reduce the damage you take from a fall by a number of dice equal to half your level in this class.

KINETIC EXPRESSION

6th-level Order of Force feature

You can manifest energy in means beyond raw force. When you manifest a psychokinesis power, you add your proficiency bonus to one damage roll of that power.

You choose an energy type from pyrokinesis, cryokinesis, electrokinesis, sonokinesis, or terrakinesis. Psychokinesis powers you manifest can take on elemental properties determined by this choice. Whenever you manifest an energy power, you can manifest it with your energy type.

In addition, when you manifest a psychokinesis power, you can imbue it with your expression. Each creature you hit with or that fails its save against the power suffers an effect based on the energy type you chose. You can imbue a power this way a number of times equal to your Intelligence modifier (minimum of once) and regain all expended uses of when you finish a long rest.

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace your energy type with a different one from the list.

Pyrokinesis. You gain control over fire. Each energy power you manifest can deal fire damage instead of the normal damage type if you choose. When you imbue a psychokinesis power, each creature you choose within 5 feet of your target takes fire damage equal to your proficiency bonus if it hasn't already been damaged by this feature this turn. At 18th level, the damage dealt to a creature within 5

feet increases to twice your proficiency bonus.

Cryokinesis. You can decrease temperatures and create ice from water in the air. Each energy power you manifest can deal cold damage instead of the normal damage type if you choose. When you imbue a psychokinesis power, its target has a -1 penalty to AC until the end of your next turn. At 18th level, the penalty to AC increases to -2.

Electrokinesis. Electric current can surround your manifestations. Each energy power you manifest can deal lightning damage instead of the normal damage type if you choose. When you imbue a psychokinesis power, its target's speed is reduced by 10 feet until the end of your next turn. At 18th level, a creature's speed is reduced by 15 feet.

Sonokinesis. You create ultra frequency sounds that rip through matter. Each energy power you manifest can deal thunder damage instead of the normal damage type if you choose. When you imbue a psychokinesis power, its target has disadvantage on its next attack roll made before the end of its next turn. At 18th level, the target has disadvantage on its next two attack rolls made before the end of its next turn.

Terrakinesis. Your telekinetic manifestations have greater force. Psychokinetic powers that pick up loose objects can rip chunks of earth, stone, and other terrain to use in place of objects. Each energy power you manifest can deal bludgeoning, piercing, or slashing damage (your choice) and counts as magical for the purpose of overcoming damage resistance and immunity. When you imbue a psychokinesis power, you can push its target 5 feet away from the power's point of origin or you, as appropriate. At 18th level, you can push a target up to 10 feet away.

FACILE TELEKINESIS

10th-level Order of Force feature

You can manifest minor psychokinetic bursts of energy. You can do this a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest. You can perform the following feats:

- Once each round while falling or jumping, you can push yourself in any direction up to 30 feet. This movement is in addition to your movement speed and doesn't provoke opportunity attacks.
- You can use your reaction when you take bludgeoning or your energy type's damage to gain resistance that damage until the end of the turn.
- As a bonus action, you can grant yourself the ability to hover and a flying speed equal to your walking speed for 1 minute. To use your flying speed, you must concentrate as if concentrating on a power.
- When you make a Strength check or saving throw, you can add your proficiency bonus. If you already add your proficiency bonus to the check, you add twice your proficiency bonus instead.

KINETIC MASTERY

18th-level Order of Force feature

Your ability to control psychokinetic energy increases. While you concentrate of psychokinesis power, your AC increases by 2. Allies under the effects of your psychokinesis powers gain a +2 bonus on Strength and Dexterity saving throws.

ORDER OF FORESIGHT

Seers are capable of seeing distant and possible futures and the threads that cause them. As if masterful prophets, savants of the Order of Foresight recognize the patterns of fate and subtly manipulate them.

CLAIRSENTIENCE

2nd-level Order of Foresight feature

Clairsentient powers allow you to see into the future or the past as well as distant places. They can also reveal the unseen or grant premonitions for both dangerous and fortuitous outcomes.

Your awareness to the currents of fate and chance better fortify your will against expected outcomes. You can use your Intelligence modifier instead of Constitution when you make a saving throw to maintain concentration on clairsentience powers. Moreover, you can imprint one extra power which must be from the clairsentience discipline when you imprint your powers, and you only take half as much time to imprint powers from that discipline.

Your Psi Blast feature has a reach of 10 feet and is treated as a melee weapon for the purpose of opportunity attacks and the benefits of your psionic powers.

SEER'S GAIT

2nd-level Order of Foresight feature

Seeing multiple possible outcomes to your movements, you can take the Disengage action as a bonus action.

MIND'S EYE

6th-level Order of Foresight feature

You have advantage on initiative rolls and add your proficiency bonus to them when you are surprised.

In addition, your clairsentience powers can no longer be detected through heightened senses, psychic abilities, or magical means. Each psionic power you manifest can't be traced back to you through magical or psionic means.

PRESCIENCE

10th-level Order of Foresight feature

Able to glimpse possible outcomes to situations, you can choose to add a bonus equal to your Intelligence modifier to any one attack roll, ability check, or saving throw you make, or to your AC against one attack made against you. You can use this feature after the roll is made but before the DM says whether the roll succeeds or not.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses of this feature when you finish a long rest.

CHOICE OF FATE

18th-level Order of Foresight feature

You can treat one attack roll, ability check, or saving throw made by you as a roll of 20, or you can treat one attack roll, ability check, or saving throw made against you as a roll of 1. You can wait until you know the result of the roll before deciding to use this feature. Once you use this feature, you can't use it again until you finish a long rest, unless you expend 15 power points to use it again.

ORDER OF SUBSTANCE

Studied in the ways of altering space and time, members of the Order of Substance can manipulate the very nature of the planes. They rip through the fabrics of reality opening holes into remote spaces or siphoning elements from the Astral Plane and fashioning those elements into constructs bound by psionic will.

PSYCHOPORTATION

2nd-level Order of Substance feature

Savants of the Order of Substance are sometimes called telemanagers. They can bend reality through altering space and time.

You reflexively manipulate space and time. You don't suffer disadvantage when making a ranged attack with a psionic power when you are within 5 feet of a hostile creature. Moreover, you can imprint one extra power which must be from the psychoportation discipline when you imprint your powers, and you only take half as much time to imprint powers from that discipline.

Your Psi Blast feature gains the following benefits:

- You can target a creature or object within 60 feet of you, but you make a ranged power attack instead of a melee power attack against a target outside your reach.
- A ranged psi blast ignores cover.
- You can choose to deal force damage instead of psychic damage.

TEMPORAL AWARENESS

2nd-level Order of Substance feature

Due to manipulating the currents of time, you have precise knowledge of the passage of time. You always know what time it is and can recognize temporal anomalies without an action, making your Intelligence (Investigation) check with advantage when called for.

When you reach 6th level, you gain advantage on saving throws against stasis and slow effects.

RECOMPOSE MATTER

6th-level Order of Substance feature

As an action, you can touch one nonmagical object of a size no larger than Medium, and transform it into a halo of energy that you can absorb into your essence. By taking another action, you can draw forth this energy and revert it back to its original form.

A magical object that is attuned to you can also be transformed. Only one object, which can be complex, can be transformed with your action. For instance you could transform a clock, but couldn't transform a sack of coins.

If the object is held or worn by another creature, it must make a Dexterity saving throw against your power save DC. If successful, you fail to transform the object.

You can transform a number of objects into energy equal to your proficiency bonus. Restoring an object to normal can be done at any time. You regain all expended uses of this feature when you finish a long rest, except those uses whose targets haven't been restored.

SLIPSTREAM

10th-level Order of Substance feature

You have unconsciously learned to create personal warp holes when under threat. When a foe makes an attack roll against you, you can use your reaction to move into an unoccupied space within 5 feet of your present position. The attack is made with disadvantage, and if it hits, you only take half of the damage.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

SPATIAL SHIFT

18th-level Order of Substance feature

As a master of space, you have learned to warp space in unique ways. As an action, you can target two surfaces within 100 feet of you each occupying an area no larger than a 20-foot square and swap the surfaces and their terrain, including any effect on the surface such as a magical effect or surface hazard. Both selected areas of the surfaces must occupy the same dimensions.

The surfaces don't have to be the same type. You could target a ceiling, floor, or wall, as well as a section of metal, stone, or wood. For an effect to be transferred, it must be part of the surface or cover the surface in a square or radius and not a cube, cylinder, or sphere.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend 15 power points to use it again.

ORDER OF THOUGHT

Also called telepaths, these savants master powers that directly affect the mind. They can alter thoughts and feelings, and even control the minds of others. Most savants of this order are reserved and disciplined, qualities necessary to shut out the cacophony of thoughts abundant in the world of humanoids.

TELEPATHY

2nd-level Order of Thought feature

Savants under the Order of Thought are telepaths, empaths, and mind readers. They can transmit thoughts to other creatures and even mentally assault others.

Through mastery of influencing the wills and minds of others, you can add your Intelligence modifier when you make a Wisdom (Insight), Charisma (Deception), or Charisma (Intimidation) check against a humanoid that you can see within 30 feet of you. Moreover, you can imprint one extra power which must be from the telepathy discipline when you imprint your powers, and you only take half as much time to imprint powers from that discipline.

Your Psi Blast feature gains a range of 90 feet, but you make a ranged power attack instead of a melee power attack against a creature outside your reach. If a target is under the effect of one of your telepathy powers, you make your power attack roll with advantage.

SENSE MINDS

2nd-level Order of Thought feature

You have an awareness of the thoughts of those around you. You can effectively locate any beast, dragon, fey, giant, humanoid, or monstrosity within 60 feet of you. This allows you to be aware of the location of any hidden or invisible creature, and you can target it with telepathic powers or use its location as the point of origin for other powers, spells, or special abilities.

To use this feature, you must concentrate for 1 minute, during which time you have the psionic focused condition. Once a creature is sensed, you remain aware of it passively until it is more than 60 feet away from you. When you use this feature, your DM will tell you how many minds you sense and their current state (such as nervous, angered, or distracted).

You can choose to focus on one of these creatures, for which you will know its exact location in relation to you. Once you focus on a creature you maintain awareness of its location for up to 10 minutes if it is more than 60 feet away from you, so long as it remains on the same plane of existence. Protected minds, such as through *mind blank*, can't be sensed.

MENTAL CONDUIT

6th-level Order of Thought feature

Your prowess with telepathic feats enables you to channel psionic energy from a manifested power to maintain an existing power. While you maintain a telepathy power, if you manifest a second telepathy power and choose to maintain the new power, you can continue to maintain the effect of the first power for a number of rounds equal to your proficiency bonus or until you stop maintaining the second power, whichever comes first.

After maintaining a power this way, you can't do so again until you finish a short or long rest, unless you spend 5 power points to do so again.

TOWER OF IRON WILL

10th-level Order of Thought feature

Your sense of self becomes so secure that you can't be charmed or suffer the effects of *command*, *suggestion*, *mass suggestion*, and similar effects. Your mind can't be read by others unless you allow it. Against all other telepathic powers, mind-affecting special abilities, and enchantment spells you may add twice your proficiency bonus to your saving throws.

Your tower also grants you impressive insight. When you are the target of spells, powers, or special abilities that affect the mind, you gain immediate access to your assailant's identity and can use your reaction to use your Sense Minds feature to focus on it without restriction on range. If the creature is on another plane of existence, you know which plane, but don't know where on that plane it is.

PSYCHIC CHIRURGERY

18th-level Order of Thought feature

Achieving mastery at manipulating the mind, you gain the power to delve deep into a creature's thoughts and alter its memories, talents, and even personality.

Principally, psychic surgery is used to repair mental damage or psychological trauma, or to remove baleful effects. It can also be used to implant phobias, erase or rewrite memories, or even foster a new persona.

In order to operate, you need unrestricted access to the creature for a period of no less than one hour. An unwilling creature must be restrained or incapacitated during the surgery, and must succeed on a Wisdom saving throw at the start of each hour of the operation to prevent its mind from being altered. The effects of this feature can be permanent or endure for months.

If you have access to multiple creatures, you can transfer knowledge and memories between them instead of creating new ones within the same timeframe as a single creature. For instance, if you are transplanting a memory from one creature to another and removing that transplanted memory from the source, it would only take you one hour to perform both tasks.

Whenever a creature is confronted with a contradiction to a new or altered memory or personality trait, it must make a Charisma saving throw against your power save DC. For each success, it regains some of its original memories or traits. When the creature has succeeded on five saving throws, it fully recovers.

In one hour's time it is possible to:

- Add, remove, or alter a proficiency in a skill or tool or knowledge in a language. You must know the skill, tool, or language in question or have access to another creature which does and is available to participate in the psychic surgery to add it. Proficiency knowledge is lost or restored after 100 days. The time a creature has a tool or language proficiency from this feature contributes to time spent learning it normally. The creature must spend at least one additional day at cost to finalize gaining the new proficiency.
- Force an astral traveler to return to its body or reunite a lost astral form with its body, provided you have access to the body. A lost astral traveler can only be reunited with its body if the severance happened within the past 8 hours. The creature is restored to life with 1 hit point.
- Permanently add, remove, or alter a personality quirk, such as a nervous tick, discomfort from a certain stimulus, or stuttering.
- Permanently add, remove, or replace a phobia to a specific kind of creature (such as spiders), specific person (such as you), specific event (such as sound of metal clanging on metal), specific kind of object (such as fire), or to a particular phrase, possibly if only uttered by a specific person (such as the target's name if spoken by its brother). You can substitute other primal emotions such as rage or sympathy instead of fear (such as making a target sympathetic to the plight of the innocent).
- Permanently add, remove, or alter one block of memory, such as the memory of a specific place, person, or event, or restore a block of missing memories, including those altered by spells and powers.
- Remove one insanity effect, including magical or psychic ones, such as from the *feeblemind* spell.
- Remove the effects of the *geas* or *mass suggestion* spell or indoctrination from this feature.

USING PSYCHIC CHIRURGERY

This feature can change characters in significant ways, and its implications can be game changing. Work with the DM to determine the details and ramifications of this feature.

Be cautious about using this feature on player characters, as the more extreme components can rewrite a creature's entire personality.

- Restore a creature to its body if its mind has been transferred such as from the *magic jar* spell or *psychic domination* power, provided you have access to its body.

In four consecutive hours it is possible to:

- Indoctrinate the target for 6 months. An indoctrinated creature is charmed by you, and it will follow your orders if it is able. If the command is contrary to the target's nature or beliefs, the subject can make a Charisma saving throw to ignore that particular order.
- Create a sleeper agent. You indoctrinate the target (as described above), but set the indoctrination to activate when a specific event occurs, including hearing a particular phrase. You can also mentally program the target to take a specific action when the indoctrination is triggered. A sleeper agent remains so for 6 months or until triggered. Once triggered, a sleeper agent will remain indoctrinated for 1 month.
- Rewrite a persona. This allows you to partially or completely change a creature's personality. A creature can be rendered functionally insane (or an insane creature could be restored to its normal faculties). A creature's alignment changes to an appropriate one for the new persona. This effect is permanent, but can be broken when the creature is confronted with a contradiction against the new persona. Each time it succeeds on a Charisma saving throw from a contradiction, it can act normally a number of minutes equal to its Charisma score.
- Remove a possessing entity from a host and prevent that host from being possessed for 30 days.

You can only rewrite a creature's memory or personality to a certain degree; further tinkering will produce no result. A creature's mind can only be altered by your Psychic Surgery feature for a number of hours equal to your Intelligence modifier (minimum of 1 hour) at any given time. Using this feature to restore a creature's memories or personality traits or to remove mental trauma such as a phobia or a magical or psionic effect such as *feeblemind* doesn't count against this limit.

The effects of psychic surgery can be undone by *greater restoration* or *wish*. Targets under the effects of the *mind blank* spell or a similar effect are immune to this feature.

TRANSCENDENT

Certain warriors delve into esoteric studies to reach states of altered consciousness and bend matter to their will in addition to training with armaments and strategies. Transcendents are such students, using psionic talent to enhance their prowess beyond their mortal limit.

ESOTERIC PROWESS

Controlling psychic energy isn't a simple task. Rather it requires immense levels of discipline. Transcendents frequently practice their psionic and martial arts with a zeal matched only by the most consummate of knights and fighters. Focus is vital for transcendents to possess in order to thrive under the rigors of war.

Many transcendents recognize that simply studying or sequestering themselves away in cloisters will do little to push them in enhancing their powers. As such, they often seek to become adventurers to hone their skills and shape their minds into fine weapons.

CREATING A TRANSCENDENT

When creating your transcendent, consider what drove your character to merge martial training with psionic discipline. Was there an event in your past where you felt powerless with the tools available which compelled you to pursue more mystical means? Are you a polymath of martial feats that needed a further edge or challenge?

As a transcendent, you are able to support your group with talents similar to fighters and savants. You can readily fill roles like a fighter or paladin, but can also opt to focus yourself to be more like a rogue. While you won't gain your Eclectic Attunement until 3rd level, you want to consider what choice you wish to make when deciding skills and how to prioritize your abilities as well as which powers are best suited for you. If you see your character as an armored defender you'll probably choose powers that are defensive and give you more battlefield control. For a character that rapidly strikes enemies you'll want movement or ranged powers. A ranged transcendent or an assassin-themed one would choose different powers.

QUICK BUILD

You can make a transcendent quickly by following these suggestions. First, Strength or Dexterity should be your highest ability score depending on whether you want finesse weapons or not, followed by Wisdom. Second choose the soldier background. Third choose *speed of thought* as your known power.

CLASS FEATURES

As a transcendent, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per transcendent level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your

Constitution modifier per transcendent level after 1st

THE TRANSCENDENT

Level	Proficiency Bonus	Features	Powers Known	Power Points
1st	+2	Power Manifesting	1	0
2nd	+2	Fighting Style, Martial Focus	2	1
3rd	+2	Eclectic Attunement	2	3
4th	+2	Ability Score Improvement	2	3
5th	+3	Extra Attack	3	5
6th	+3	Eclectic Attunement feature	3	5
7th	+3	Blade and Will	3	7
8th	+3	Ability Score Improvement	4	7
9th	+4	—	4	10
10th	+4	Eclectic Attunement feature	4	10
11th	+4	Second Mind	5	12
12th	+4	Ability Score Improvement	5	12
13th	+5	—	5	14
14th	+5	Impervious Mind	6	14
15th	+5	Eclectic Attunement feature	6	16
16th	+5	Ability Score Improvement	6	16
17th	+6	—	7	19
18th	+6	Eclectic Attunement feature	7	19
19th	+6	Ability Score Improvement	7	22
20th	+6	Psionic Reserves	7	22

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Arcana, Athletics, Insight, Intimidation, Investigation, Perception, and Stealth

EQUIPMENT

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

- (a) scale mail or (b) studded leather
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- four javelins

If you forgo this starting equipment, as well as the items offered by your background, you start with 4d4 x 10 gp to buy your equipment.

POWER MANIFESTING

1st-level transcendent feature

You can harness your psychic aptitude to manifest psionic powers. See chapter 2 for the general rules of power manifesting and for the transcendent power list.

POWERS KNOWN

You know one power of your choice from the transcendent power list.

The Powers Known column of the Transcendent table shows when you learn more transcendent powers of your choice. When you gain a level in this class, you can choose one of the powers you know and replace it with another power from the transcendent power list.

POWER POINTS

The Transcendent table shows how many power points you have to augment your transcendent powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than half your transcendent level (rounded up) on a single power manifestation. You regain all expended power points when you finish a short or long rest.

Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the *suspension* power includes expressions that can affect single targets or an area with different measures of control.

MANIFESTING ABILITY

Wisdom is your manifesting ability for your powers. You use Wisdom whenever a power refers to your manifesting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a transcendent power you manifest and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus +
your Wisdom modifier

Power attack modifier = your proficiency bonus +
your Wisdom modifier

FIGHTING STYLE

2nd-level transcendent feature

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.

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to this class.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus on 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 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PSIONIC WARRIOR

You gain one psionic power of your choice from the channeler power list. It counts as transcendent power for you, and Wisdom is your manifesting ability for it. Whenever you gain a level in this class, you can replace this power with another power from the channeler power list.

TWO-WEAPON FIGHTING

When engaging in two weapon fighting, you can add your ability modifier to the damage of the second attack.

MARITAL FOCUS

2nd-level transcendent feature

While you have the psionic focused condition you gain the following benefits:

- When you are the target of an effect which can move you against your will or impair your movement, such as a shove or gust of wind, you can take a reaction to add your Wisdom modifier to your ability check or saving throw to resist that attempt.
- When you hit a target with a melee weapon attack while maintaining a transcendent power augmented by at least 1 power point, you can deal an extra 1d4 psychic damage to it. The size of the die increases when you maintain a power augmented by at least 3 power points (d6) or 7 or more power points (d8). You can trigger this extra damage once each round.
- Once each round, if you fail a Constitution saving throw to maintain concentration on a transcendent power, you can reroll the die, but you must use the new roll.

ECLECTIC ATTUNEMENT

3rd-level transcendent feature

You choose an attunement which expands your combat prowess by channeling your psychic powers in different ways: Ghost Hunter, Nomad, or Transient Blade, all detailed at the end of the class description. Your attunement choice grants you features at 3rd level, and then again at 6th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

4th-level transcendent feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th 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.

EXTRA ATTACK

5th-level transcendent feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

BLADE AND WILL

7th-level transcendent feature

When you use your action to manifest a power, you can make one weapon attack as a bonus action. If you are maintaining a power that allows you to use your action to reactivate the power, you can also make one weapon attack as a bonus action when you do so.

In addition, while you have the psionic focused condition you have advantage on saving throws against the charmed and frightened conditions and compulsion effects.

SECOND MIND

11th-level transcendent feature

Through rigorous discipline and exercise, you can maintain a second power using the same concentration. One of the powers must have a range of self or only target you. You can only maintain psionic powers through this feature.

If you fail a Constitution saving throw to maintain concentration, you lose both powers unless the powers' descriptions indicate otherwise.

In addition, while maintaining a second power you can trigger the bonus damage from your Martial Focus feature twice in a round, but can't trigger it more than once per attack.

IMPERVIOUS MIND

14th-level transcendent feature

You can maintain a power that targets you for up to two rounds if you are incapacitated. In this event, if you are no longer incapacitated before the power ends, you can choose to continue to maintain it.

PSIONIC RESERVES

20th-level transcendent feature

If you have fewer than 4 power points remaining when you roll initiative, your power point reserve is refreshed to 4.

ECLECTIC ATTUNEMENT

Unlocking psychic potential is the goal of a transcendent. An Eclectic Attunement opens new pathways of understanding and discipline to hone this potential.

GHOST HUNTER

Ghost hunters are individuals who stalk the supernatural, often as part of a deep-rooted vendetta. They seek out and destroy ghosts, disembodied spirits, and incorporeal undead. They are unrelenting pursuers, many having an unhealthy obsession in their drive, going to lengths to track, trap, and destroy their quarry.

Many ghost hunters suffered tragedy at the hand of supernatural forces, driving them on their crusade against undead and similar fiends. They have strong convictions that let them serve as vanguards against the dark shadows of the world.

GHOST TOUCH

3rd-level Ghost Hunter feature

As a ghost hunter, you can summon an energy that allows you to shroud your melee weapons with psychic energy. You can take a bonus action to empower any melee weapon you hold or your unarmed strikes for 1 minute. This grants the weapon the following benefits so long as it remains in your possession:

- You are able to strike any creature you can perceive in the Ethereal Plane as if it were in your current plane of existence.
- If the weapon is nonmagical, it counts as a magical weapon for the purpose of overcoming damage resistance and immunity.
- When you deal psychic damage from your Martial Focus feature, you can choose to forgo the damage to mark the target with ghostly light until the end of your next turn. Any attack roll against a creature marked by ghostly light has advantage, and the marked creature can't benefit from being invisible.

You can use of this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

HUNTER'S RESOLVE

3rd-level Ghost Hunter feature

You are resolute against the dark forces you hunt. You gain proficiency in Intelligence or Charisma saving throws (your choice) and in the Investigation, Perception, or Stealth skill (your choice).

ON THE HUNT

6th-level Ghost Hunter feature

You have advantage on Wisdom checks made against undead.

In addition, while you have the psionic focused condition, you can choose to also add your Wisdom modifier when you make a Strength or Dexterity check.

REBUKE

10th-level Ghost Hunter feature

When you hit a spirit (celestial, elemental, fey, fiend or undead) or a creature afflicted by the ghostly light of your Ghost Touch feature with a weapon attack, power, or spell,

you can rebuke it for a number of rounds equal to your proficiency bonus.

A rebuked creature with the Incorporeal Existence, Incorporeal Movement, or Intangible traits or the ability to pass through matter, as well as a creature under the effect of the *gaseous form* spell or similar effect is rendered tangible. So long as it is rebuked by this feature, the creature can no longer move through a creature, object, or surface, and it no longer has explicit damage resistance or immunity to nonmagical attacks.

In addition, when you rebuke a creature, it must make a Wisdom saving throw against your power save DC. If the save is failed, the creature is paralyzed until the end of your next turn. This effect ignores condition immunity an undead creature has unless it can't be turned. Other creature types immune to the paralyzed condition can't be paralyzed by this feature.

Once you use this feature, you can't use it again until you finish a short or long rest, unless you spend 3 power points to use it again.

FOOT IN THE GRAVE

15th-level Ghost Hunter feature

When you would receive damage that would reduce you to 0 hit points, you can use your reaction to regain hit points equal to twice your transcendent level, but incur a level of exhaustion from doing so.

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

STRIKE AT THE SOUL

18th-level Ghost Hunter feature

You can call upon your psychic resolve to smite an undead creature or a one marked by your Ghost Touch feature. Once during your turn after you hit such a creature with a weapon attack, you can choose to deal 3d6 radiant damage to it.

If that target is undead with a CR no greater than 6 and which has 25 or fewer hit points after taking this damage, it must succeed on a Wisdom saving throw against your power save DC or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

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

NOMAD

Tapping the very boundaries of material existence, nomads see themselves as disciples of dimensional transference. Nomads pursue psychoportative powers to a greater degree than other transcendents, leveraging them to maneuver themselves or their attacks to the most advantageous positions.

FORCE ACROBATICS

3rd-level Nomad feature

You gain proficiency in Acrobatics and can choose to also add your Wisdom modifier to skill checks you make with it.

When you teleport, you can end your teleport on a vertical surface, upside down, or on an object your size or larger and gain 10 feet of bonus movement which you can use to leap up or run along the surface while ignoring gravity. This movement doesn't use your movement speed, nor does it draw opportunity attacks. While using this bonus movement, you gain advantage on ability checks that can benefit from this movement, such as Acrobatics or Athletics, as well as on shove and grapple attempts. You can only gain the bonus to movement speed once per round.

TRACING STEPS

3rd-level Nomad feature

During your turn, you can throw an object (such as a melee weapon) you hold to an unoccupied space up to 30 feet away from you as a bonus action. You must have a clear path to throw the object to the desired space. After throwing the object, you immediately teleport to that space and retrieve the object.

Starting at 10th level, when you throw a weapon to use this feature, you can make a ranged power attack with it against a target within its reach from the space you teleport to as part of the same bonus action. On a hit, the target suffers the weapon attack's normal effects and you can add your Wisdom modifier to its damage.

You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after finishing a long rest.

DISTORTION FIELD

6th-level Nomad feature

You can create a psionic barrier when you release psychic energy. As long as you have the psionic focused condition, you can choose to gain temporary hit points equal to 1d8 + your Wisdom modifier whenever you manifest a power augmented by at least 3 power points or use a Nomad feature that requires your bonus action. If you lose the psionic focused condition, you lose any temporary hit point granted by this feature.

FORCE PROJECTION

10th-level Nomad feature

As a bonus action, you can project psychic force with your weapon attacks. This effect lasts until the end of your current turn and counts as manifesting a power. You gain the following benefits.

- You deal force damage in place of the weapon's normal damage.
- You increase the reach of your melee weapon attacks by 10 feet.
- Your ranged weapon attacks ignore cover.

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

SUBSPACE VESTIGE

15th-level Nomad feature

You can briefly distort your spatial position. If you have teleported since the start of your last turn, when you succeed on a Dexterity saving throw to take reduced damage, you instead take no damage.

If you have teleported during your turn, the first attack each creature makes against you has disadvantage unless you are restrained until the start of your next turn.

PHANTOM STEPS

18th-level Nomad feature

Space isn't a definite concept to you, and you are able to slip between the folds of reality. During your turn, you can choose to gain a teleporting speed equal to twice your movement speed until the end of your current turn. You can split your movement between your teleporting speed and your normal movement speed as you see fit. Teleport destinations must be within your line of sight and into an unoccupied space.

You may use this feature to teleport up to a maximum of 600 feet. You recover all expended distance when you finish a long rest. You can also spend 1 power point to regain 10 feet of teleport distance.

TRANSIENT BLADE

Transient blades believe in clarity of thought and see its manifestations as the most appropriate tool for violence. They can shape psionic energies into a blade shrouding their hands. Transient blades often serve as spies or assassins, able to travel discreetly since they don't need to carry a weapon.

MIND BLADE

3rd-level Transient Blade feature

You gain the *mystic arms* power and can manifest it on your turn without an action. If you stop concentrating to maintain the *mystic arms* power, you can take a bonus action within one minute to regain the power as if you never lost concentration.

When you manifest one or two one-handed mystic weapons, you can designate one of them to deal 1d8 damage on a hit instead of 1d6. Other *mystic arms* features that deal damage and the damage dealt by a two-handed mystic weapon remain unchanged.

PSYCHIC STRIKE

3rd-level Transient Blade feature

When you hit a creature with your mystic weapon, you can expend up to a number of power points equal to your proficiency bonus to deal 1d6 extra force damage per power point spent to the target. If your mystic weapon strikes multiple targets, you can divide the bonus damage dice among the targets as you choose.

SERENITY

6th-level Transient Blade feature

While you have the psionic focused condition, your mind can't be read unless you allow it, and you also can add half your proficiency bonus on Deception, Insight, Investigation, Perception, and Stealth skill checks if you aren't already proficient.

With or without the psionic focused condition, you have advantage on Dexterity (Stealth) checks you make to hide within a crowd, Wisdom (Perception) checks you make to determine if you're being observed, and Charisma (Deception) checks to appear unassuming or nonthreatening.

KNIFE TO THE SOUL

10th-level Transient Blade feature

Each creature damaged by your Psychic Strike feature has disadvantage on Intelligence, Wisdom, and Charisma checks and saving throws until the start of your next turn.

PHASE WALK

15th-level Transient Blade feature

As an action you take on a ghost-like form, becoming incorporeal for a number of rounds equal to your proficiency bonus, or until you use a bonus action to return to normal.

While incorporeal, you can pass through objects, surfaces, and creatures, treating their spaces as difficult terrain. You can't end your turn in the same space as a creature, nor can you make an attack, manifest a power, or cast a spell. You can continue to concentrate on a power or spell already manifested or cast, however. Your incorporeal form has damage immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

You can expend 1 power point during your turn to extend the duration of your incorporeal form by 1 round. If this feature ends while you are within the same space as an object or surface, you are moved to the nearest unoccupied space without harm.

After becoming incorporeal this way, you can't do so again until you finish a short or long rest.

GREATER MIND BLADE

18th-level Transient Blade feature

Whenever you manifest the *mystic arms* power, you manifest it with 4 extra power points of augmentations. These extra power points don't count against the number of power points you can spend to augment a power.

ARTIFICER

The artificer class receives a new Artificer Infusion and subclass. Artificer is a class presented in *Tasha's Cauldron of Everything*.

ARTIFICER INFUSION OPTIONS

When you choose artificer infusions, you have access to this additional option.

REPLICATE PSIONIC ITEM

Using this infusion, you replicate a particular psionic item. You can learn this infusion multiple times: each time you do so, choose a psionic item that you can make with it, picking from the Replicable Items table. You must meet the level requirement to choose an item from the table.

In the table, an item's entry tells you whether the item requires attunement. See the item's description in chapter 4 for more information about it, including the type of object required for its making.

REPLICABLE ITEMS

Level	Item	Attunement
2nd	<i>shoes of safefall</i>	No
6th	<i>boots of buoyancy</i>	Yes
6th	<i>diadem of object reading</i>	Yes
10th	<i>boots of stomping</i>	Yes
10th	<i>cloak of charisma</i>	Yes
14th	<i>arrow of returning</i>	Yes
14th	<i>gloves of dexterity</i>	Yes
14th	<i>periapt of wisdom</i>	Yes

PSI FORGER

Artificers who pursue the craft of the Psi Forger master techniques to shape psionic resonances. These resonances are bound to carefully etched crystals they use as remote appendages, weapons, and spell foci.

TOOL PROFICIENCY

3rd-level Psi Forger feature

You gain proficiency with jeweler's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

PSI FORGER POWERS

3rd-level Psi Forger feature

You can manifest psionic powers using your spell slots. Only powers you know from this class can be manifested with your spell slots. If you know powers from a manifester class, you can't manifest those powers by using a spell slot unless you have a class feature that expressly permits you to do so. Moreover, while you concentrate on a spell, you have the psionic focused condition. See chapter 2 for the general rules of power manifesting.

Imprinting Powers. You imprint the list of Psi Forger powers that are available for you to manifest. To do so, choose a number of Psi Forger powers equal to half your proficiency bonus (rounded up). You can also replace one or more spells with a power when you prepare your spells, but can never imprint more powers than your proficiency bonus.

Power Points. To augment a power, you must expend a single spell slot of 1st level or higher. You gain a number of power points equal to twice the spell slot's level to augment that power manifestation. You can't spend more power points than half your level in this class (rounded up). Any unused power points are lost.

If you are a multiclass caster, you can use any of your higher level spell slots to manifest your artificer powers. If you are a multiclass manifester, you can use power points to manifest your artificer powers as normal, but can only spend a number of power points equal to half your level in this class (rounded up) on a power manifestation.

Manifesting Ability. Intelligence is your manifesting ability for your powers. You use Intelligence whenever a power refers to your manifesting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

Power Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Power attack modifier = your proficiency bonus +
your Intelligence modifier

Psi Forger Power List. Here's the list of powers you consult when you imprint a Psi Forger power: *animate electricity, control light, dimensional breach, dislocation, energy blast, energy cloak, ghostly force, inertial barrier, kinetic barrier, spatial void, stasis, suspension, telekinetic flight, telekinetic grasp.*

PSI CONDUIT

3rd-level Psi Forger feature

You craft crystals into psionic reservoirs with which you infuse a part of your spirit. The crystals are Tiny psionic items with no gold value.

While you have the psionic focused condition, each infused crystals in your possession can orbit around you within your space. During your turn, while one or more of your infused crystals is orbiting you, you can use it to make an attack against a target within 60 feet of you as a bonus action. You make a ranged power attack, and deal 1d8 + your Intelligence modifier damage on a hit. The damage type is your choice of bludgeoning, piercing, or slashing, which you decide when you make the attack.

Each of your crystals can emit soft, ethereal light of a color you choose. While the crystal is orbiting you or another target, it sheds bright light out to a range of 15 feet and dim light for an additional 15 feet, otherwise the light is dim and illuminates no space, but can be seen in the dark. You can dismiss or restore this light at will during your turn.

As an action, you can locate each of your infused crystals. If it is on the same plane of existence as you, you know how far and in what direction it is, and if you can see the location, it emits an aura that you can see. If it is on another plane of existence, you know which one and on which layer, if applicable.

You can also take an action to call each crystal within 120 feet of you to your hand or, if you have the psionic focused condition, to orbit around you.

You can infuse a number of crystals equal to your proficiency bonus at any given time. If you attempt to infuse an additional crystal beyond this limit, you must select one of your existing crystals to release.

MYSTIC CONDUIT

5th-level Psi Forger feature

An infused crystal counts as a spellcasting focus for your artificer spells. When you cast a spell using an orbiting crystal as a spellcasting focus, it provides the somatic component, freeing the use of your hands.

Each infused crystal can also hold knowledge of one of your prepared artificer spells or imprinted powers, and when you cast one of these spells, it is psionic and doesn't require spell components except for material components which are consumed, provided the crystal is in your hand or orbiting around you. Instead, the spell has the psychic and glow detections. You determine which spell or power each of your crystals holds when you prepare your spells.

In addition, each of your crystals continues to function at any distance from you, as long as it remains on the same plane of existence and you have the psionic focused condition. You can still only attack a target within 60 feet of you with the crystals.

CRYSTAL TACTICS

9th-level Psi Forger feature

You expand the versatility of your infused crystals. You can have a crystal orbit or attach to an unattended object or a willing creature within 60 feet of you as a bonus action.

Also, after making an attack with one of your orbiting crystals against a target, you can decide to have the crystal return to orbit around you, attach itself to a target it hits, or orbit around the target whether it hits or misses.

A creature can use its action to attempt to remove an attached crystal by succeeding on a Strength check or grab an orbiting crystal by succeeding on a Dexterity check. The DC of the check is your power save DC.

While a crystal emitting light is attached to or orbits around a target, the target can't benefit from invisibility and automatically fails on Dexterity (Stealth) checks to remain unseen. In addition, any crystal gains the following benefits as determined by its state:

Attached. When your crystal is attached to an unattended Medium or smaller object or a Medium or smaller creature, you can use your action to move the infused crystal and what it's attached to toward you up to 30 feet. A creature must succeed on a Strength saving throw against your power save DC or be pulled.

Orbiting. When you make an attack using a crystal orbiting the target, it scores a critical hit on an 18, 19, or 20.

STALWART ANCILLARY

15th-level Psi Forger feature

While you have the psionic focused condition, you gain the following benefits:

- You can move your crystals freely during your turn as long as you can see them. A crystal has a flying speed 60 feet and hovers. Each crystal can support up to 500 lbs. of weight. You can move a willing creature holding your infused crystal or an unattended object with one of your crystals attached to it, but its movement speed is halved.
- Each creature you choose that has at least one of your infused crystals orbiting it, gains a +2 bonus to AC. This bonus doesn't stack with a shield.
- When a creature within 10 feet of an orbiting crystal is attacked by a weapon attack, you can take a reaction to increase its AC by 1d4 + your Intelligence modifier against that attack. If a melee attack misses the protected creature, you can choose to have the crystal orbit the attacker automatically.

BARBARIAN

The barbarian class receives a new subclass.

PATH OF THE GHOST

Perhaps tragedy or a black heart shaped a barbarian of the Path of Ghost, forging it into a remorseless killer guided by the purpose of malice. Such a barbarian takes on a frightening visage to terrify its foes. Rage is more than just anger: it is psychically empowered hatred, focused only on vengeance and ruin.

HATEFUL FURY

3rd-level Path of the Ghost feature

While raging, you have the psionic focused condition. In addition, once on each of your turns during your rage, you can designate one melee weapon attack you make as a Frightful Strike.

Frightful Strike. You shroud your weapon in dread. On a hit, you deal an additional 1d8 psychic damage. Moreover, the target or one creature of your choice within 10 feet of it that can see you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. If the creature is already frightened of you, it automatically fails this save.

The save DC for your Frightful Strike equals 8 + your Constitution modifier + your proficiency bonus.

At 10th level, the additional psychic damage of a Frightful Strike increases to 2d8.

GHOST STEPS

6th-level Path of the Ghost feature

As a bonus action, you can become invisible or enter the border of the Ethereal Plane until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after finishing a long rest.

When you enter rage, you can choose to become invisible until the start of your next turn using the same bonus action.

GHOST SIGHT

10th-level Path of the Ghost feature

You can see ethereal and invisible creatures and objects within 60 feet of you as easily as you see visible creatures and objects when you focus as if concentrating on a psionic power. If you have the psionic focused condition, you don't need to concentrate to gain this benefit, instead gaining it automatically.

FRIGHTFUL MALICE

14th-level Path of the Ghost feature

Once of each of your turns, when you reduce a creature to 0 hit points with a Frightful Strike, you can choose to terrify a number of creatures equal to your proficiency bonus, provided the creature is within 30 feet of your target and able to see the attack. Each creature must make a Wisdom saving throw. On a failed save, it takes 2d8 psychic damage and becomes frightened of you for 1 minute. On a successful save, the creature only takes half of the damage. A creature makes a new Wisdom saving throw at the end of each of its turns, ending the condition for it on a success.

BARD

The bard class receives a new subclass.

COLLEGE OF FORGOTTEN ECHOES

Over the ages, events and individuals leave impressions, echoes of the past, upon the lands. Members of the College of Forgotten Echoes traffic in lost lore and supernatural accounts by reading these impressions. They are known to soothe spiritual unrest in the land or stir up activity to haunt foes.

SECRETS ON THE WIND

3rd-level College of Forgotten Echoes feature

You can rouse the echoes of the past. By spending 1 minute performing, you reveal shadows from the past. You can have them relate to you something from the recent or distant past or reveal a secret within the vicinity.

The echoes are always truthful, but often cryptic. Visions of the past may be portrayed by indistinct shadowy figures or might only reveal one clear aspect (such as a red scarf or the pattern on an urn). When revealing a secret, the echoes will guide you to the proper location through mysterious means such as disembodied whispers or shades of actions past.

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

SOOTHING ECHOES

3rd-level College of Forgotten Echoes feature

When a creature uses your Bardic Inspiration die, it is shrouded in spiritual energy for 1 minute. During this time, if the creature is charmed, frightened, or unsettled, it can suppress the condition for a number of rounds equal to your proficiency bonus. Alternately, if the creature is reduced to 0 hit points, it can choose to drop to a number of hit points equal to your proficiency bonus instead. After using either benefit, the energy fades.

In addition, you can spend a use of your Bardic Inspiration to return an awakened spiritfont to its dormant state. Make a Charisma (Performance) check opposed by the spiritfont's Intensity saving throw. If you succeed, the spiritfont is rendered dormant for a number of hours equal to your proficiency bonus.

ECHO OF THE WEAVE

6th-level College of Forgotten Echoes feature

When you cast a bard spell you know using a spell slot of 2nd level or higher, the echoes of its power linger within you. Within the next minute, you can cast another bard spell you know without expending a spell slot and without requiring spell components. This spell must be of 4th level or less, cast at a lower level than the spell which triggered this feature, and can't require material components consumed by the spell. The spell is psionic and has the gesture, psychic, and visual (glow) detections.

Once you use this feature, you must finish a long rest before you can use it again. Starting at 14th level, you can use it twice before a long rest, but only once in a turn.

HAUNTING ECHOES

14th-level College of Forgotten Echoes feature

As an action, you can muster the echoes to curse one creature you can see within 60 feet of you for 24 hours. As long as the creature is cursed, you know generally where it is, provided it is on the same plane of existence as you. You can freely target the cursed creature with divination spells, clairsentience powers, and similar effects, and it gains no benefit from being invisible or hiding from you: you can see it unless it has full cover. Whenever a creature must make a saving throw against this feature, you use your spell save DC.

At the start of each of its turns while it is within 60 feet of you, the cursed target must succeed on a Charisma saving throw or become unsettled for 1 minute. While a creature is unsettled, you can choose to end the curse as a bonus action and force the target to suffer one of the options below (your choice):

- **Grief.** The creature is overcome with an uncontrollable urge to lament a great sorrow contained within the echoes and must succeed on a Wisdom saving throw or drop to the ground and wail, becoming prone and incapacitated for 1 minute or until it takes damage.
- **Pain.** The creature experiences the pain trapped within the memories of the echoes and must succeed on a Constitution saving throw or become stunned until the start of your next turn. While stunned, it takes an extra 1d6 psychic damage the first time on a turn it takes damage.
- **Terror.** The creature sees you as a terrifying creature from the memories of the echoes and must succeed on a Wisdom saving throw or become frightened of you for 1 minute. The creature makes a new Wisdom saving throw at the end of each of its turns, ending the condition on a success.
- **Trauma.** The creature is forced to relive a traumatic memory contained in the echoes and must succeed on a Charisma saving throw or it has disadvantage on attack rolls and ability checks for 1 minute.

Only one creature can be cursed this way at a time. Using this feature again ends the effect on the previous target. Once you end the curse using your bonus action, you can't use this feature again until you finish a long rest.

CLERIC

The cleric class receives a new feature and subclass.

OPTIONAL CLASS FEATURE

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers you an additional feature that you can gain as a cleric.

QUELL SPIRITS

2nd-level cleric feature

You can expend a use of your Channel Divinity on a creature or object to drive out a creature possessing it. When you do so, you become locked in a battle of wills with the possessor for up to 1 minute. Each round, the possessor must make a Wisdom saving throw against your spell save DC. If the possessor fails three saving throws, it is forcibly removed from the host and is stunned until the end of its next turn. It can't attempt to repossess the host again for 24 hours. If the possessor fails less than three saves, it remains within its host and is immune to your further attempts to remove it for 24 hours.

You can also use this feature to render a spiritfont whose center is within 5 feet of you dormant. The spiritfont must succeed on an Intensity saving throw against your spell save DC or it becomes dormant for a number of hours equal to your proficiency bonus.

DUALITY DOMAIN

A cleric of the Duality Domain sees nature as a set of mirrored aspects that are equally complementary and opposing to each other. Examples include dichotomies such as that of body and soul, metaphysical notions such as death and renewal, and concepts such as yin and yang.

DOMAIN SPELLS

1st-level Duality Domain feature

You gain domain spells at the cleric levels listed in the Duality Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

DUALITY DOMAIN SPELLS

Cleric Level Spell

1st	<i>find familiar, protection from evil and good</i>
3rd	<i>augury, see invisibility</i>
5th	<i>counterspell, remove curse</i>
7th	<i>banishment, hallucinatory terrain</i>
9th	<i>animate objects, conjure elemental</i>

SAGE

1st-level Duality Domain feature

You gain one cantrip of your choice, but it must come from the cleric, druid, or sorcerer spell list. It counts as a cleric spell for you, and doesn't count against the number of cantrips you know from this class.

In addition, you can use a druid focus, such as a staff, as

your spellcasting focus.

TALISMAN CASTING

1st-level Duality Domain feature

You can cast a cleric spell you have prepared using a talisman of some sort (such as an ofuda, bead, or crystal). When you do so, the spell becomes a psionic effect and doesn't require verbal or material components, unless they are consumed by the spell.

In addition, if the spell is a 1st-level spell with a casting time of 1 action, you can choose to cast it as a bonus action. When you reach certain levels in this class, the maximum level of a spell you can cast as a bonus action increases: at 9th level (2nd-level spells) and 17th level (3rd-level spells).

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

CHANNEL DIVINITY: SACRED INVOCATION

2nd-level Duality Domain feature

You expend a use of your Channel Divinity to manifest a power from a dorje or cast a spell from a scroll in your possession as if it is a cleric spell for you. Unless the dorje's or scroll's attack modifier and save DC are higher than yours, you use your statistics. When you activate this feature, the dorje or scroll immediately appears in your hand, provided you have an open hand.

CHANNEL DIVINITY: CONTAIN SPIRITS

6th-level Duality Domain feature

As an action you can entrap a spirit (celestial, elemental, fey, fiend, or undead) within 30 feet that you can see. It must succeed on a Charisma saving throw against your spell save DC or become charmed and restrained regardless of its condition immunities for 1 minute or until you cast a spell other than a cantrip or *banishment*. A restrained creature has disadvantage on its saving throw against your *banishment* spell.

If the creature possesses a target, it is instead driven immediately from the host on a failed saving throw, and can't attempt to repossess the host for 24 hours.

POTENT SPELLCASTING

8th-level Duality Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

DISCORD AND HARMONY

17th-level Duality Domain feature

You are always under the effects of the *protection from evil and good* spell. This is both a magical and psionic effect, and unless both facets are suppressed, you retain its benefits.

In addition, you can cast the *dominate monster* spell on a beast, elemental, giant, monstrosity, ooze, or plant with a CR of 11 or less as if it were a cleric spell for you without expending a spell slot.

After casting the spell, you can't cast it again until you finish a long rest, unless you expend two uses of your Channel Divinity feature to cast it again.

DRUID

The druid class receives a new subclass.

CIRCLE OF STILLNESS

Members of the Circle of Stillness are spirit talkers who administer rites to spirits, be they of the land or of ancestors long departed. They give both offerings to and reverence for these spirits.

They can call upon the spirits for aid, especially to undo the damage caused by those who seek to harm the balance between the natural world and the spiritual realm.

CIRCLE SPELLS

2nd-level Circle of Stillness feature

As a petitioner of the spirits you are granted access to certain spells. At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Stillness Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Each spell is in the *Player's Handbook*, unless it has an asterisk, in which case it is in *Xanathar's Guide to Everything*, two asterisks, in which case it is in *Tasha's Cauldron of Everything*, or a dagger, in which case it is in chapter 2 under spells. If you lack the source material, consult appendix C for alternate spells.

CIRCLE OF STILLNESS SPELLS

Druid Level Feature

2nd	<i>cause fear*</i> , <i>ceremony*</i>
3rd	<i>healing spirit*</i> , <i>misty step</i>
5th	<i>speak with dead</i> , <i>spirit shroud**</i>
7th	<i>spirit of the wolf†</i> , <i>summon elemental**</i>
9th	<i>commune with nature</i> , <i>legend lore</i>

SPIRITUAL AID

2nd-level Circle of Stillness feature

You can call upon the spirits for assistance. You have a pool of d6s that you spend to beseech them. The number of dice in the pool equals 1 + your druid level. You regain all expended dice when you finish a long rest.

You can gain the aid of the spirits in a number of ways. The maximum number of dice you can spend at once is equal to your proficiency bonus.

Buffer. When you take damage, you can use your reaction to spend dice, gaining a number of temporary hit points equal to the total number rolled on the dice. These temporary hit points are lost at the end of your next turn.

Dispersion. After a creature takes damage from one of your druid spells, you can spend dice to deal force damage to the target equal to the total number rolled on the dice. If the spell can target more than one creature, you can divide the dice you spend among the targets as you choose. If at least one of the targets is a celestial, elemental, fey, fiend, or undead, you regain one of your dice.

Succor. When you make a Strength or Dexterity check or saving throw, you can spend dice to increase your check or save by the total number rolled on the dice.

COMMUNION

6th-level Circle of Stillness feature

As an action, you can expend one use of your Wild Shape feature to entreat the spirits in one of the following ways.

Assistance. You ask the spirits in the area to aid you in locating a creature, object, or passage. If the spirits know the target's location and aren't hostile toward you, they will create a sign indicating the direction of what you seek. The sign can take a number of forms such as spiraling leaves and petals or a ghostly glow. The DM will determine the details of the sign.

Quell Unrest. You attempt to sooth the surrounding spirits, laying a spiritfont to rest. The spiritfont must succeed on an Intensity saving throw against your spell save DC or be rendered dormant for a number of hours equal to your proficiency bonus.

WATCHFUL SPIRITS

10th-level Circle of Stillness feature

Your ability to appeal to ambient spirits increases. You can use your Buffer and Succor features on a creature you can see within 30 feet of you.

SPIRITUAL BECKONING

14th-level Circle of Stillness feature

By performing a 10-minute ritual, you can call forth a spirit to aid you in achieving a specific cause. The spirit can provide information, aid you in travel, or provide an appropriate boon. The DM will decide the exact nature the spirit's aid takes, but it will never directly enter combat. The spirit you summon is friendly to you.

To call a spirit, you must be within its domain's vicinity or have a fetish (see the Fetish Materials sidebar for details).

A spirit will aid you for up to 1 hour. The DM may allow you to negotiate and appease the spirit to maintain its assistance for a longer time. Most spirits will not depart their domains, but the DM may allow you to bargain with a disagreeable spirit.

Once you use this feature, you can't use it again until you finish a long rest. You don't expend the use of this feature if no spirit is within the area or it is unable to answer your call.

FETISH MATERIALS

When no spirit dwells within an area to be summoned, a skilled druid or shaman uses a fetish associated with a type of spirit to call one forth.

To create a fetish, appropriate materials must be gathered along with additional reagents which cost 500 gold pieces to imbue the fetish with the magic necessary to summon the spirit. Only one fetish can be created at a time, and once used, the fetish is consumed in the summoning.

FIGHTER

The fighter class receives a new subclass.

DERVISH

A dervish fighter is able to enter a trancelike dance, channeling psychic energy to gain a sense of the moment to moment movements of its foes while its body weaves and shifts in smooth motions as if the fight were choreographed.

DERVISH DANCE

3rd-level Dervish feature

You can enter a psychic dance, allowing you to move and attack in a fluid fashion. While you are wearing light or no armor and aren't wielding a shield, you can enter a focused state on your turn that lasts until the start of your next turn. While in this state, you have the psionic focused condition and move as if dancing.

Once during your turn while you dance this way, you can make one additional attack that stacks with the Extra Attack feature when you take the Attack action to attack with a one-handed melee weapon. You must move at least 5 feet between each attack you make during the dance. You can't return to a space you just exited (though you can return to that space later during your turn).

If you don't move at least 5 feet between attacks during your turn, your dance ends early.

You can activate your dervish dance state a number of times equal to 2 + half your fighter level (rounded up), and regain all expended uses of it when you finish a long rest.

FLUID MOTION

3rd-level Dervish feature

You gain proficiency in the Performance skill. While you have the psionic focused condition, opportunity and readied attacks have disadvantage on attack rolls to hit you.

RAPID STEPS

7th-level Dervish feature

While you are wearing light or no armor, you increase your walking speed increases by 10 feet.

UNARMORED DEFENSE

7th-level Dervish feature

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

SLASHING WINDS

10th-level Dervish feature

Your Dervish Dance feature improves, granting you the following benefits while in your dance state:

- When you take the Attack action, you can move 10 feet as part of the action. This extra movement only provokes opportunity attacks from creatures you choose.
- While engaging in two-weapon fighting with melee weapons that have the finesse property, you make two attacks when use your bonus action to attack with one of them instead of one attack. These attacks must follow the rules of your Dervish Dance feature.
- Each time you hit a different foe during your dance, you increase your AC by 1 to a maximum bonus of 4. This bonus last until the start of your next turn unless your dance ends early.
- After successfully hitting a foe with a melee weapon, when you attack a different foe, you gain a +2 bonus on your first attack roll against the new target.

MOVEMENT MASTERY

15th-level Dervish feature

Poise and elegance are embodied in your every move. When you make an ability check regarding graceful movement, such as dancing, tumbling, or jumping, you can treat a d20 roll of 9 or lower as a 10.

Also, you are no longer hindered by difficult terrain while using your Dervish Dance feature.

THOUSAND CUTS

18th-level Dervish feature

You can attack twice while using your Dervish Dance feature before needing to move at least 5 feet.

In addition, if you roll initiative and have no uses of your Dervish Dance feature remaining, you regain two uses of it. You can do this a number of times equal to your Charisma modifier (minimum of one time). You regain all uses of this feature when you finish a long rest.

MONK

The monk class receives a new subclass.

WAY OF INSIGHT

A monk following the Way of Insight has opened its mind to greater spiritual awareness and can tap its inner soul to manifest psionic powers. Such a monk's ki flows freely between mind, body, and soul.

WAY OF INSIGHT POWER MANIFESTING

Monk Level	Powers Known	Power Points	Monk Level	Powers Known	Power Points
3rd	1	1	12th	4	7
4th	2	3	13th	5	10
5th	2	3	14th	5	10
6th	2	3	15th	5	10
7th	3	5	16th	5	12
8th	3	5	17th	5	12
9th	3	5	18th	5	12
10th	3	7	19th	6	14
11th	4	7	20th	6	14

POWER MANIFESTING

3rd-level Way of Insight feature

You gain the ability to manifest psionic powers. See chapter 2 for the general rules of power manifesting.

Powers Known. You know one power of your choice from the following list: *accelerated healing*, *adaptability*, *bastion of thought*, *body control*, *chameleon*, *dislocation*, *elastic body*, *empathic transference*, *energy blast*, *extrasensory perception*, *glimmer*, *inertial barrier*, *kinetic barrier*, *living weapon*, *martial insight*, *mind tap*, *muddle*, *precognition*, *psychic domination*, *speed of thought*, *telekinetic flight*, *telepathic projection*, *tremor*.

The Powers Known column of the Way of Insight Power Manifesting table shows when you learn more psionic powers of your choice. When you gain a level in this class, you can choose one of the powers you know and replace it with another power from this class's power list.

Power Points. The Way of Insight Power Manifesting table shows how many power points you have to augment your psionic powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than one third your level in this class (rounded up) on a single power manifestation. You regain all expended power points when you finish a short or long rest.

Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the *suspension* power includes expressions that can affect single targets or an area with different measures of control.

Manifesting Ability. Wisdom is your manifesting ability for your powers. You use Wisdom whenever a power refers to your manifesting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus + your Wisdom modifier

Power attack modifier = your proficiency bonus + your Wisdom modifier

KI BATTERY

3rd-level Way of Insight feature

You can replenish your ki points by expending power points. On your turn, you may expend 1 power point to recover 1 ki point. You can never exceed your ki point maximum through this feature.

You can also use your Ki Battery feature in reverse and convert 1 ki point into 1 power point, but can never exceed your power point maximum.

Starting at 6th level, you can convert 2 power points into 2 ki points or vice versa. At 11th level, you may convert up to 3 points. When you reach 17th level, you can convert up to 4 points.

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

SPIRITUAL CENTER

6th-level Way of Insight feature

While you have the psionic focused condition, each ranged attack you make ignores half and three-quarters cover and each melee attack you make doesn't suffer disadvantage if you can't see your target.

CRYSTAL SOUL

11th level Way of Insight feature

Whenever you fail on a Constitution saving throw to maintain concentration on a psionic power, you can spend 2 ki points to succeed instead.

DAZING STRIKE

17th-level Way of Insight feature

When you activate your Stunning Strike feature, you can expend up to 3 power points to spike the target's mind with psychic energy. The target takes 1d10 psychic damage per power point spent. If it isn't stunned and is concentrating on a spell, power, or other effect, you increase the save DC of the target's Constitution saving throw to maintain concentration by the number rolled on the d10s.

If a creature's concentration is disrupted by this feature, it can't cast a spell or manifest a power until the end of its next turn.

PALADIN

The paladin class receives a new subclass.

OATH OF THE ARDENT

The Oath of the Ardent is taken by paladins possessing an inner fire. Such paladins are devotees of focus and purpose. They see struggle as inevitable and confront it with calm and reserve. Paladins of this oath serve as leaders in times of strife and ministers in periods of calm. When adversity arrives, these paladins change their attitude as easily as someone might don a hat or cloak.

TENETS OF THE ARDENT

Those of the Oath of the Ardent don't typically answer the call of faith, instead adhering to a path of resolve. However, they are defenders of peace and justice and will take on devout purpose when needed. Paladins of this oath have temperaments matching the mantles they bear.

Purpose. Set a clear goal in a conflict and commit your being toward achieving that goal.

Resolve. With purpose in mind, determine your actions based on the needs of the purpose without losing sight of your values.

Unwavering. When you have been set on your purpose, you mustn't stray from that purpose.

Reserve. Never allow your emotions to cloud your judgment. Your will is your own to make.

MANTLE

3rd-level Oath of the Ardent feature

You are able to attune yourself to a specific creed, granting you access to psionic powers. You choose two mantles, detailed in the "Mantles" section below. When you prepare your spells, you can choose to bear one of these mantles, granting you knowledge of a set of powers. You can only bear one mantle at a time.

When you reach 9th level, you may choose one additional mantle, and one more mantle at 17th level.

As you gain levels, the mantle you bear will determine the benefits of your Aura of Will and Shroud of Will features.

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one of the mantles you chose with a different one.

The Mantle feature replaces the Oath Spells feature of the paladin Sacred Oath.

POWER MANIFESTING

3rd-level Oath of the Ardent feature

While bearing a mantle, you can manifest psionic powers using your spell slots. Only powers you know from your mantle can use manifested with your spell slots. If you know powers from a manifester class, you can't manifest those powers by using a spell slot unless you have a class feature that expressly permits you to do so. See chapter 2 for the general rules of power manifesting.

Powers Known. You don't know any powers, however, when you bear a mantle, you can manifest that mantle's powers by expending a spell slot.

Power Points. To manifest a power, you must expend a single spell slot of 1st level or higher. You gain a number of power points equal to twice the spell slot's level to augment that power manifestation. You can't spend more power points than half your level in this class (rounded up). Any unused power points are lost.

If you are a multiclass caster, you can use any of your higher level spell slots to manifest your mantle powers. If you are a multiclass manifester, you can use power points to manifest your mantle powers as normal, but can only spend a number of power points equal to half your level in this class (rounded up) on a single mantle power.

Manifesting Ability. Charisma is your manifesting ability for your powers. You use Charisma whenever a power refers to your manifesting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a mantle power you manifest and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus +
your Charisma modifier

Power attack modifier = your proficiency bonus +
your Charisma modifier

CHANNEL DIVINITY

3rd-level Oath of the Ardent feature

When you take this oath, you gain the following two Channel Divinity options.

Invoke Mantle. As a bonus action, you can use your Channel Divinity to change the mantle you bear. The powers you know change to the new mantle's powers, and you gain its Aura of Will and Shroud of Will features in place of the old mantle's features.

Unleash Psychic Energy. You can use your Channel Divinity to release the divine psychic energy of your mantle. As an action, you strike each creature within a 15-foot cone you choose. The target must succeed on a Wisdom saving throw against your power save DC or become stunned until the end of your next turn.

AURA OF WILL

7th-level Oath of the Ardent feature

The mantle you bear provides an aura within 10 feet of you. You must be conscious for the aura to be active.

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

SHROUD OF WILL

15th-level Oath of the Ardent feature

As a bonus action, you can activate the mantle you bear to grant you additional benefits for 1 minute. If you have a mount, it gains the same benefits. After using this feature, you can use it again until you finish a short or long rest.

INCARNATE

20th-level Oath of the Ardent feature

You can assume all of your mantles at once, causing your eyes to shine as bright spots of pure power as energies course around your body as appropriate for your mantles. For instance if you possess the storm mantle, sparks of electricity might crackle around you as supernatural winds blow your hair and clothing.

As an action, you assume your incarnate form for 1 minute, granting you the following benefits:

- Your Aura of Will includes all four of your mantle auras at once.
- You can activate the Shroud of Will feature for each of your mantles once while your incarnate form is active.
- You are immune to the psychic strained condition, and if you are already suffering from it, the condition ends.

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

MANTLES

Your paladin can select from the mantles below. Each mantle provides an aura, shroud, and powers you know when you bear the mantle. If a psychokinesis power indicates a damage type, you can manifest that power using that damage type, treating it as your energy type.

COMMUNICATION

Aura. You and each friendly creature you choose with 10 feet of you can telepathically transmit short messages between one another using a common language.

Shroud. You can't be charmed or made to sleep by magical or psionic means, and attempts to compel or coerce you automatically fail. If you are charmed or otherwise affected mentally, you can activate this shroud using your reaction to free yourself.

Powers. You know the following powers: *psychic domination*, *telepathic projection*.

CONFLICT

Aura. You and friendly creatures within 10 feet of you roll one additional die of damage when scoring a critical hit with weapon attacks.

Shroud. When more than one hostile creature is within 5 feet of you, you have advantage on each attack roll you make against them. When one of these creatures hits you with an attack, you can use your reaction to halve the attack's damage against you.

Powers. You know the following powers: *martial insight*, *psychic crush*.

CORRUPTION

Aura. Each foe within your aura suffers disadvantage on saving throws against effects that deal poison damage or inflict the poisoned condition.

Shroud. You are immune to the poisoned condition and poison damage.

Powers. You know the following powers: *apopsi*, *sap vitality*.

DECEPTION

Aura. You and each friendly creature you choose within 10 feet of you gain advantage on Charisma checks.

Shroud. You gain the benefit of the *blur* spell without requiring concentration.

Powers. You know the following powers: *chameleon*, *muddle*.

DESTRUCTION

Aura. You and friendly creatures within 10 feet of you deal an additional 1d6 weapon, power, or spell damage when you damage an object or construct.

Shroud. Each time you deal weapon damage, you deal an extra 1d6 damage of the same type to your target.

Powers. You know the following powers: *energy cloak* (acid), *molecular agitation*.

FATE

Aura. You and friendly creatures within 10 feet of you benefit from a ripple in fate. Once each round when you fail a saving throw, you can choose to roll a d4 and add the number rolled to your saving throw, possibly allowing you to succeed instead.

Shroud. You add a d6 to each of your attack rolls, ability checks, and saving throws.

Powers. You know the following powers: *dissonant destiny*, *precognition*.

FLAME

Aura. When you and friendly creatures within 10 feet of you hit with a melee weapon attack, you deal an extra 1 fire damage.

Shroud. You have damage immunity to fire. For every 10 points of fire damage this prevents, you gain a d6 (to a maximum of 5d6). When you hit a target with a melee weapon attack you can expend any number of these dice, roll them, and deal extra fire damage equal to the number rolled on the dice. When your shroud ends, you lose any unspent dice.

Powers. You know the following powers: *energy storm* (fire), *flame manipulation*.

FORCE

Aura. You and each friendly creature within 10 feet of you have advantage on Strength (Athletics) checks and can choose to make a shove attempt as a bonus action.

Shroud. You have damage resistance to telekinetic effects and fall damage. You are never knocked prone from a telekinetic effect or falling. You may activate this shroud using a reaction when you are falling.

Powers. You know the following powers: *energy blast*, *kinetic barrier*.

FROST

Aura. You and friendly creatures within 10 feet of you have resistance to cold and fire damage.

Shroud. You have immunity to cold damage. Each creature you choose that starts its turn within 10 feet of you takes cold damage equal to your proficiency bonus.

Powers. You know the following powers: *adaptability*, *hydrokinesis*.

GUARDIAN

Aura. You and friendly creatures within 10 feet of you gain a +1 bonus to AC.

Shroud. You don't trigger opportunity attacks from movement. When you hit a foe with a melee weapon attack, that foe has disadvantage on each attack roll it makes against a creature other than you until the end of its next turn. You only take half damage from that creature.

Powers. You know the following powers: *biomorphic skin*, *mental barrier*.

JUSTICE

Aura. You and friendly creatures within 10 feet of you gain a +1 bonus on attack rolls against a foe that has attacked you or a friendly creature since the end of your last turn.

Shroud. When a foe attacks an ally, you can use your reaction to move up to 10 feet and make an opportunity attack against that foe, provided it is within reach.

Powers. You know the following powers: *extrasensory perception*, *mind probe*.

KNOWLEDGE

Aura. You and each friendly creature you choose within 10 feet of you can add your Charisma modifier when making an Intelligence check.

Shroud. You are immune to confusion and can see illusions for what they really are.

Powers. You know the following powers: *hypercognition*, *psychometry*.

LIFE

Aura. You and friendly creatures within 10 feet of you gain 1 temporary hit point at the start of each of your turns.

Shroud. You have resistance to necrotic damage, and at the start of each of your turns, you regain 1d8 + your Charisma modifier hit points (minimum 1 hit point).

Powers. You know the following powers: *accelerated healing*, *empathic transference*.

MAGIC

Aura. You and friendly creatures within 10 feet of you are treated as using magical weapons for the purpose of overcoming damage resistance and immunity.

Shroud. You have resistance to damage from spells and make saving throws against spells with a +2 bonus.

Powers. You know the following powers: *mystic arms*, *psychic static*.

MENTAL

Aura. You and friendly creatures within 10 feet of you increase your power and spell attack modifiers and save DCs by 1.

Shroud. You have resistance to psychic damage and can't be mentally dominated or charmed.

Powers. You know the following powers: *id insinuation*, *mind spear*.

PROWESS

Aura. You and each friendly creature you choose within 10 feet of you can add your Charisma modifier to Strength and Dexterity checks.

Shroud. You add your proficiency bonus to Strength and Dexterity saving throws and ability checks. If you already have proficiency with the save or skill, you add twice your proficiency bonus instead.

Powers. You know the following powers: *body control*, *elastic body*.

RESOLVE

Aura. You and friendly creatures within 10 feet of you add half your proficiency bonus, rounded down, to saving throws against conditions that don't already include proficiency bonus.

Shroud. Any time you fail an ability check or a saving throw, you can reroll it, but must use the new roll.

Powers. You know the following powers: *bastion of thought*, *inertial barrier*.

SHADOW

Aura. You and friendly creatures within 10 feet of you gain darkvision to a distance of 60 feet.

Shroud. You can see in darkness, including magical, and dim light as if it were bright light. In addition, while in dim light or darkness, your AC increases by 2.

Powers. You know the following powers: *control light*, *shadow shape*.

SIGHT

Aura. You and friendly creatures within 10 feet of you can add your Charisma modifier on Wisdom (Perception) checks and your foes within 10 feet of you don't benefit from being invisible or hidden when they attack you.

Shroud. You gain blindsense and aurasight to a distance of 60 feet. You see a shapechanger in its true form and can detect spiritforms.

Powers. You know the following powers: *probability manipulation*, *remote sight*.

STORM

Aura. When you and friendly creatures within 10 feet of you are hit by a melee weapon attack, you can use your reaction to deal 1d6 lightning damage to the creature that hit you.

Shroud. You can move unhindered by high winds (including those made from spells and powers) and have immunity to lightning damage.

Powers. You know the following powers: *animate electricity*, *weather manipulation*.

TREMORS

Aura. Each foe within 10 feet of you has disadvantage on ability checks and saving throws against effects that push it or knock it prone.

Shroud. Once each round, when you hit with a weapon attack, you deal an extra 1d8 thunder damage and when you hit a creature no more than one size larger than you, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Powers. You know the following powers: *spatial void*, *tremor*.

RANGER

The ranger class receives a new subclass.

PSYCHIC ARCHER

Psychic archers are rangers that have learned to hone their thoughts into psychic energy. They tend to be focused and calm individuals.

PSIONIC POWER

3rd-level Psychic Archer feature

You learn to focus your spiritual energy to enhance your abilities. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of dice equal to twice your proficiency bonus and they fuel various psionic powers you have, which are described below.

Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

Manifesting Ability. Wisdom is your manifesting ability for your powers. You use Wisdom whenever a power refers to your manifesting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a power you manifest and when making an attack roll with one.

Power save DC = 8 + your proficiency bonus +
your Wisdom modifier

Power attack modifier = your proficiency bonus +
your Wisdom modifier

The powers below use your Psionic Energy dice.

Blast Charge. After you hit a target with a ranged weapon attack, you can expend one Psionic Energy die to push it 10 feet away from you and infuse it with psychic energy. At the start of the target's next turn, you roll the die and the target and each creature within 10 feet of it must succeed on a Strength saving throw or have its movement speed is reduced by 5 times the number rolled (to a minimum of 0 feet) until the end of its next turn.

Burst of Speed. You can increase your speed by 30 feet until the start of your next turn. During this time, you can take the Disengage action as a bonus action and can move across liquids on your turn without falling during the move. Once you gain this speed bonus, you can't do so again until you finish a short or long rest, unless you expend a Psionic Energy die to gain it again.

Fate Chain. When you hit a creature with a ranged weapon attack, you can choose to curse it. Once within the next minute when the cursed creature makes an attack roll or saving throw, you can expend one Psionic Energy die, roll the die, and reduce its d20 roll by an amount equal to the number rolled, ending the curse. If the target fails on its d20 roll, it takes force damage equal to the number rolled plus your Wisdom modifier. If it succeeds, you regain the die. Only one creature can be cursed at a time.

MYSTIC BOLTS

3rd-level Psychic Archer feature

You gain the *mystic arms* power and you can imbue a ranged weapon you hold with it without expending power points.

FOCUSED STATE

7th-level Psychic Archer feature

Your ability to use psionic powers is enhanced. You add *remote sight* and *puppetry* to the list of powers you know. When you manifest a power, you can expend one Psionic Energy die to gain a number of power points equal to 1 + your proficiency bonus to augment the power. Moreover, while you maintain the *mystic arms* power, you gain the following benefits:

- You can generate mystic bolts from your hands that have a normal range of 120 feet and no long range. You make a ranged weapon attack with your mystic bolts, and on a hit the target takes 1d8 + your Wisdom modifier force damage. Mystic bolts are considered a ranged mystic weapon.
- You can concentrate on a ranger spell you cast using the same concentration.
- When you attack with a ranged weapon, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- You don't suffer disadvantage when making a ranged weapon attack if a foe is within 5 feet of you.

PSIONIC ADEPT

11th-level Psychic Archer feature

You have greater control over spatial matter and telekinetic force, gaining the new powers below.

Phase Arrow. You can transform your ammunition into ghostly bolts. As part of an attack you make with a ranged weapon, you can expend one Psionic Energy Die to ignore cover and any nonmagical barrier for the attack. On a hit, you roll the die, dealing additional force damage equal to the number rolled plus your Wisdom modifier. A Phase Arrow's attack roll never has disadvantage, and you don't need to see your target to make the attack.

Ricochet. After you make a ranged weapon attack, you can expend one Psionic Energy die to make a new attack against a different target within range that is no more than 30 feet from your previous target. You roll the die and add the number rolled to your attack roll against the new target. A target can't be attacked by this power more than once this turn.

TELEKINETIC LEAPS
15th-level Psychic Archer feature

When you are attacked, you can use your reaction to leap up to 10 feet in any direction. If this places you outside the attack's reach, the attacker must choose a new target within 5 feet of your previous position or lose the attack. This movement doesn't provoke opportunity attacks.
You can leap out of harm's way through this feature twice, and regain all expended uses when you finish a long rest, unless you expend a Psychic Energy die to use it again.
In addition, you extend your jump distance by 5 feet for each use of this feature you have remaining (maximum of 10 feet).

ROGUE
The rogue class receives a new subclass.

SHADOWMIND
Trained to traverse the web of the mind, shadowminds make for potent spies and saboteurs. They use their skills as rogues to handle the mundane, and leverage their psychic powers to manage the extraordinary. Like a ghost, a shadowmind can slip through the most secure of bastions and vanish without a trace.

SHADOWMIND POWER MANIFESTING

Rogue Level	Powers Known	Power Points	Rogue Level	Powers Known	Power Points
3rd	1	1	12th	4	7
4th	2	3	13th	5	10
5th	2	3	14th	5	10
6th	2	3	15th	5	10
7th	3	5	16th	5	12
8th	3	5	17th	5	12
9th	3	5	18th	5	12
10th	3	7	19th	6	14
11th	4	7	20th	6	14

POWER MANIFESTING
3rd-level Shadowmind feature

You gain the ability to manifest psionic powers. See chapter 2 for the general rules of power manifesting.
Powers Known. You know one power of your choice from the following list: apopsi, chameleon, control light, dislocation, ego whip, enveloping darkness, extrasensory perception, glimmer, harmonics, hypercognition, id insinuation, mental barrier, mind probe, mind spear, mindlink, muddle, precognition, psychic crush, psychic domination, puppetry, remote sight, speed of thought, telekinetic fight, telepathic projection.
The Powers Known column of the Shadowmind Power Manifesting table shows when you learn more psionic powers of your choice. When you gain a level in this class, you can choose one of the powers you know and replace it with another power from this class's power list.
Power Points. The Shadowmind Power Manifesting table shows how many power points you have to augment your psionic powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than one third your level in this class (rounded up) on a single power manifestation. You regain all expended power points when you finish a short or long rest.
Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the suspension power includes expressions that can affect single targets or an area with different measures of control.

Manifesting Ability. Intelligence is your manifesting ability for your powers. You use Intelligence whenever a power refers to your manifesting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

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

Power attack modifier = your proficiency bonus +
your Intelligence modifier

SHADOWS OF THE MIND

3rd-level Shadowmind feature

You gain the *shadow shape* power. If you already know *shadow shape*, you may choose another power from the Shadowmind power list.

Starting at 9th level, when you manifest the *shadow shape* power, you gain a number of extra power points equal to half your proficiency bonus to augment it. These extra power points don't count against the number of power points you can spend to augment a power.

CLOUD MIND

9th-level Shadowmind feature

You make yourself completely undetectable to a creature by erasing all awareness of your presence from its mind. The Cloud Mind feature acts like a psionic power manifested by you, but it doesn't expend power points. You can maintain this power for 1 minute per level you have in this class.

You can use your action to target one creature within 30 feet of you that you can see. The creature must make a Wisdom saving throw against your power save DC. On a failed save, your target is completely unaware of your presence. You are invisible and inaudible to the creature and you can't be detected by it even through means such as blindsight, tremorsense, or truesight.

The target also remains unaware of your actions, provided you don't make any attacks or cause any obvious or directly threatening changes in its environment. For instance, you could open a door and slip out without notice, but if you opened a door and let in allies that the target can detect, it would note the arrival of those allies.

You can remove a handheld, unattended object from the target's presence without risking notice; moving a larger object or an attended object risks ending the power early. If you do so, or if you take an action that creates a sustained and obvious change in the target's environment, such as attacking another creature the target can sense, the target makes a new Wisdom saving throw, ending the effect on a success. An ally of your target that can sense you can also alert it to your presence during its turn to grant your target a new save as well.

If you attack the target, the effect ends.

You can use this feature once. You gain one additional use when you reach 13th (two uses) and 17th level (three uses). You regain all expended uses when you finish a long rest, unless you spend 4 power points to use it again.

Starting at 17th level, you can use your Cloud Mind feature against each creature you choose within range that you can see.

PSIONIC AMBUSH

13th-level Shadowmind feature

If you are hidden from a creature when you manifest a power or use your Cloud Mind feature on it, the creature has disadvantage on its saving throw against that power this turn.

MIND STAB

17th-level Shadowmind feature

You can remove your presence from a creature's mind when you attack it. When you deal sneak attack damage to a creature, you may take a bonus action to use your Cloud Mind feature against it.

SORCERER

The sorcerer class receives a new subclass.

DREAMING

Born from or within a dream, the Dreaming sorcerer taps the unreality of the Plane of Dreams. These sorcerers spend their waking hours as if dreaming, while during their dream time they are completely lucid. To them, reality is just an illusion, while the Dreaming is true.

While the onlooker might call a Dreaming sorcerer a dreamer, the sorcerer will retort that dreamers are those unaware they are within the dream, and that it is quite awake. While they may seem dazed and lackadaisical, these sorcerers are abundantly aware of their surroundings.

AWAKENED RESOLVE

1st-level Dreaming feature

Your insight into the border between dream and reality grants you penetrating awareness. Whenever you make a saving throw or ability check against an illusion or phantom effect, you can choose to add your Charisma modifier to the roll.

In addition, you can't be made to sleep unless you choose to be.

DREAMING SPELLS

1st-level Dreaming feature

You learn additional spells when you reach certain levels in this class, as shown on the Dreaming Spells table. Each of these spells count as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Each spell is in the *Player's Handbook*, unless it has an asterisk, in which case it is in *Xanathar's Guide to Everything*, two asterisks, in which case it is in *Tasha's Cauldron of Everything*, or a dagger, in which case it is in chapter 2 under spells. If you lack the source material, consult appendix C for alternate spells.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or an illusion spell from the sorcerer, warlock, or wizard spell list.

DREAMING SPELLS

Sorcerer Level Spells

1st	<i>dissonant whispers</i> , <i>sleep</i>
3rd	<i>phantasmal force</i> , <i>Tasha's mind whip</i> **
5th	<i>catnap</i> *, <i>dream transmutation</i> †
7th	<i>dream conjuration</i> †, <i>phantasmal killer</i>
9th	<i>dream</i> , <i>dream evocation</i> †

EYES WIDE OPEN

1st-level Dreaming feature

You are always aware whenever you are within a dream, and are automatically a dream actor when you are within the Dreamscape. In addition, when you choose to be unseen by a dreamer, you gain a +10 bonus on ability checks to remain undetected.

DREAMING WIDE AWAKE

6th-level Dreaming feature

The Dreamscape is part of the fabric of your being, allowing you to bring a little piece of the Dreamscape into reality. When you cast a sorcerer spell outside the Dreamscape, you can cast it as a psionic effect instead of a magical effect. If the spell deals damage, you can choose to have it deal psychic damage instead of its normal damage.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

ARCHITECT OF UNREALITY

14th-level Dreaming feature

Whenever you are on the Dreamscape, you act as a dream architect.

In addition, you can manifest the *dreamstate* power with a number of power points equal to your level in this class. Once you manifest this power, you can't do so again until you finish a long rest.

DREAM INTRUSION

18th-level Dreaming feature

As a bonus action, you can summon the fabric of the Dreamscape, creating a 60-foot radius sphere of dreamlike space centered on you for 1 minute. You can use the *Alter Other*, *Alter Self*, and *Fabricate* Dream Construct actions outside of the Dreamscape at a target within the sphere. Whenever a target leaves the sphere, each effect created by this feature will end after a number of rounds equal to your Charisma modifier (minimum of 1 round).

In addition, you can choose to cast any illusion spell you know by spending a number of sorcery points equal to the spell's level while you are within the sphere.

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

WARLOCK

The warlock class receives a new subclass.

THE GEIST

The Geist warlock has contracted with a member of the vengeful dead such as a banshee or a yurei. Such an accord has left the warlock as a nexus of miserable and haunted energies. While a warlock of this pact may have one foot in the grave, it has a zeal for life as it is aware of the tortures that await its soul.

EXPANDED SPELL LIST

1st-level Geist feature

The Geist lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GEIST EXPANDED SPELLS

Spell Level	Spell
1st	<i>bane, ray of sickness</i>
2nd	<i>pass without trace, phantasmal force</i>
3rd	<i>bestow curse, speak with dead</i>
4th	<i>death ward, phantasmal killer</i>
5th	<i>animate objects, telekinesis</i>

HAUNTED

1st-level Geist feature

Malice and dread surround your presence. Whenever a creature within 30 feet of you makes a Wisdom or Charisma check you can impose disadvantage to that roll.

In addition, you gain a +2 bonus to your spell attack modifier and spell save DC against a creature that has the frightened or unsettled condition. Starting at 6th level, the spiritfont you call with your Horror Font feature also gains this bonus.

HORROR FONT

6th-level Geist feature

As an action you call forth negative spiritual energy, creating a spiritfont haunting that is a 20-foot radius sphere centered on you. The radius increases by 5 feet when you reach 10th (25 feet) and 14th level (30 feet).

The spiritfont has an Intensity equal to your Charisma score and uses your proficiency bonus. It is hostile to other creatures, except those you choose when you call it forth. The spiritfont remains for 10 minutes, until rendered dormant, you dismiss it with an action, or you die.

When you call forth the spiritfont, you determine its appearance such as if it's shadowed or smells foul. You also decide which type it is, choosing from the options on the Hauntings table. Each creature that enters the spiritfont's area the first time on a turn or which starts its turn there

must succeed on a Wisdom saving throw against your spell save DC or become unsettled until it ends its turn outside of the spiritfont. In addition, on each of your turns, you can take a bonus action to cause the haunting to evoke a hostility.

HAUNTINGS

Haunting Hostility

- | | |
|-----------------|---|
| Forceful | The spiritfont batters one creature or object within it. A creature must succeed on a Strength saving throw or be pushed 10 feet and knocked prone.
It can hold shut a door, window, or similar portal instead, slamming it shut if it is open. A portal held this way can't be forced open unless a creature uses its action and succeeds on a Strength check against your spell save DC. |
| Noxious | Horrible odor fills the spiritfont's area. You can sicken one creature within the spiritfont. The creature must succeed on a Constitution saving throw or become poisoned until it ends its turn outside of the spiritfont. A creature within the spiritfont gains no benefit from a keen sense of smell. |
| Spectral | The spiritfont ensnares one creature or object within it. A creature must succeed on a Dexterity saving throw or become grappled. During your turn, you can direct the spiritfont to move one target it grapples up to 5 feet, provided it doesn't exit its range during the move. |

You can call forth the spiritfont a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

FROM BEYOND THE GRAVE

10th-level Geist feature

When you start your turn below your hit point maximum, you can become incorporeal for 1 minute, granting you resistance to nonmagical bludgeoning, piercing, and slashing damage. In addition, you can move through other creatures and objects as if they were difficult terrain and can end your turn there. If you are in the same space as a creature or object when this feature's effects end, you are moved to the nearest unoccupied space without harm.

You must finish a long rest before you can use this feature again.

REACH OF DESPAIR

14th-level Geist feature

The depth of torment within your soul is overwhelming. Your warlock spells and class features ignore a creature's immunity to the frightened, grappled, poisoned, and unsettled conditions.

WIZARD

The wizard class receives a new subclass.

SCHOOL OF CEREBROMANCY

The School of Cerebromancy is a school of wizardry that seeks to expand the mind and use the Weave to manifest psychic energies. Cerebromancers make study of the psionic arts, having a greater understanding of how they operate and how to manipulate them. Through the course of these studies, they master a few psionic powers that they can evoke through the craft of their magic.

PSYCHIC ARCANA

2nd-level School of Cerobromancy feature

You can manifest psionic powers using your spell slots. Only powers you know from this class can be manifested with your spell slots. If you know powers from a manifester class, you can't manifest those powers by using a spell slot unless you have a class feature that expressly permits you to do so. See chapter 2 for the general rules of power manifesting.

You can select powers you encode from this class to use with your Spell Mastery feature. Substituting a 1st-level spell grants you 2 power points to spend on power augmentations, and substituting a 2nd-level spell grants you 4 power points. You can also choose a power you know from this class to use with your Signature Spells feature, granting you 6 power points to augment that power.

Encoding Powers. You encode two powers of your choice from the savant power list into your spellbook, which details the practice you need to imprint the power. Whenever you can add a new wizard spell to your spellbook, you can replace one of those spells with a savant power of your choice. You can copy a power from a dorje in the same way you copy a spell from a scroll. Psionic powers count as a wizard spell of the highest level you can cast for the purpose of scribing costs and preparation time.

Imprinting Powers. You imprint the list of savant powers that are available for you to manifest. To do so, choose a number of savant powers from your spellbook equal to half your proficiency bonus (rounded up) from the same discipline. You can also replace one or more spells with a power when you prepare your spells, but can never imprint more powers than your proficiency bonus. These extra imprinted powers can be from different disciplines.

Power Points. To augment a power, you must expend a single spell slot of 1st level or higher. You gain a number of power points equal to twice the spell slot's level to augment that power manifestation. You can't spend more power points than your level in this class. Any unused power points are lost.

If you are a multiclass caster, you can use any of your higher level spell slots to manifest powers you know from this class. If you are a multiclass manifester, you can use power points to manifest the powers you know from this class as normal, but can only spend a number of power points equal to your level in this class on a power manifestation.

Manifesting Ability. Intelligence is your manifesting ability for your powers. You use Intelligence whenever a power refers to your manifesting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a savant power you manifest and when making an attack roll with one.

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

Power attack modifier = your proficiency bonus +
your Intelligence modifier

PSYCHIC STUDIES

2nd-level School of Cerobromancy feature

You gain proficiency in the Arcana, History, Insight, or Religion skill (your choice).

RESILIENT EGO

6th-level School of Cerobromancy feature

You can choose to add your Intelligence modifier to Charisma saving throws you make.

UNLEASHED MIND

10th-level School of Cerobromancy feature

Whenever you cast a spell using a higher level spell slot than the spell's level, you can manifest one of your powers as a bonus action even if that power normally requires an action to manifest. The power must be a power you gained from this class and can't be augmented with power points.

MYRIAD COMTEMPLATION

14th-level School of Cerobromancy feature

At the start of your turn, you can choose to enter a focused state for 1 minute that allows you to concentrate on both a power and spell at the same time, provided both are granted by this class. When you make a Constitution saving throw to maintain concentration, you only make one roll. If that roll fails, you lose concentration on both the spell and the power.

Once you enter this state, you can't do so again until you finish a short or long rest.

MULTICLASS PSIONIC CHARACTERS

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new class, as shown in the Multiclassing Prerequisite table here and in the *Player's Handbook*.

The channeler class requires the same ability it uses for manifesting powers based on its psionic expression.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Channeler	Constitution 13, Intelligence 13, or Charisma 13
Savant	Intelligence 13
Transcendent	Strength 13 or Dexterity 13 and Wisdom 13

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of your new class's proficiencies.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Channeler	Fortune telling tool
Savant	—
Transcendent	Light armor, medium armor, shields, simple weapons, and martial weapons

CLASS FEATURES

Certain class features interact with psychic class features in different ways.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does).

RAGE

The limitation on casting and concentrating on spells applies to manifesting and maintaining powers as well.

UNARMORED DEFENSE

If you already have the Unarmored Defense feature, you can't gain it again from another class.

WILD SHAPE

In addition to not being able to cast spells in Wild Shape, druids can't manifest psionic powers while in it. You can still maintain already manifested powers just like you can concentrate on spells.

When you reach 18th level as a druid and gain the Beast Spells class feature, you can manifest powers you know freely.

POWER MANIFESTING

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

Powers Known and Imprinted. You determine what powers you know and can imprint for each class individually, as if you were a single-classed member of that class. If you can imprint powers, you use only your class level to determine your proficiency bonus for the purpose of determining how many powers you can imprint, even if your proficiency bonus is otherwise higher. If you are a transcendent 4/savant 3, for example, you know two transcendent powers based on your levels in the transcendent class. As a 3rd-level savant, if your Intelligence is 16, you can imprint five savant powers.

Each power you know and imprint is associated with one of your classes, and you use the power manifesting ability of that class when you manifest the power.

If a power of yours increases in power at higher level at no power point cost, the increase is based on your character level, not your level in a particular class.

Power Points. If you have more than one class that can manifest powers, you determine your available power points by adding together your levels in savant and channeler, half your levels in transcendent (rounded down), and a third of your monk or rogue levels (rounded down) if you have the Way of Insight or Shadowmind features. Use this total to determine your power points by consulting the Multiclass Manifester table.

MULTICLASS MANIFESTER: POWER POINTS

Level	Power Points	Level	Power Points
1st	1	11th	24
2nd	3	12th	27
3rd	5	13th	30
4th	7	14th	33
5th	10	15th	36
6th	12	16th	39
7th	14	17th	43
8th	16	18th	47
9th	19	19th	51
10th	22	20th	55

PSIONIC FEATS

New psychic-themed feats are presented here in alphabetical order for groups that use them.

BOOMERANG

Using telekinesis, you are able to manipulate objects you throw. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When you miss with a thrown weapon or object, or with ammunition no heavier than 3 lbs., you may use your reaction to return the item to your hand.
- As a bonus action, you can telekinetically attune to a held weapon with the thrown property, as if concentrating on a psionic power with a maintenance of 1 minute. The attuned weapon automatically returns to your hand after you make an attack with it.

COMBAT FOCUS

You have learned to focus your ki in battle, gaining the following benefits:

- Increase your Constitution, Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- As a bonus action, you can choose one target you can see to focus upon as if concentrating on a psionic power with a maintenance of 1 minute. You gain a +1 bonus on each attack roll made against it.

ENERGY CONTROL

Prerequisite: The ability to manifest an energy power

You can manifest psychokinetic energy with elemental power, granting you the following benefits.

- Increase your Constitution, Intelligence, or Wisdom score by 1, to a maximum of 20.
- Choose a damage type which must be acid, cold, fire, lightning, poison, or thunder. This becomes your energy type. Whenever you manifest an energy power, you can substitute the chosen damage type in place of the power's bludgeoning damage.

ORACLE

Your predictions tend to come true. You gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with fortune telling tools and a language of your choice.
- When you perform a reading, you can grant the recipient an extra use of inspiration, provided it uses it before it finishes a long rest. Once you grant this bonus, you can't do so again until you finish a long rest.

PSYCHIC PRODIGY

Choose a discipline: clairsentience, psychokinesis, psychometabolism, psychoportation, or telepathy. You gain one power from this discipline of your choice.

In addition, using this feat, you have 2 power points which you can use to augment this power. You regain these

power points when you finish a long rest.

You use Charisma, Intelligence, or Wisdom (your choice) as your manifesting ability for this power.

PSYCHOMENTAL ADEPT

Prerequisite: The ability to manifest at least one power

When you take this feat, choose one of the following damage types: acid, cold, fire, lightning, poison, psychic, or thunder.

Powers and psychic features you manifest ignore resistance to damage of the chosen type. In addition, when you roll damage for a power you manifest that deals damage of that type, you can treat any 1 on a damage die as a 2.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

REBOUNding SHOTS

Prerequisite: At least 1 power point

Supernatural focus and fortune follow you. You gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1, to a maximum of 20.
- When you miss with a ranged weapon attack, you can expend 1 power point to make a new ranged attack against a different target within range.
- When you take the Attack action, you can expend 1 power point to allow one ranged weapon attack you make to bounce off an object or surface and change direction to attack a target behind cover.

WAR MANIFESTER

Prerequisite: The ability to manifest at least one power

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

- You have advantage on Constitution saving throws to maintain your concentration on a power or psychic feature when you take damage.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to manifest or reactivate a power at the creature, rather than making an opportunity attack. The power must have a manifesting time or reactivation of 1 action and must only target that creature.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged power attack rolls.

ZEN ARCHERY

Prerequisite: the ability to gain the psionic focused condition

While channeling psionic energy, you enter a hyperaware state that allows you to make precision shots. Whenever you have the psionic focused condition and don't have a penalty to your attack roll or disadvantage, you have advantage on ranged weapon attack rolls. Moreover, when you exceed your target's AC by 10 or more, you deal one extra die of the weapon's damage.

POWERS AND SPELLS

WHAT IS A POWER

A psionic power is an expression of psychic energy, such as telekinesis or telepathy. Individual practitioners shape this force through manifesting these energies. In some ways, it is like the ki of a monk summoning power through discipline and will, and in other ways it is like casting a spell, sculpting esoteric energies into a desired effect.

Unlike spells, powers are more general in their capability, often possessing a range of effects. These alternate effects may require greater resource costs to manifest, and some options may be beyond the control of your class and level.

POWER LEVEL

Psionic powers don't have levels like spells, as psionics don't use slots like spells do. Power level is a concept that is applied in dispel and counter mechanics, with psionic powers having a power level equal to one half the power points spent to augment the power (rounded up). Power level can't exceed 9th level.

Powers that aren't augmented are equivalent to cantrips and treated as 0-level powers for purposes of dispelling or countering them.

KNOWN POWERS

Before a manifester can use a power he or she must know it. All psionic classes have a limited number of powers they can call. How many and which powers you can know is determined by your class.

POWER POINTS

Powers can be manifested at will at the base strength. Augmented powers require the expenditure of power points, which limits the ability of psychic characters to manifest stronger power expressions. Controlling psionic powers is emotionally and mentally taxing, and the wear and tear of such takes its toll on the body. Thus, each manifesting class includes a table on how many power points at each level a character can use. For example, the 7th-level savant Fiora has 16 power points to spend on augmenting her powers. Furthermore, each class has a limit on how many power points can be used to augment a single power. As a 7th-level savant, Fiora can expend up to 7 power points on a single power expression.

Finishing a short or long rest restores all expended power points.

MANIFESTING IN ARMOR

Like spellcasting, you must be proficient with the armor you are wearing to manifesting a power. You are otherwise too distracted and physically hampered by your armor for power manifesting.

MANIFESTING A POWER

When a character manifests any power, the same basic rules are followed, regardless of the character's class and power's effects.

Each power's description begins with a block of information, including the power's name, psionic discipline, manifesting time, range, maintenance type and limit, and how it is detected when manifest.

MANIFESTING TIME

Most powers require a single action to manifest. However, some powers can be used with a bonus action or a reaction.

BONUS ACTION

A power manifest with a bonus action is especially swift. You must use a bonus action on your turn to manifest or activate the power, provided that you haven't already taken a bonus action this turn. You can both manifest a power with a bonus action and a standard action on the same turn, but can only augment one of them with power points.

Casting a Spell and a Power in the Same Turn.

Manifesting a power is equivalent to casting a spell of 1st level or greater. When you manifest a power using a bonus action, you may only use your action to cast a cantrip during that turn.

READY A POWER

You can ready a power in the same way you can ready a spell. You must spend your power points on the augmentations you want when you take the Ready action. The power must have a manifesting time of 1 action, and holding the power requires concentration. If your concentration is broken, the power fails without taking effect.

REACTIONS

Some powers can be manifest as reactions, and others enable reactions while the power is maintained. Such powers only require a slight thought or even just reflex to activate. If the power can be manifest as a reaction, the power description tells you exactly when you may do so.

RANGE

The target of a power must be within the power's range. Some powers target individuals. Other powers target a point in space where the effects manifest.

Most powers have ranges expressed in feet. Some powers only affect a creature (including you) or object you touch. Other powers manifest only on you or centered on you.

Powers that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power's effect must be you.

Maintained powers don't persist when they exceed their range from you, and their effects end immediately once you exit their range, even if you do so while moving during your turn. For instance, Fiora is maintaining a *suspension* power at maximum range of 60 feet. She is positioned along a barrier and in order to get around it, must first move back 5 feet, out of range of her power. At this moment, the power ends, and Fiora will have to manifest a new power and expend an appropriate number of power points to replace the effect.

MAINTENANCE

Most psionic powers by default are instantaneous effects at the time of manifestation. Any power that can be maintained will remain in effect until the end of the turn once you stop maintaining it, including if you choose not to maintain the power at all. Certain powers will remain in effect until the start of your next turn. These exceptions are detailed in the power description.

When you manifest a power with a maintenance time, you can opt to maintain the power by concentrating on it. Only one power can be maintained at a time, unless allowed by a class feature. A character can't concentrate on both a power and spell at the same time, unless a class feature allows it.

If you are already maintaining a power and manifest a new power that has a maintenance time, you can opt to stop maintaining the old power and instead maintain the new power. During your turn, you can choose to end a power you are maintaining at will.

Events and effects that would break spell concentration will also break power maintenance.

Some powers can't be maintained.

ACTIVATION AND PASSIVE EFFECTS

Some maintained powers don't have passive effects, but instead allow you to use an action to repeat the effect when you manifested the power or allow you to make an action using a different expression of the power. In this case, the psychic energies remain for you to tap without expending additional power points.

PSIONIC FOCUS

Whenever a psionic power is maintained through concentration, the manifester becomes psionic focused, a mental state in which the character's ki flows in harmony with ambient psychic energies.

EXCEEDING MAINTENANCE

Maintaining psychic abilities, such as psionic powers, for long durations causes extreme mental stress for the manifester. Powers list how long they can be maintained without risk. When you start your turn while maintaining a power or ability beyond its maintenance, you gain the psychic strained condition. You can stop maintaining the effect at the start of your turn to avoid taking damage from the psychic strained condition.

DETECTION

Psionics require no incantation, but aren't completely undetectable. Various powers may give some indication that they are in use, allowing a power to be countered or dispelled.

PSYCHIC

The power gives off a psychic sensation that is undetectable to nonpsionic creatures. Each creature with psychic abilities can perceive if a psionic power is being manifest if it can see the manifester and is within 60 feet. Creatures without psychic ability can't feel the change in energies.

GESTURE

The power requires the manifester to make some kind of gesture. This gesture can be motioning an arm to direct psionic energy or merely touching one's head. A creature with clear line of sight to the manifester is aware of the power manifestation.

VISUAL

The power gives off a clear visual effect. All or part of the manifester might glow, or the power may have a visible beam emanating from the manifester. Some powers have overt visual effects, such as telekinetic powers that grab objects or create energy effects.

TARGETS

A typical power requires you to pick one or more targets to be affected by the power's expression. A power's description tells you whether the power targets creatures, objects, or a point of origin for an area of effect.

Unless the power has a perceptible effect, a creature might not know it was targeted by a psionic power at all. An effect like being slammed or lifted by an unseen force is obvious, but a more subtle effect, such as an attempt to read a creature's mind typically goes unnoticed, unless the power says otherwise.

A CLEAR PATH TO THE TARGET

Most powers require line of sight and a direct path to the target. Generally, full cover is enough to protect a target, but some powers can affect targets without line of effect. See the power's description for such exceptions.

TARGETING YOURSELF

If a power targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a power you manifest, you can target yourself.

AREAS OF EFFECT

Many powers can be used to cover an area of effect when augmented to do so.

A power's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a **point of origin**, a location from which the power's energy erupts. The rules for each shape specify how you position its point of origin (see chapter 10 of the *Player's Handbook* for details). Typically, a point of origin is a point in space, but some powers have an area whose origin is a creature or object.

A power's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the power's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in chapter 9 of the *Player's Handbook*.

SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of a power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your powers equals 8 + your manifesting ability modifier + your proficiency bonus + any special modifiers.

When a power has multiple effects that require a saving throw at the same time, such as the start or end of a turn, the target only makes one saving throw and applies the result to each of the power's effects.

ATTACK ROLLS

Some powers require the manifester to make an attack roll to determine whether the power hits the intended target. Your attack bonus with a power attack equals your manifesting ability modifier + your proficiency bonus.

Many powers that require attack rolls involve ranged attacks. Generally, you are at a disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated (see chapter 9 of the *Player's Handbook*). However, several psychic classes have class features that bypass this disadvantage.

COMBINING PSIONIC EFFECTS

The effects of different power manifestations add together while their maintenances overlap. The effects of the same power manifestation manifested multiple times don't combine, however. Instead, the most potent effect – such as the highest bonus – from those manifestations applies while their maintenances overlap.

For example, if two savants manifest *inertial barrier* covering the same area, only one effect is applied, subjects within the effect areas are not doubly slowed.

COMBINING WITH MAGICAL EFFECTS

In some cases, psionic power may duplicate magical effects. The Dungeon Master will decide which of these similar effects will stack or not.

Spells and powers may also effectively compete against one another. For instance, *suspension* is similar to *levitate* and even *reverse gravity*. In these cases, you should use the effective spell level to determine which the spell cast or power manifested take priority. The effective spell level for spells is equal to the spell slot used to cast the spell. For psionic powers, this is equal to the half the power points spent on the power (rounded up, to a maximum of 9th level). In the case that the effective spell level is equal, then the most recent effect takes priority.

ENERGY POWERS

Some psychokinetic powers are energy powers. If you possess a feature that allows you to manifest an energy type, you can substitute that energy type for the damage type of such powers.

AUGMENTATION

You can spend power points to augment your powers. How you can augment your powers is displayed with a numeric cost. In some cases, you can take the same augmentation multiple times. If there is a limit, it is indicated in the power description. Some augmentations are exclusive with other augmentations, and you can only choose one option. These are defined within the power description.

Powers can have augmentations that cost no power points, but are automatically applied when you reach certain character levels or have spent a certain number of power points on other augmentations for the power. These are covered in the individual power descriptions.

Some augmentations can also be further enhanced, having an additional power point cost on top of the augmentation's base power point cost. In some cases augmentations can have multiple empowered options and can generally take each if the power point cost is met. The power description will detail these options.

You can never spend more power points on a power than your class allows.

GREATER POWERS

Manifesting powers that cost 11 or more power points is taxing. After manifesting a power with 11 or more power points, you can't manifest another power using 11 or more power points until you finish a short or long rest. Starting at 17th level, you can manifest up to two powers using 11 or more power points between rests.

EXERTION: VARIANT

The DM may rule that a psychic character can push itself beyond its limit and manifest powers costing 11 or more power points more often. Once it does so, the character gains the psychic strained condition.

POWERS

CHANNELER POWERS

Adaptability
Bastion of Thought
Control Light
Crystalline Construct
Deflection
Dimensional Disassociation
Dislocation
Dissonant Destiny
Ectoplasmic Creation
Ego Whip
Energy Blast
Forethought
Inertial Barrier
Mental Barrier
Mind Spear
Mind Tap
Mindlink
Psychic Crush
Psychic Static
Remote Sight
Sap Vitality
Spectral Armament
Starcall
Suspension
Telekinetic Flight
Telepathic Projection

SAVANT POWERS

CLAIRSENTIENCE

Dissonant Destiny
Dreamstate
Extrasensory Perception
Forethought

Glimmer
Hypercognition
Martial Insight
Precognition
Probability Manipulation
Psychometry
Remote Sight
Spirit Ward
Trauma Infusion

PSYCHOKINESIS

Animate Electricity
Control Light
Deflection
Energy Blast
Energy Cloak
Energy Storm
Flame Manipulation
Ghostly Force
Harmonics
Hydrokinesis
Inertial Barrier
Kinetic Barrier
Molecular Agitation
Puppetry
Telekinetic Flight
Telekinetic Grasp
Tremor
Weather Manipulation

PSYCHOMETABOLISM

Accelerated Healing
Adaptability
Biomorphic Skin
Blood Tendril
Body Control
Chameleon
Decay

Elastic Body
Empathic Transference
Living Weapon
Sap Vitality
Shadow Shape
Size Alteration

PSYCHOPORTATION

Astral Construct
Crystalline Construct
Dimensional Breach
Dimensional Disassociation
Dislocation
Ectoplasmic Creation
Enveloping Darkness
Mystic Arms
Singularity
Spatial Void
Spectral Armament
Speed of Thought
Starcall
Stasis
Suspension

TELEPATHY

Apopsi
Bastion of Thought
Ego Whip
Id Insinuation
Mental Barrier
Mind Probe
Mind Spear
Mind Tap
Mindlink
Muddle
Psionic Blast
Psychic Crush
Psychic Domination

Psychic Static
Shatter Psyche
Telepathic Projection

TRANSCENDENT POWERS

Accelerated Healing
Adaptability
Animate Electricity
Biomorphic Skin
Body Control
Chameleon
Control Light
Decay
Deflection
Dimensional Breach
Dislocation
Energy Cloak
Energy Storm
Empathic Transference
Flame Manipulation
Ghostly Force
Glimmer
Inertial Barrier
Kinetic Barrier
Living Weapon
Martial Insight
Mindlink
Precognition
Remote Sight
Shadow Shape
Singularity
Speed of Thought
Suspension
Telekinetic Flight
Tremor

POWER DESCRIPTIONS

The psionic powers are presented in alphabetical order.

ACCELERATED HEALING

Psychometabolism

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

Your wounds close rapidly and you regain stamina quickly. While the power is in effect, you don't lose hit points from blood loss or bleeding, and when you take bludgeoning, piercing, or slashing damage, you regain 1 hit point at the start of your next turn.

You never need to make a Constitution saving throw to continue concentrating on the power when you take damage, provided the power targets you.

1. You regain 1 hit point at the start of each of your turns while the power is in effect.

For every 4 additional power points you spend to augment the power, the amount of hit points you regain at the start of each turn increases by 1.

2. The power's range becomes touch, conferring all of its benefits to the creature you touch when you manifest it. You must still provide the action to reactivate the power if it can be reactivated.

3. After manifesting the power, you end one disease or one condition at the end of your turn. The condition can be blinded, deafened, paralyzed, or poisoned.

Empower. When you spend 4 power points (**7**), one disease or condition is removed at the end of each of your turns while the power is in effect.

5. When you manifest the power, you regain 1d8 + your manifesting ability modifier hit points. You can reactivate this effect as an action while the power is in effect.

Empower. When you spend 6 power points (**11**), you can reactivate the power as a reaction when you take damage.

6. The power's maintenance increases to 10 minutes.

9. As an action, you can reattach any number of severed body parts within 5 feet of you while the power is in effect.

Empower. When you spend 4 power points (**13**), you can regenerate any number of severed body parts after 1 minute provided the power is in effect for the entire minute.

ADAPTABILITY

Psychometabolism

Manifesting Time: 1 reaction, which you take when you take damage, encounter a hostile environment, or are afflicted with a condition

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

When confronted with conditions outside the norm, your body adapts to these conditions. When you encounter hot or

cold climates, you can use your reaction to manifest the power. While the power is in effect, you don't suffer the effects of extreme temperatures (though you still take cold or fire damage).

The effects of the power last until the end of your next turn unless you choose to maintain the power.

1. When one of your senses is impaired, such as through the blinded or deafened condition, you gain the ability to perceive the world using one of your other senses. Through this function, you can counteract blindness or deafness by changing how you perceive the sensory stimulus, such as by feeling light or seeing sound.

When you manifest the power, you select one sense (sight, hearing, taste, smell, or touch) and one additional way you can perceive it that would normally fall under one of the five senses. For instance you could choose to see taste to determine the contents of a vial, or you could feel sight and be able to see normally without opening your eyes.

Illusion and phantom effects will still confuse your synesthete senses as they would your normal senses.

Empower. When you take no other augmentation, except to increase the maintenance, the manifesting time becomes one bonus action.

2. The power's maintenance increases to 10 minutes.

Empower. When you spend 2 power points (**4**), the power's maintenance increases to 1 hour, and if you spend 4 more power points (**8**), it increases to 24 hours.

3. When you take damage, you can take a reaction to gain damage resistance against that damage type as long as the power is in effect or until you use your reaction to gain resistance to a different damage type. While the power is in effect, you can reactivate it using your reaction.

Empower. When you spend 8 power points (**11**), if you end your turn and have resistance to a damage type from the power, you gain immunity to that damage type as long as the power is in effect or until you use your reaction to gain resistance to a different damage type.

7. When you are within a hostile environment such as underwater or the vacuum of space, your body adapts to survive that environment. You don't need to state which adaptations you take on, it happens automatically. You can breathe anywhere and can't suffocate. You are also immune to the poisoned condition. Environmental hazards such as lava and acidic clouds only deal half damage, but spells, powers, and other effects deal normal damage.

Empower. When you take no other augmentation, except to increase the maintenance, the power's maintenance becomes a duration equal to its maintenance, requiring no concentration.

9. Your body gains extreme resilience to impairment. When you are afflicted by the blinded, deafened, paralyzed, or poisoned condition, you can use your reaction to become immune to that condition while the power is in effect.

Empower. When you spend 4 power points (**13**), you become immune to any number of the listed conditions while the power is in effect by. The immunity happens automatically when you are afflicted by one of the conditions, you don't need to repeat the reaction.

ANIMATE ELECTRICITY

Psychokinesis

Manifesting Time: 1 action

Range: 90 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture

You can increase the intensity of lightning, create sparks, or manipulate electrical currents within a field covering up to a 10-foot cube. When you manifest the power you can choose to have electricity amplified, diminished, or redirected within the cube. The power remains in effect until the start of your next turn if it is no longer maintained.

An amplified electricity field causes each target within the field to take an additional 1 lightning damage per die from an effect that deals lightning damage.

A diminished electricity field grants each creature within the cube advantage on saving throws against lightning damage. Attacks which deal lightning damage have disadvantage on attack rolls against a creature within the field. In addition, when a creature composed of electricity enters the field for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 1d8 force damage.

If you redirect electricity, you can use your reaction whenever an effect which deals lightning damage passes through, originates within, or targets inside the field. You must make a ranged power attack against an AC equal to the spell or power save DC of the originator. If successful, you can pick one 5-foot cube section within the field to redirect the effect. A creature within that space takes the normal effects of the lightning, while a creature within a different space of the field is unaffected.

Certain augmentations only apply to a particular type of field; these effects are suppressed while the field is of a different type, but resumes when the field is switched back.

1 When you augment the power with at least 1 power point, you can move the field to a different space in range or change the type of field as a bonus action. You can do both using the same bonus action.

2 When you augment the power with at least 1 power point, the damage dealt to a creature composed of electricity by a diminished electricity field increases by 1d8, and it takes half of the damage on a successful save. This damage automatically increases by 1d8 for every 2 additional power points you spend to augment the power.

3 [Amplified]. You create static within the field. When a creature enters the field for the first time on a turn or starts its turn there, it gains a static charge until the end of your next turn. When you first manifest the power and as an action on your subsequent turns as long as the power is in effect, you can shock each creature within the field or any you choose that have a static charge. A creature must make a Constitution saving throw. It takes 1d8 lightning damage on a failed save or half as much damage on a successful one. The static charge is removed from a target after it takes this damage.

For every 4 additional power points you spend to augment the power, the damage increases by 1d8.

4 The dimensions of the field increase by 5 feet. You can take this augmentation multiple times.

5 [Redirected]. You can spread lightning effects to each

space within the field you choose. When you take the reaction, you decide whether to redirect or spread electricity. If the lightning effect comes from an ally, you automatically succeed on your ranged power attack.

6 [Diminished]. Each creature within the field gains damage resistance to lightning, and if it passes a Dexterity saving throw to take half of the lightning damage, it instead takes no damage.

Empower. When you spend 8 power points (13), creatures within the field gain immunity to lightning damage.

7 Using your reaction, you can trap any electrical effect that passes through, originates within, or targets inside the field in the same way you can redirect an effect. A trapped lightning effect deals no damage or other effect. During your next turn, you can use your action to produce the trapped effect against a target within 30 feet of the field.

STATIC AMALGAM

Large construct

Armor Class 11 + 1 per 2 power points spent (natural armor)

Hit Points 15 + 4 per power point spent

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge — PB equals your bonus

Cloud. The amalgam can move through a space as narrow as 1 inch wide without squeezing.

Lightning Absorption. Whenever the amalgam is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to half of the lightning damage dealt.

Static Spark. Each creature which ends its turn within 5 feet of the amalgam must roll a 1d6. On a 6, the creature is attacked by the amalgam's surge attack without requiring the amalgam to take an action.

Actions

Multiattack. The amalgam makes three surge attacks. It makes four surge attacks when you spend at least 15 power points on the power.

Surge. *Ranged Weapon Attack:* your power attack modifier to hit, Range 30 ft., one target. *Hit:* 1d10 + 3 + half the power points you spend on the power (rounded up) lightning damage.

Damage and effects are identical to the original source, but use your power attack modifier or power save DC. If you don't use your action to use the trapped effect, it dissipates harmlessly at the end of your turn.

2 As an action, you can cause the field to fire a spark of electricity at a target up to 30 feet away. Make a ranged power attack against the target. On a hit, it takes 5d8 lightning damage.

If a lightning damage effect has passed through, originated within, or targeted inside the field since the end of your last turn, the damage increases by 1d8.

For every 2 additional power points you spend to augment the power, the damage increases by 1d8.

11. When you manifest the power and as an action on your subsequent turns while the power is in effect, you can transform the field into a static amalgam under your control or transform the amalgam back into the field. It manifests in the nearest unoccupied space within or near the field. This creature uses the Static Amalgam stat block. The creature resembles an amorphous storm cloud. If it is reduced to 0 hit points, the power ends.

The creature shares your initiative, but it takes its turn immediately after yours. It follows your will (no action required by you). If you don't direct the creature, it hovers in place and takes the Dodge action.

Your amalgam's hit points persist between states. Any lightning damage dealt inside the field heals the amalgam for an amount equal to half of the damage dealt.

The amalgam acts like the field for the purpose of trapping lightning effects and firing a spark.

APOPSI

Telepathy

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture

You modify the memories of a creature you can see within range. These alterations are generally temporary, but can become permanent through augmentation. The target must make an Intelligence saving throw, and if you are fighting the creature, it has advantage on the saving throw. If the save is successful, the power fails and can't be maintained, otherwise the creature is charmed by you while the power is maintained.

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 altered memory is dismissed, perhaps as a bad dream. The DM will decide how the power affects the creature's behavior.

A *remove curse* or *greater restoration* spell cast on the target ends the power.

You can suppress the target's memory of a single recent event, such as your presence or a task it was given, provided the event lasted no longer than 1 minute. If the creature fails its saving throw, it can't recall the event as long as the power is in effect. The event can have occurred no longer than 10 minutes prior to manifesting the power.

2 When you augment the power with at least 5 power points, the altered memories persist for 1 hour after you

stop maintaining the power for every round you maintained it. When you augment it with at least 13 power points, the altered memories are permanent; only *Psychic Surgery* or the *greater restoration* spell can restore the lost memories.

1. A creature which fails its saving throw has no recollection of being targeted by the power.

2 You can affect longer blocks of memory and more distant memories. You can affect memories up to 1 hour ago and up to 2 minute long.

Empower. If you spend 2 power points (**4**), you affect memories up to 24 hours ago and up to 10 minutes long. If you spend 6 power points (**8**) you affect memories up to 1 year old and 1 hour long. If you spend 10 power points (**12**) you affect up to 24 hours of memories from any time.

2 You can target one additional creature within range. You can take this augmentation up to four times (**8**).

3 You can suppress the target's memory of a single tool or skill proficiency. An affected creature can't add its proficiency bonus to die rolls of the suppressed proficiency while the power is in effect.

A forgotten proficiency can be swiftly relearned at no mechanical cost.

Empower. If you spend 6 more power points, you can suppress the target's proficiencies with weapons, including unarmed strikes and natural weapons.

4 You can replace the memory of a creature or insert a new memory into it instead of suppressing it. You can't replace or insert a proficiency or language.

11. Mental tendrils wrap around a creature's mind when you manifest the power and remove the block of its memory from the last minute. If the creature fails its saving throw, it is incapacitated while the power is in effect and while incapacitated, every passing moment is stripped from its memory forever. If the creature takes any damage or is targeted by another power or spell, the power ends.

Empower. When you spend 6 power points (**17**), if you maintain the power for one full minute, you can strip away each memory of the creature you choose and leave it an amnesiac.

ASTRAL CONSTRUCT

Psychoportation

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 hour

Detection: Psychic, Visual (overt)

You fashion ectoplasm drawn from the Astral Plane into a construct under your control. You determine the construct's appearance and whether it has appendages or not and what they are; your choice has no effect on its game statistics.

The astral construct shares your initiative, but takes its turn immediately after yours. It follows your will (no action required by you). It can move and take a reaction on its own, but the only action it takes on its turn is the Dodge action, unless you direct the construct to take another action.

The construct has the Manifested and Immutable Form traits in addition to any trait you augment the power to grant it. The construct can only take actions within its stat block if you augment the power to include them. If the construct is reduced to 0 hit points or if it is outside the power's range, the power ends.

A Small ectoplasmic construct forms into existence in an unoccupied space within range. It can perform simple tasks at your direction. It has AC 10, 1 hit point, Strength of 2, Dexterity of 10, Constitution of 10, darkvision to 60 feet, and is immune to the charmed, frightened, poisoned, and unsettled conditions.

The construct can move up to 15 feet and interact with an object. It can perform basic tasks such as pouring a bottle or sweeping a floor, as well as move, lift, or carry objects, but it can't make an attack.

Q When you augment the power with at least 1 power point, the construct uses the Astral Construct stat block, can be Small or Medium (your choice), and can make attacks, gaining the Strike action. It has a number of Hit Dice equal to your manifesting class level which are d6 if Small, d8 if Medium, or d10 if Large.

When you augment the power with at least 10 power points, you can choose to make the construct Large, increasing its reach to 10 feet.

Q As you spend power points to augment the power, the construct's Strike damage increases to 1d8 (5 power points), 1d10 (11 power points), and 1d12 (17 power points). When it hits a target with a melee weapon attack, it also deals an extra 1 damage for every two power points you spend to augment the power, rounded up.

1. The construct gains a swimming speed equal to its

walking speed.

1. The construct gains blindsight to a distance of 30 feet.

2. The construct's movement speed increases by 10 feet.

You can take this augmentation up to three times (**6**).

2. The construct can take the Cleave bonus action.

2. The construct gains proficiency with Athletics or Stealth. You can take this augmentation a second time to gain the other skill proficiency.

3. The construct gains the Ectoplasmic Glue trait.

Empower. When you spend 2 power points (**5**), the construct can take the Squeeze action.

3. The construct gains the Rush trait.

3. The construct gains a flying speed equal to its walking speed.

Empower. When you spend 2 power points (**5**), the construct can hover.

4. The construct gains the Reconstitute trait.

4. The construct gains the Sickening Ectoplasm trait.

4. The construct gains the Visceral Attacks trait.

5. The construct can take the Multiattack action. When you augment the power with at least 11 power points, the construct can make a third attack when it takes the Multiattack action.

5. The construct can take the Whirl action.

5. The construct gains resistance to nonmagical damage.

ASTRAL CONSTRUCT

Small, Medium, or Large construct

Armor Class 14 +1 per 3 power points spent (natural armor)

Hit Points 15 + 5 per power point spent

Speed 30 ft. (can be augmented)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities charmed, frightened, poisoned, unsettled

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge — **PB** equals your bonus

Manifested. The construct uses your manifesting ability when making ability checks, attack rolls, and saving throws.

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

Ectoplasmic Glue. The construct can automatically grapple a creature its size or smaller that it hits with its Strike. The escape DC is equal to your power save DC. The construct can only grapple one creature at a time and must release its target to grapple a different creature.

Reconstitute. At the start of each of its turn, the construct can expend one of its Hit Dice to regain hit points equal to the number rolled + your manifesting ability modifier.

Rush. If the construct moves at least 10 feet straight toward a target and then hits it with a Strike attack on the same turn, the target takes an extra roll of the construct's Strike attack's damage. If the target is a creature, it must succeed on a Strength saving throw against your power save DC or be pushed up to 10 feet away and knocked prone.

Sickening Ectoplasm. Each creature hit by the construct must succeed on a Constitution saving throw against your power save DC or become poisoned until the end of its next turn.

Visceral Attacks. The construct scores a critical hit on a roll of 19 or 20.

Actions

Multiattack. The construct can make two attacks of its choice, but can take the Squeeze and Whirl actions each only once during its turn.

Strike. *Melee Weapon Attack:* your power attack modifier to hit, Reach 5 ft. (10 ft. if Large), one target. *Hit:* 1d6 + PB force damage.

Squeeze. The construct crushes a creature it grappled with its Ectoplasmic Glue trait, dealing two rolls of the construct's Strike attack bludgeoning damage.

Whirl. The construct attacks each creature within its reach that you choose. Each creature must succeed on a Dexterity saving throw or take two rolls of the construct's Strike attack force damage.

Bonus Actions

Cleave. On its turn, when the construct's Strike reduces a target to 0 hit points or when it scores a critical hit, the construct can make another Strike attack against a different target within its reach.

BASTION OF THOUGHT

Telepathy

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You erect a mental fortress around your mind. While the power is in effect, you have advantage on Intelligence and Wisdom saving throws against enchantment spells and telepathy powers, such as *charm person* and *ego whip*, and similar effects, such as Mind Blast.

0 When you augment the power with at least 15 power points, its effects persists for you for 8 hours without concentration.

1 Your thoughts can't be read by any spell, power, or other effect, and you are aware when an attempt to do so is made against you.

Empower: When you spend 2 power points (**3**) you can mislead attempts to read your mind. Make an Intelligence (Deception) check against the target's passive Wisdom (Insight) to reveal misleading or false information.

2 The power's maintenance increases to 1 hour.

4 Each creature you choose within 10 feet of you gains the same benefit as you do when you manifest the power. This protection will remain for another creature as long as the power is in effect and the creature remains within 300 feet of you.

4 You gain resistance to psychic damage and are immune to the unsettled condition. Moreover, you can't be targeted by a psychic impression.

Empower: When you spend 4 power points (**8**), you gain immunity to psychic damage and the charmed condition.

5 You can't be located through scrying or similar means; your presence is suppressed from such attempts.

Empower: When you spend 2 power points (**7**), you can't be the target of effects that would read your thoughts or emotions while the power is in effect.

BIOMORPHIC SKIN

Psychometabolism

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 1 hour

Detection: Psychic, Visual (overt)

Your skin transforms into a hardened substance. As long as the power is in effect, you can add your Constitution modifier instead of your Dexterity to your AC and Dexterity saving throws. This AC bonus is restricted by the armor's max Dexterity bonus, and you can't add your Constitution modifier more than once to your AC or saving throw. This hardened substance is still organic despite appearances, and isn't subject to vulnerabilities such as from the *shatter* spell.

0 When you augment the power with at least 3 power points, you never need to make a Constitution saving throw to maintain the power when you take damage. When you augment the power with at least 7 power points, you have immunity to disease while it is in effect.

1 You can manifest the power as a reaction when an attack roll is made against you. You gain 1d6 + your manifesting ability modifier temporary hit points when you do so. When the power ends, you lose these temporary hit points.

Empower: For every 2 additional power points you spend, the temporary hit points increase by 1d6.

3 Your AC equals 14 + your Constitution modifier. You use this AC if it is your highest AC.

Empower: For every 2 additional power points you spend, to a maximum of 10, the AC increases by 1.

4 You gain resistance to one of the following damage types: acid, cold, fire, lightning, poison, thunder. You can take this augmentation multiple times.

9 You gain resistance to bludgeoning, piercing, and slashing damage made by nonmagical attacks not made with adamantite weapons.

Empower: When you spend 6 power points (**15**), you gain immunity instead of resistance.

BLOOD TENDRIL

Psychometabolism

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (overt)

You can transform shed blood into a tendril under your control. You need exposed blood to use the power. You can trivially cut yourself as part of the action used to manifest the power to create a source of blood within 5 feet of you.

The tendril appears in the nearest unoccupied space from the blood you use to manifest the power. When you first create a tendril, and by using your action on subsequent turns while the power is in effect, you can make an attack with the blood tendril against a target within 5 feet of it by making a melee power attack. On a hit, the target takes slashing damage equal to 1d6 + your manifesting ability modifier.

A blood tendril is a Small construct that can be attacked, has AC 13, 10 + 3 per power point spent hit points, immunity to bludgeoning, necrotic, poison, and psychic damage, and regenerates a number of hit points each round equal to your manifesting ability modifier (minimum of 0). It can make opportunity attacks using its own reaction.

While the power is in effect, you can use your action to animate another blood tendril, including reforming one which has been destroyed.

0 The damage a tendril deals on a hit increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

1 When the tendril hits a target it can automatically attempt to shove it. You use your power attack modifier in place of the tendril's Strength (Athletics) and can choose to pull a creature toward the tendril instead of pushing it away.

2 The tendril's size becomes Medium, increasing its reach to 10 feet.

3 A creature hit by a tendril must succeed on a Constitution saving throw or take an additional 1d6 damage from blood loss, provided it can bleed.

Empower: For every 2 additional power points you spend, the damage from blood loss increases by 1d6.

5. When a tendril hits a target no more than one size larger than it, you can choose to have it automatically grapple the target (escape DC equals your power save DC). Until this grapple ends, the target is restrained, and the tendril can't attack another target.

Empower. When you spend 4 power points (**9**), each time a tendril deals damage to a creature it grapples that can bleed, you can choose one willing creature within 10 feet of the tendril to regain hit points equal to half of the damage.

6. You create a second tendril, from the same blood or a different source within range. Each tendril must occupy a separate space. On the turn you manifest the power, you can make an attack with each tendril. On subsequent turns you can only use your action to attack with one tendril.

A tendril that doesn't attack can take the Dodge or Help action. A tendril helps a creature make an attack; it can't help with an ability check that isn't made to shove or grapple, unless the DM rules otherwise. You choose which creature to help, which can be another blood tendril.

11. A tendril deals an extra 3d6 slashing damage when it hits a creature, and the target must succeed on a Constitution saving throw or become stunned until the end of your next turn as its blood seizes, provided it can bleed.

BODY CONTROL

Psychometabolism

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 hour

Detection: Psychic

You adjust your body and its functions, and can stifle physical discomfort or ever shift your physical attributes.

You can increase or decrease your heart rate, breathing, or perspiration, cause yourself to be perfectly still, or shift your body mass to allow minor changes to your appearance (such as appearing fat or thin or changing the length of your hair). Alterations last only as long as the power is in effect.

While the power is in effect, you have advantage on ability checks and saving throws to resist effects that rely on pain or the illusion of pain and against inhaled gases.

1. You can hold your breath as long as the power is in effect.

1. You eliminate your body's ability to feel fear. You gain immunity to the frightened and unsettled conditions.

Empower. When you spend 4 power points (**5**), you can manifest the power as a reaction when you fail a saving throw against the frightened or unsettled condition, ending the condition.

3. You can redistribute up to a total of 2 points of your Strength, Dexterity, and Constitution scores, moving 1 point from two scores to the other or 2 points from one score to one or both of the others. You can't reduce an ability score to less than 5, nor can you increase one beyond your racial maximum. While the power is in effect you can redistribute the points again as a bonus action.

Empower. For every 2 additional power points you spend, to a maximum of 8, the number of points you can redistribute increases by 2. For every 4 power points you spend to do so, your racial maximum increases by 2 while the power is in effect.

5. Your ability to deal with and control exertion increases.

While the power is in effect, you gain the following benefits:

- You can take the Dash action as a bonus action.
- You increase your jump distance by 5 feet
- When you roll a 1 on a damage die from a melee weapon, unarmed strike, or natural weapon, you can reroll the die, but must use the new roll, even if it is a 1.
- You suppress the effects of exhaustion, except death.

7. While the power is in effect, when you take acid, bludgeoning, cold, fire, lightning, piercing, or slashing damage, you can use your reaction to reduce that damage by 1d10 + your manifesting ability modifier.

Empower. For every 4 additional power points you spend, the amount of damage you reduce increases by 1d10.

9. While the power is in effect, your form can't be altered against your will.

Empower. When you spend 4 power points (**13**), you can manifest the power as a reaction when you fail a saving throw against the petrified condition or an effect which changes your form, ending that effect.

CHAMELEON

Psychometabolism

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You become like a chameleon, transforming your skin and any gear you carry, allowing you to blend into surrounding terrain.

You can choose to add your manifesting ability modifier instead of Dexterity to Dexterity (Stealth) checks you make, and treat a d20 roll of 9 or less as a 10 with one when you remain still for at least one round.

1. Your camouflage reacts perfectly to changes in your position. While the power is in effect, you have advantage on Dexterity (Stealth) checks to avoid being seen.

2. The power's maintenance increases to for 10 minutes.

Empower. When you spend 4 power points (**6**), the maintenance increases to 1 hour.

3. You turn invisible until you attack, cast a spell, or manifest a power with a target other than you.

Empower. If you spend 2 power points (**5**), you can use your action to turn invisible again while the power is in effect. If you spend 10 power points (**13**), you remain invisible as long as the power is in effect, regardless of actions you take.

7. You blend perfectly into your surroundings. Unless a creature is actively searching for you, you are undetectable as long as you only move up to half of your movement speed and take no actions. If your surroundings change, you need one round to readapt to them, losing the benefits of this augmentation until the start of your next turn.

In order to locate you, a creature must succeed on an Intelligence (Investigation) check against a DC equal to your power save DC + 10, unless the creature has magical or psionic means that can reveal you, such as aurasight or truesight.

9. You can alter your appearance to match another creature of the same type and size, including changing the

appearance of worn items. The new form can be a specific creature you have seen or one based on traits from your imagination. As long as the power is in effect, you can use your action to change your appearance again.

Your statistics remain the same, and the changes are only cosmetic. You can attempt to deceive creatures, treating your chameleon skin as a successful disguise. You can choose to use your manifesting ability whenever you make a disguise check and add twice your proficiency bonus.

Empower. When you spend 2 power points (11), you can attempt to mimic another creature's voice you have heard. When you do so, you can use your manifesting ability modifier when you make an ability check to deceive, and have advantage on Deception checks.

CONTROL LIGHT

Psychokinesis

Manifesting Time: 1 action

Range: 240 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You can manipulate light in up to sixteen 5-foot cubes. A light source must exist before the power can be used, and the power can't use light it generates as its own source.

You can change dim light into bright light. You can also change a light's color to another color of visible light. While the power is in effect, you can change the color of the light without an action during your turn.

0 You control eight additional cubes when you reach 5th level (24), 11th level (32), and 17th level (40).

0 When you augment the power with at least 7 power points, light you control that overlaps an area of magical darkness created by a spell of 3rd level or lower, suppresses the effect so long as its area remains lit through this power.

For every 4 additional power points you spend to augment the power, the spell level of magical darkness you suppress increases by 1.

1 You can suppress light in the area making it one step darker (bright light to dim light, dim light to darkness). The source of the light isn't destroyed when making dim light into darkness; it just appears to give off no light.

While the power is in effect, you can decrease the intensity of the light by an additional step as an action. For instance, if the *light* spell is cast within the power's area, you can diminish the light to dim light on your next turn, and then to darkness on your following turn.

2 The power's maintenance increases to 10 minutes.

3 Twisting existing light, you are able to bend and shape light so that it covers a different area. You can reshape light you control into any shape so long as it is contiguous, within range of the power, and touching at least one light source. You can decide for each cube whether the light is bright or dim. While the power is in effect, you can reshape the light as an action.

Empower. When you spend 2 power points (5), you animate the light. Animated light can take on any shape you wish, or a number of different shapes, so long as the total volume doesn't exceed the cube limit for the power. The light doesn't have to touch a light source. You can use your action to reshape the light or move it up to 30 feet.

4 You can choose to replace any number of 5-foot cubes of light you control with 10-foot cubes of light, provided the light within the 10-foot cube is the same intensity.

Whenever you use your action to manipulate the light, you can swap the dimensions of any of the cubes you control.

7 Bright light, including dim light made bright through the power, flashes into blinding light in up to three cubes of light within the power's area you choose. Each creature within an affected cube must succeed on a Dexterity saving throw or become blinded until the end of its next turn.

While the power is in effect, you can repeat this blinding flash in up to three cubes you choose as an action.

Empower. When you spend 2 power points (9), each cube you make flash with blinding light remains glaringly bright; its space is heavily obscured as long as the power is in effect or until its light level changes.

11 You intensify bright light, including dim light made bright through the power, into the equivalent of sunlight. Creatures with sunlight vulnerabilities are affected as if under broad daylight.

If you are able to blindingly flash the light, a creature which takes damage from sunlight is affected as if it starts or ends its turn within sunlight after you do so.

CRYSTALLINE CONSTRUCT

Psychoportation

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Gesture, Psychic, Visual (overt)

You fashion a spectral, crystalline structure made of matter from the Astral Plane.

Large, translucent crystalline formations cover a 5-foot cube on a surface you choose within range. The crystals form a barrier that provides three-quarters cover and lightly obscures vision through them. The crystals have AC 16, 40 hit points per 5-foot cube section, immunity to fire, force, lightning, necrotic, poison, psychic, and radiant damage.

If the formation cuts through a creature's space when it appears, the creature is pushed to the nearest unoccupied space it chooses, unless an augmentation indicates otherwise, and it must succeed on a Dexterity saving throw or take 1d6 piercing damage.

1 The crystals provide full cover. You can also choose to make the crystals opaque or transparent, or you can make the crystals transparent, opaque, or translucent depending on which side you are. Transparent crystals can be seen through like clear glass, while opaque crystals block sight.

2 You create three additional 5-foot cubes of crystalline formations. Whenever two or more 5-foot sections are contiguous, the crystals stretch to 10 feet tall.

Empower. For every 2 additional power points you spend, you create four additional 5-foot cubes.

3 While the power is in effect, you can shatter the crystals as a bonus action. Each creature within 5 feet of the formation must make a Dexterity saving throw. It takes 1d10 piercing and 2d6 force damage on a failed save, or half as much damage on a successful one. A creature occupying the same space as the crystals makes its saving throw with disadvantage. Once you shatter the crystals, the power ends.

For every 2 additional power points you spend to augment the power, the piercing damage increases by 1d10.

4 When you stop maintaining the power, the crystals remain for 1 minute. You can't shatter crystals after you stop maintaining the power.

5 A creature that fails its Dexterity saving throw when you manifest the power is partially encased within the crystals and restrained within that space while the crystals remain or until the crystals encasing it are destroyed.

Empower. When you spend 6 power points (11), a creature that has at least half of its space covered by the crystals and fails on its save is fully encased by the crystals and petrified as long as the crystals remain or until the crystals encasing it are destroyed.

DECAY

Psychometabolism

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You can deliver toxins or disease to foes. Make a melee power attack against a creature within your reach. On a hit, the target takes 1d6 poison damage. As long as the power is in effect, you can make this attack again on each of your turns as an action. If you can make more than one attack when taking the Attack or Multiattack action, you can replace one of those attacks with the power's attack.

1 The damage from the power's ranged and melee attacks increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

2 The damage from the power's ranged and melee attacks increases by 1d6.

Empower. For every 2 additional power points you spend, this damage increases by 1d6.

2 You can spit the poison by making a ranged power attack. This attack is in place of the melee power attack and has a range of 20/60 feet.

3 As long as the power is in effect, a creature which takes poison damage from the power must succeed on a Constitution saving throw at the start of its next turn or take 2d6 poison damage.

4 While the power is in effect your skin exudes a noxious cloud. Each creature that starts its turn within 5 feet of you must make a Constitution saving throw. On a failed save, the target takes 2d6 poison damage. On a successful save, the creature only takes half of the damage.

As a bonus action, you can suppress this effect or restore it as long as the power is in effect.

5 A creature that takes poison damage from the power must succeed on a Constitution saving throw or become poisoned for 1 minute. At the end of each of its turns, the creature makes a new Constitution saving throw. On a successful save, it is no longer poisoned by the power.

Empower. When you spend 6 power points (11), a creature that fails its save is afflicted with a crippling disease. Until the disease is cured, the target is poisoned, only regains half the hit points it normally could from rest, magic, or psionic means, and has disadvantage on Strength, Dexterity, and Wisdom checks.

8 The poison spreads to nearby creatures. Once during your turn when you hit a creature with the power or a melee weapon attack, you can make one attack with the power against a different creature within 5 feet of the target.

Empower. When you spend 4 power points (12), you can make one more attack with the power against a different creature within 5 feet of any target hit by the power. A target can only be attacked by the power once in a turn.

DEFLECTION

Psychokinesis

Manifesting Time: 1 reaction, which you use when you are hit by a ranged weapon attack

Range: Self

Maintenance: None

Detection: Psychic

The next ranged attack made against you until the start of your next turn is made with disadvantage.

1 When you augment the power with at least 1 power point, you reduce the damage from the triggering attack by 2d8.

Empower. For every 2 additional power points you spend, to a maximum of 8, the amount of damage you reduce increases by 1d8.

1 The power applies to melee weapon attacks as it does ranged weapon attacks. A melee attack can only be redirected to a creature within the attack's reach.

2 You can use your reaction when a creature within 60 feet of you is hit by a ranged weapon, granting it the power's benefits.

3 When you reduce a ranged weapon attack to 0 damage, you can redirect it to anywhere within 30 feet of the power's target. If you redirect the attack to target a creature or object, you make a ranged power attack and deal the same damage as the attack before you reduced it.

4 The power's maintenance becomes concentration, up to 1 minute. You can use your reaction once each round to reactivate the power.

6 Once each round while the power is in effect, when it reduces the damage of an attack to 0, you regain the use of your reaction at the end of the turn.

Empower. When you spend 4 power points (10), after regaining the use of your reaction this way, your target gains damage resistance to ranged weapons until the start of your next turn.

9 The power applies to ranged power attacks from the psychokinesis and psychometabolism disciplines and ranged spell attacks from the conjuration, evocation, and transmutation schools. A power or spell attack can't be redirected.

DIMENSIONAL BREACH

Psychoporation

Manifesting Time: 1 bonus action

Range: Self (10 feet)

Maintenance: Concentration, up to 1 round

Detection: Psychic, Visual (glow)

You create a portal that allows objects to pass through one end and appear out of the other. You create one portal at

your space and second portal up to 10 feet from you. The close end of the portal moves with you, but the distant end only functions if it is within 10 feet of you. At the start of each of your turns while the power is in effect, you can reposition the distant end of the portal.

While the power is in effect, you can use your action to pass a handheld object through the portal to the distant end. If a creature is there to receive the object, it does so without needing to take an action. Otherwise, the object falls.

2 The distant end of the portal can be placed and functions at greater distances when you reach 5th level (20 feet), 11th level (40 feet), and 17th level (60 feet).

1 While the power is in effect, you can retrieve one unattended, handheld object from the distant end of the portal as an action. A creature at the distant end of the portal can also pass a handheld object to you as an action.

2 The power's maintenance increases to 1 minute.

2 The distance the distant end of the portal can be and functions doubles. You can take this augmentation twice (**4**), in which case it triples instead.

3 During each of your turns while the power is in effect, you can make weapon attacks against a target at the distant end of the portal as if you were in the portal's space.

When you make a ranged attack through the portal, the attack's range begins at the distant end of the portal, and you can change its direction as it passes through the portal, possibly overcoming cover.

The first time in a combat each target is attacked through the portal, you have advantage on the attack roll.

5 You can use your action to stretch the portal, allowing you to move through it, emerging at the distant end. Entering the portal doesn't trigger opportunity attacks.

Empower: When you spend 2 power points (**7**), you can stretch the portal this way as a bonus action.

9 You can cast spells or manifest powers through the portal, extending the spell's or power's range by the distance of the portal. You can change its path as it passes through the portal, possibly overcoming cover.

A power which exceeds its range can't be maintained.

15 You can use your action to tear the portal, creating a rift within 5 feet of you to anywhere you are familiar within the same plane of existence you are on. You and each creature you choose can enter the rift and emerge at that spot. The rift lasts as long as the power is in effect or until you enter it, after which time, the power ends.

Only an augmentation that increases the maintenance can be taken with this one.

DIMENSIONAL DISASSOCIATION

Psychoportation

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 hour

Detection: Psychic, Gesture

You penetrate the boundaries between the planes, liberating you from the restrictions of the Material Plane.

When you spend at least 1 power point to augment the power, its effects replace the power's base effect. You can take only one augmentation which costs power points.

You can open a small pocket dimension to stash a single

handheld object weighing no more than 10 pounds. When you first manifest the power, and as an action while it is in effect, you can place the object inside or retrieve it from within the pocket dimension. You have a +5 bonus on Dexterity (Sleight of Hand) checks to hide such an item.

Q When you spend at least 9 power points to augment the power, its maintenance increases to 8 hours.

1 You expand the pocket dimension into a space similar to a *bag of holding*. The opening moves with you for as long as the power is in effect. The contents of the extradimensional space spill out around you when the power ends. This dimensional space doesn't interact with other extradimensional spaces such as a *portable hole*.

Empower: When you spend 2 power points (**3**), you create a space that you can slip into. When you first manifest the power, and as an action while it is in effect, you can enter or exit this space. You are either in this extradimensional space or not, and can't interact or interact with the place you left while within it.

If you spend 6 more power points (**9**), you and up to nine willing creatures you choose can enter and exit the extradimensional space. Other creatures must be within 5 feet of you or the space you entered the extradimensional pocket to enter it.

5 You unmoor yourself from your current dimension. When you move, you can ignore any movement impediments short of a solid barrier such as a wall. You are immune to the restrained condition, and if you are already restrained, you are freed when you manifest the power.

11 You shift to the border regions of the Ethereal Plane, gaining the functions of the *ethereality* spell.

When the power ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same space as a solid object or creature when this happens, you are immediately moved to the nearest unoccupied space that you can occupy.

This power has no effect if you manifest it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

15 You create a fold in space within 5 feet of you that leads to a demiplane which is a reflection of your mind. The demiplane is 100 feet in each dimension; you determine its terrain and features each time you manifest the power.

You, and anyone you allow, can use the fold to travel to or from the demiplane as an action. An unwilling creature forced into the fold must succeed on a Charisma saving throw or become shunted into the demiplane.

When the power ends, any creature or object left in the demiplane is trapped there. Each time you open a fold through this power, it leads to the same demiplane.

17 You project your astral body into the Astral Plane (the power fails if you are already there), gaining the function of the *astral projection* spell with the changes described below.

You can only project your astral form. If your cord is cut, the power ends and you must succeed on a DC 15 Wisdom (Insight) check or die instantly. Your astral form can maintain powers on its own while your body maintains this power.

When the power ends, you awaken in your physical body. If your body or astral form drops to 0 hit points, the power immediately ends.

DISLOCATION

Psychoportation

Manifesting Time: 1 action

Range: 30 feet

Maintenance: None

Detection: Psychic, Gesture, Visual (glow)

Refashioning space and time, you create a temporary dimensional fold that teleports you or a freestanding Medium or smaller object or creature that you can see within range to another location, provided it can fit in that location. An unwilling creature must succeed on a Dexterity saving throw or be moved.

You move the target 5 feet in any direction. This effect is replaced when you augment the power to swap positions, relocate a target, or send a target into the future.

1. You, a willing creature, or unattended object in range swaps places with another willing creature or unattended object within range. You can't take this augmentation if you send a creature into the future.

Empower. When you spend 4 power points (5), you can target unwilling creatures within range. An unwilling creature which succeeds on its save, or one that fails to teleport, prevents another target from entering its space, preventing that target from being teleported.

2. You target one additional creature. You can take this augmentation up to four times (8).

2. The power's range increases to 90 feet.

3. You relocate one target to an unoccupied space of your choice that you can see within range. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

4. You can target a Large or smaller creature or object.

Empower. When you spend 4 power points (8), you can target a Huge or smaller creature or object.

6. The power's maintenance becomes concentration, up to 1 minute. While the power is in effect, you can use your action to reactivate it.

9. You send the target 1 round into the future. For the target, no time passes at all. At the start of your next turn, the target returns to the same spot it was before, dislodging anything occupying its space to the nearest unoccupied space.

Empower. If you spend 4 power points (13), you send the target up to 1 minute into the future. If you spend 8 power points (17), you send it up to 1 hour into the future. You decide the time.

DISSONANT DESTINY

Clairsentience

Manifesting Time: 1 action

Range: 60 feet

Maintenance: None

Detection: Psychic, Visual (glow)

You exert will over the destiny of a creature you can see within range. The target must succeed on a Wisdom saving throw or be affected by the power.

A target which fails its save has disadvantage with each attack roll it makes against a specific creature or object you choose until the start of your next turn.

1. A target which fails its save is crippled by visions of its future and is unable to take an action during its next turn.

Empower. When you spend 4 power points (5), until the start of your next turn, the target is stunned.

2. You can target one additional creature. You can take this augmentation up to four times (8).

3. A target which fails its save must repeat the action it took during its last turn on its next turn. It must take its action before it can move or take a bonus action during the turn. If it is able, it will take the same action targeting the same space, even if the space is occupied by a different target. For example, if a giant hurled a boulder at a space 40 feet away, it will throw another boulder at that same space.

The target consumes any resource required to repeat the action. If the situation has changed in a way that the target can't take the same action, such as lacking a spell slot to cast a spell, it instead takes no action.

Once a creature has repeated its action the power ends for it, and it can move and take bonus actions normally.

7. A target which fails its save sees its own death in one possible fate. It takes 8d6 psychic damage and is poisoned until the start of your next turn.

9. You link the fate of two creatures you can see within range for 1 minute. The creatures must be within 30 feet of each other when you target them. At least two creatures must fail their save for the power to take effect, but a creature can choose to fail its save. Whenever one creature is afflicted with the blinded, deafened, frightened, paralyzed, poisoned, or restrained condition, each linked creature is also affected for the same duration.

Effects other than conditions which cause disadvantage or impose penalties on attack rolls, ability checks, or saving throws are also shared with a linked creature. Moreover, if a condition or effect is removed from one creature, it is removed from each linked creature.

Empower. When you spend 6 power points (15), if a target takes damage, each linked creature takes an equal amount of force damage. If the damaged creature is immune to the damage type inflicted, each linked creature takes no damage from the power. If more than one creature is hit by the same damage effect, only the highest damage dealt is shared by each linked creature. If a creature dies, each linked creature must make a Constitution saving throw against your power save DC, taking 6d6 necrotic damage on a failed save or half as much damage on a successful one.

DREAMSTATE

Clairsentience

Manifesting Time: 1 minute

Range: Self

Maintenance: Concentration, up to 8 hours

Detection: Psychic, Gesture

You are able to perceive and affect the dream realm. A subject must be within 5 feet of you for you to focus on its dreams or enter them. While you view or enter a dream, your body is incapacitated. You can only use the power on a creature once within a 24-hour period.

While the power is in effect, you can use your action to focus on a sleeping creature and see the dream it experiences.

1. When you focus on a creature for at least 1 hour, you can attempt to guide its dream in a way to reveal one piece of information the creature knows, including one which the creature isn't aware it knows, such as a suppressed memory. An unwilling creature must succeed on an Intelligence saving throw, or reveal a dream-like depiction of this information to you. When the creature awakens, it will become aware of this information even if it wasn't already aware of it.

You can focus on subsequent hours to learn additional information or attempt to uncover the same one as a previous probe. If the dreamer has succeeded on one saving throw against this power, it has advantage on each subsequent saving throw against the power for the remainder of its rest.

3. When you focus on the dream of a sleeping creature, if a spell, power, or other effect, such as a night hag's Nightmare Haunting action, is affecting the creature, you are aware of the nature of this effect and have a general idea of how powerful it is.

5. When you focus on a sleeping creature, you project your dream avatar into its dream. While in the dream, you can use any clairsentience or telepathy power on the subject or within the confines of the dream. If a hostile creature is within the subject's dream, you can direct your clairsentience and telepathy powers against it.

Empower. When you spend 4 power points (9), you act as a dream actor within the subject's dream. You don't gain the ability to enter an adjacent dream or travel outside of the Dreamscape.

7. If you spend one hour focused upon or within the dream of a sleeping creature, you can alter its dream's type. For instance, you can change the target's nightmare into an inspiring dream. Once you have changed a creature's dream type, you can't do so again for that creature until 30 days have passed.

11. If you spend 4 hours focusing upon or within the dream of a sleeping creature, you can weave their dream into a compelling world from which the dreamer doesn't wish to awaken. The creature must succeed on a Charisma saving throw, or it enters a deep slumber from which it doesn't awaken. This slumber lasts for ten days. While in a deep slumber, the creature doesn't need food or air and doesn't age.

Only the Psychic Surgery feature or the *dispel evil and good* spell ends the slumber early.

Empower. For every 2 additional power points you spend, the time a target slumbers increases: one month (13), one year (15), or until removed (17).

15. You gain the ability to enter the Dreamscape while focusing on a sleeping creature. You project your consciousness into a dream, becoming a dream architect able to navigate the Dreamscape. You can travel between the dreams of other creatures. When you travel from the Dreamscape to another plane, your body is transported, along with all of its belongings.

While in the Dreamscape, you can also manifest clairsentience and telepathy powers against a creature's real body when you are within its dream. A dreamer is completely unaware of your presence so long as you choose, but if you attack its dream avatar, it becomes aware of you and can act according to dream logic.

If you remain in the Dreamscape when the power ends, or if your dream avatar dies, you return to your body with no ill effects.

ECTOPLASMIC CREATION

Psychportation

Manifesting Time: 1 action

Range: 150 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (overt)

You draw ectoplasm from the Astral Plane which remains until the start of your next turn when the power is no longer in effect.

You create ectoplasm in a 10-foot square space that you can see within range. The ectoplasm has a gooey consistency that makes the surface difficult terrain.

Q The power creates one additional 10-foot square of ectoplasm when you reach 5th level (two squares), 11th level (three squares), and 17th level (four squares). The squares must be contiguous.

1. The ectoplasm is especially sticky. When a creature enters the ectoplasm's space for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or become stuck to the ectoplasm and unable to move until the start of its next turn.

Empower. When you spend 2 power points (3), a creature stuck to the ectoplasm is also restrained by it.

2 You create one additional 10-foot square, which must be contiguous with another square. You can take this augmentation multiple times.

2 When you first manifest the power, and as an action as long as it is in effect, you can cause the ectoplasm to attack a target within 10 feet of it with grasping tendrils. You make a melee power attack. On a hit, the target is grappled. At the end of each of your turns, a grappled target is pulled 5 feet toward the ectoplasm's space.

A creature can use its action to make a Strength saving throw against your power save DC. On a successful save or once the target is pulled into the ectoplasm's space, the target is freed of the tendrils and no longer grappled.

Empower. When you spend 4 power points (6), the reach of the tendrils increases to 20 feet.

4. The ectoplasm's area is comprised of 10-foot cubes instead of squares. Each cube must be contiguous and rest on a surface or another cube of ectoplasm. A creature fully within the ectoplasm has disadvantage on its saving throws against the power. In addition, you can move the mass up to 10 feet as a bonus action.

5. The ectoplasm sickens creatures which come into contact with it. When a creature enters the ectoplasm's area for the first time on a turn, starts its turn there, or is hit by its tendrils, it must succeed on a Constitution saving throw or become poisoned until the start of its next turn.

Q The ectoplasm becomes acidic. When a creature enters the ectoplasm's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 2d8 acid damage and an additional 1d8 acid damage per 5 feet traveled through the area. On a successful save, the creature takes half of the damage and doesn't take any additional acid damage when moving through the ectoplasm this turn.

In addition, a creature grappled by the ectoplasm's tendrils takes 2d8 acid damage at the start of each of its turns as long as it is grappled.

Empower: When you spend 2 power points (11), a creature which came into contact with the ectoplasm is coated in acid. At the start of each of its turns as long as the power is in effect or until the creature is no longer coated in the acid, it takes 1d8 acid damage. A creature can use its action to scrape the acid away, removing the coating.

EGO WHIP

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration up to 1 minute

Detection: Psychic, Gesture, Visual (beam)

You telepathically assault the mind of a creature you can see within range, infusing it with doubt. The creature must succeed on a Wisdom saving throw or be affected by the power for as long as it is in effect. At the end of each of its turns, the target makes a new Wisdom saving throw, ending the power for it on a success. A creature immune to the charmed condition is unaffected by the power.

The target can't take reactions. Moreover, the target will not assist allies, prohibiting it from taking the Help action or counting as an ally for effects that require or target an ally.

1. Whenever a target which fails its save makes an attack roll or ability check, the target must roll a d6 and subtract the number rolled from the attack roll or ability check.

Empower: When you spend 4 power points (5), the die a target must roll increases to a d8.

2 You can target one additional creature, provided the creatures are within 30 feet of each other when you target them. You can take this augmentation up to four times (8).

3 A target which fails its save drops whatever it is holding and becomes frightened of you.

While frightened by the power, a creature must take the Dash action and move away from you by the safest available route on each of its turns.

4 A target which fails its save is crippled with anguish. Whenever a foe moves within 5 feet of it, it must succeed on a Wisdom saving throw or its movement speed is reduced to 0 and it can't attack until the end of its next turn.

17. A target which fails its save is overcome with crippling despair. It crumples to the ground and is prone. The creature won't attempt to defend itself.

ELASTIC BODY

Psychometabolism

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You can stretch and bend your body in ways not normally possible while the power is in effect. You can revert to your normal shape at will during your turn without taking an action, including any shape changes from the power's augmentations.

While the power is in effect, you can substitute your manifesting ability modifier in place of your Strength modifier when making a melee weapon attack or grapple. In

addition, your bones can't be broken.

You can stretch your arms and legs up to 10 feet. For every 10 feet you can stretch your limbs, your walking speed increases by 5 feet. You gain a climbing speed equal to your walking speed and can also use your action to move yourself to the extreme of your reach, such as pulling yourself up a ledge or reaching across a chasm.

Your melee reach is equal to half of the length you can stretch your limbs (rounded down to the nearest 5 feet). You can bend your limbs while making a melee attack to reach around cover. Attack rolls and ability checks made with a stretched limb have disadvantage.

0 When you augment this power with at least 1 power point, you no longer have disadvantage on attack rolls and ability checks for using your stretched limbs.

Empower: For every 2 additional power points you spend, the length you can stretch your limbs increases by 5 feet.

1. Your body can coil like a spring, tripling your jump distance.

3 You can move through a space as narrow as 1 foot wide without squeezing.

Empower: When you spend 4 power points (7), you can move through a space as narrow as 1 inch wide without squeezing.

5 You can flatten yourself, increasing your buoyancy and allowing you to float on air currents or with gusts of wind. Flattening yourself takes an action, unless you are falling or in danger of being crushed, in which case you may do so using your reaction. Once flattened, you remain flat until you choose to resume your normal shape.

You fall as if under the effect of the *feather fall* spell. You can also float on water or other liquids, as well as sail on the wind like a kite, moving at a rate equal to the wind, but you have no control over which direction you move. While flattened, you can't be crushed or damaged by cave-ins and debris and can move through debris using your climbing speed.

7. You can rapidly bend and twist your body. You reduce bludgeoning and piercing damage dealt to you by 1d10. You can wrap a creature you grapple with your body granting you advantage on the grapple check. You are also treated as one size larger for the purpose of grappling.

For every 4 additional power points you spend to augment the power, you reduce bludgeoning and piercing damage by an additional 1d10. When you augment the power with at least 13 power points, you treat your size as two sizes larger during a grapple.

9 You can inflate your body. You can expand your arms, fists, legs, and feet, and can increase your unarmed strike damage die to 1d8.

As an action, you can expand your body into a sphere with a radius equal to up to half the length you can stretch your limbs. As a sphere you have advantage on ability checks to resist a grapple and can't be knocked prone. You also can't be forced into a space smaller than your expanded size could fit.

You can roll to move, and double your walking speed, but not your climbing speed, when rolling downhill. When rolling, downhill or otherwise, you can attempt to bowl into each target whose space you enter during your movement. A creature must make a Dexterity saving throw. On a failed save, it takes 1d8 + your Strength modifier damage and is

pushed 5 feet away from your path. You can only bowl into a creature once each turn. If you roll into a creature or object larger than your sphere form, you stop moving and your movement speed becomes 0 until the end of your turn.

As an action, you can make a special attack that hits each target within a line which originates from you that is 5 feet wide for every 10 feet you can stretch your limbs and has a length equal to your melee reach. Each creature within the area must make a Dexterity saving throw. On a failed save, the target takes 2d8 + your Strength modifier bludgeoning damage, is pushed 10 feet away from you, and knocked prone. On a successful save, the target only takes half of the damage.

Empower. When you spend 2 power points (11), you can make one unarmed strike as a bonus action. When you augment the power with at least 17 power points, you can make two unarmed strikes as a bonus action.

EMPATHIC TRANSFERENCE

Psychometabolism

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You can transfer 1d6 damage from a creature you touch to yourself. You can reactivate the power as an action while it is in effect.

Damage you take from this transfer can't be reduced or prevented and ignores temporary hit points, but never requires you to make a Constitution saving throw to maintain concentration on the power. You can't transfer damage that would reduce you to 0 hit points.

Q The amount of damage the power transfers increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

1. You can transfer damage from yourself to a creature within your reach. The creature must make a Constitution saving throw. On a failed save, it takes up to 1d6 necrotic damage, and you regain an equal amount of hit points. You can transfer no more damage to the creature than you have taken. For example, if you have only taken 2 points of damage, you can only deal 2 points of necrotic damage even if you roll a 3 or higher. A willing creature can choose to fail its saving throw.

Empower. When you spend 4 power points (5), you can transfer one disease or one condition, which must be blinded, deafened, or poisoned, to or from you when you transfer damage, even if 0 hit points are transferred. A creature which fails its Constitution saving throw is affected by the effect or condition you transfer for the remainder of its duration. If the creature is immune to the transferred effect, that effect ends.

2 You can reactivate the power as a bonus action to a creature you grapple, but you can't use your action to reactivate the power during that turn.

4 The amount of damage you can transfer increases by 1d6. You can take this augmentation multiple times.

7 You can share the effects of one transmutation spell of 3rd level or less or psychometabolism power augmented with 6 or fewer power points with one willing creature you touch. You choose which effect to share. A shared effect ends when this power is no longer in effect, the shared spell

or power ends, or you use this power to share an effect with a different creature.

Empower. For every 4 additional power points you spend, to a maximum of 8, the maximum spell level increases by 1 and the maximum power points increase by 2 that a shared spell or power can have.

9 Whenever you transfer damage to or from a creature, you can create an affinity link with it. As long as the power is in effect, each time you or a creature in the affinity link takes damage or regains hit points, each member of the link you choose takes or regains the same amount.

You can only maintain one affinity link at a time, but that link can contain any number of creatures you add to it. You can target a member of the link to a distance up to 60 feet from you with the power, as if you touched it.

Empower. When you spend 4 power points (13), you link up to five willing creatures and yourself, provided each creature is touching you at the time of manifestation. You can't add a new creature to your affinity link when you empower it this way.

ENERGY BLAST

Psychokinesis

Manifesting Time: 1 action

Range: Self (up to 90 feet)

Maintenance: None

Detection: Psychic, Gesture

You slam a target within 90 feet of you with psychokinetic force, provided you have a clear path to it. A creature must make a Strength saving throw. On a failed save, the creature takes 1d6 bludgeoning damage and is pushed 10 feet away from you.

If a target is knocked into a wall or a solid object that is larger than it, it takes 1d6 bludgeoning damage per 10 feet of movement it can't be pushed due to the obstruction. If a target is pushed over an edge, it will fall.

This is an energy power; you can substitute your energy type's damage in place of the initial bludgeoning damage if you have a feature that permits this.

You can only take one augmentation which changes the shape of the kinetic force.

Q The power's initial damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6) and by 1d6 for every 2 power points you spend on a shape augmentation.

Q When you augment the power with at least 1 power point, a target which succeeds on its Strength saving throw takes only half of the damage from the power. When you augment the power with at least 11 power points, a creature is knocked prone on a failed save.

1. The initial damage increases by 2d6. If you augment the power to create a shape, this augmentation increases damage by only half as many dice.

Empower. For every 2 additional power points you spend, the damage increases by 2d6.

2 The distance you push a target increases by 10 feet. You can take this augmentation up to five times (10).

2 [Shape]. The power gains a range of 150 feet and creates a wad of concussive force at a point you can see that bursts striking up to two targets within 5 feet of the burst. On a failed save, the targets are pushed away from each other and the burst.

Empower. When you spend 6 power points (8), the burst becomes a sphere with a radius up to 30 feet. Each target within the sphere is slammed by the power and is pushed away from the center of the sphere on a failed save.

2 [Shape]. You create a line of kinetic force that is 5 feet wide and up to 60 feet long. The power slams each target within the line's path. A pushed target is pushed to either side of the line (you choose which side).

Empower. For every 4 power points you spend, to a maximum of 12, the width of the line increases by 5 feet and its length increases by up to 10 feet.

4 [Shape]. You create up to a 50-foot cone of kinetic force. The power slams each target within the cone.

6 [Shape]. You create up to a 40-foot radius sphere of kinetic force centered on you. The power slams each target within the sphere you choose. Each creature within 5 feet of you has disadvantage on its Strength saving throw and is pushed an additional 10 feet on a failed save.

ENERGY CLOAK

Psychokinesis

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (overt)

Telekinetic force shrouds you. You take no damage or ill effect from your own manifestation.

This is an energy power; you can substitute your energy type's damage in place of the bludgeoning damage if you have a feature that permits this.

While the power is in effect, the first ranged attack made against you each round has disadvantage on its attack roll.

1. While the power is in effect, you have advantage on ability checks and saving throws to resist shove and grapple attempts.

The power also imposes disadvantage on both melee and ranged attacks; you choose which attack is made with disadvantage against you each round.

Empower. When you spend 4 power points (5), each attack made against you has disadvantage.

3. You can lash out with the cloak. When a weapon attack is made within 10 feet of you, you can use your reaction to impose disadvantage on the attack roll. Alternately, when a creature within 10 feet of you must make a Dexterity saving throw you can use your reaction to impose disadvantage or grant advantage on that save (your choice).

Empower. When you spend 4 power points (7), whenever you use your reaction to impose disadvantage, you deal 2d8 bludgeoning damage to the creature making the roll.

4. The telekinetic cloak envelops your melee weapon attacks, causing them to deal an extra 1d4 bludgeoning damage on a hit.

For every 4 additional power points you spend to augment the power, the extra damage increases by 1d4 to a maximum of 3d4 at 12 or more power points.

9. The telekinetic shroud grants you resistance to bludgeoning damage.

Each creature in contact with you (such as during a grapple) takes 2d8 bludgeoning damage at the start of each of your turns.

Empower. When you spend 6 power points (15), you gain

immunity instead.

11. The cloak absorbs 20 hit points of damage. Damage is taken from the cloak first. At the start of each of your turns while the power is in effect, the cloak regains one fourth of its maximum hit point count.

Empower. For every 2 additional power points you spend, the cloak's maximum and initial hit points increase by 10.

ENERGY STORM

Psychokinesis

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You create a telekinetic vortex that picks up loose dirt, debris, and Tiny unattended objects, only ten of which can weigh at least 1/4 lb. The storm is a 10-foot radius cylinder with a height of 10 feet centered on you. You and objects you carry are immune to the effects of the power.

The power has no effect if there are no loose objects, debris, or dirt available unless you have an energy type, in which case you can manifest the storm with that energy type. You can provide debris, such as stones, sand, water, or other Tiny objects, as part of the manifestation.

Your space becomes lightly obscured to creatures other than you while the power is in effect. As an action, you can harmlessly manipulate objects within the storm, moving them in patterns as you see fit. As a bonus action, you can add one Tiny unattended object within the storm's area to the storm, but can never have more than ten objects that each weigh at least 1/4 lb. controlled by the storm.

You decide how far targets controlled by the storm are from you. Targets within the storm can be retrieved by a creature. It must succeed on a Strength check against your power save DC to remove a target from the storm.

This is an energy power; you can substitute your energy type's damage in place of the bludgeoning damage if you have a feature that permits this.

As an action you can sacrifice one Tiny object that weighs at least 1/4 lb. from the storm to attack a target within 30 feet of the storm. Make a ranged power attack. On a hit, the target takes 2d4 bludgeoning damage. If you manifest the power with an energy type, you don't need to sacrifice an object to make this attack.

a. The power's ranged attack damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

1. The storm becomes difficult terrain for creatures other than you. When a creature moves within or exits the area of the storm, you can use your reaction to attack it with the storm's ranged attack.

2. The radius of the storm increases by 5 feet. For every 4 power points you spend this way, the storm is 5 feet taller. You can take this augmentation up to four times (8).

3. The storm becomes hazardous. When a creature enters the storm's area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or take 2d4 bludgeoning damage.

Objects and creatures that are part of the storm and creatures you choose don't take this damage.

Empower. For every 2 additional power points you spend,

both this augmentation's damage and the damage of the storm's ranged attack made against a target within it increase by 1d4.

4 The power's range becomes 90 feet, allowing you to place the storm at a point you can see within range. While the power is in effect, you can move the storm up to 30 feet as a bonus action.

5 When a Tiny physical projectile originates from within or passes into or through the storm, you can use your reaction to attempt to add it to the storm.

Make a ranged power attack against an AC equal to the attack roll of the projectile or its save DC. If you succeed, the attack has no effect and the projectile becomes part of the storm.

7 You can add Small and Medium sized objects to the storm in the same way you add Tiny objects to it.

Small and Medium objects controlled by the storm can provide you cover while within it. At the start of each of your turns roll a d6. If the number rolled is equal to or less than the number of these objects, you have three-quarters cover until the start of your next turn.

Empower. When you spend 4 power points (**11**), creatures can be added to the storm. Whenever a Medium or smaller creature enters the storm's area for the first time on a turn or starts its turn there, you can use your reaction to attempt to pull it into the storm. The creature must succeed on a Strength saving throw or become restrained and added to the storm. It provides cover as an object would if the creature is at least Small.

A creature restrained by the storm can use its action to make a new Strength saving throw. On a success, the creature is no longer restrained and lands in an unoccupied space of its choice within the storm.

ENVELOPING DARKNESS

Psychoportation

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You create a pool of encroaching darkness that is as palpable as it is dark. You create a cloud which occupies a 5-foot radius sphere that is heavily obscured.

0 When you augment the power with at least 1 power point, the radius of the sphere increases by up to 10 feet.

Empower. For every 2 additional power points you spend, the radius of the cloud increases by 5 feet.

1 The cloud becomes magical darkness.

2 A creature must spend 2 feet of movement per foot moved within the cloud.

3 The cloud latches onto creatures within it. For every 5 feet a creature moves within the cloud, the cloud will cling to it for 5 feet outside of the cloud, expanding the cloud's area for as long as the power is in effect.

5 When a creature enters the cloud the first time on a turn or starts its turn there, it must make a Constitution saving throw. The creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one.

Empower. For every 2 additional power points you spend, the cold damage increases by 1d6.

7 You moor the cloud to a creature. As long as the power

is in effect, the area of the cloud remains centered on a creature you choose, moving with it. An unwilling creature must make a Wisdom saving throw. On a successful save, the cloud remains centered in the space the creature occupied when you first manifest the power.

9 It becomes difficult to breathe within the cloud. Whenever a creature starts its turn within the cloud it becomes unsettled. An unsettled creature that is concentrating on an effect must succeed on a Constitution saving throw or lose concentration. In addition, when a creature within the cloud regains hit points, it only regains half as many hit points.

EXTRASENSORY PERCEPTION

Clairsentience

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (glow)

You expand your perception, gaining awareness beyond normal means. Enhanced vision granted by an augmentation extends to a distance of 60 feet or extends your existing vision by 30 feet.

While the power is in effect, you are aware of what direction you are facing, how far above or below ground you are, and what time it is. In addition, you can choose any familiar location within five miles of you and know your location in relation to that point.

1 [Vision]. You perceive the dispositions of creatures, informing you whether the creature is aggressive, hostile, friendly, or neutral.

1 [Vision]. You gain darkvision.

Empower. When you spend 2 power points (**3**), you can see into nonmagical darkness as if it were bright light. If you spend 4 more power points (**7**), you can also see into magical darkness.

2 Your passive Perception increases by 1, and Wisdom (Perception) checks you make gain a +1 bonus. You can take this augmentation multiple times.

3 [Vision]. You can see invisible creatures and objects as if they were visible. You can even see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

3 [Vision]. You can see active enchantment and telepathic effects, know if a creature, object, or location is under such an effect, and what kind it is, such as a charm or curse.

5 [Vision]. You gain aurasight and can perceive a Spiritfont, knowing what type it is and what emotion, if any, it bears. You also know the historical context that created it (such as from a battle or a marriage). The stronger the emotion, the clearer your perception of its history is.

If a creature controls a Spiritfont, it must succeed on a Charisma saving throw or you become aware of its presence and nature as well as how long it has been present. Otherwise it avoids detection.

9 [Vision]. You see things as they really are, gaining truesight, and automatically detect secret doors hidden by magic. You are also aware if a creature or object is possessed, unless the possessor succeeds on a Charisma saving throw to mask its presence.

FLAME MANIPULATION

Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture

You can manipulate a patch of fire that you can see within range and which fits within a 5-foot cube. While the power is in effect, you can control another patch of fire as a bonus action. You can manipulate one patch of fire at a time.

Fire you control with the power burns targets within it as normal for the fire. When the power ends, fire without a source extinguishes, otherwise, it burns normally.

When you first manifest the power and as an action on your subsequent turns while it is in effect, you can douse a patch of nonmagical fire or expand an existing patch of nonmagical fire to an adjacent 5-foot space.

2. The dimensions of the patch of fire you can manipulate increases by 5 feet when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

1. You increase the intensity of a patch of nonmagical fire, increasing its fire damage by 1d8.

Empower. For every 2 additional power points you spend, the bonus damage increases by 1d8.

1. You decrease the intensity of a patch of nonmagical fire, which can be an object such as the flame of a torch. When it deals fire damage, roll a d8 and subtract the number rolled from its damage, to a minimum of 0.

Empower. When you spend 8 power points (**9**), the flames of a creature, such as a fire elemental, can be diminished. While the power is in effect, the creature must make a Constitution saving throw at the start of each of its turns. It takes 2d8 force damage on a failed save or half as much damage on a successful one. The damage increases by 1d8 for every 2 additional power points you spend.

2. You can target and control one additional patch of fire. You can take this augmentation multiple times.

3. You can shape a patch of nonmagical fire into the shape of a simple or crude object, such as a pillar or dome. If you control a flame with dimensions greater than a 5-foot cube, you can rearrange the fire to occupy contiguous spaces as you see fit. At least one 5-foot section of the flame must remain in the same position it had before you manipulated the flame this turn.

While the power is in effect, you can reshape a controlled flame as an action.

4. You can target a flame created by a magic or psionic effect. When the power ends, the effect returns to normal provided its duration hasn't expired. If the spell or power creating the effect ends, flames it created also expire.

5. When you first manifest the power and as an action on your subsequent turn as long as it is in effect, you can move a patch of fire up to 20 feet along a surface. Flame that moves away from its source continues to burn while the power is in effect. Once during the turn, each creature or object caught in the path a fire you move is subject to damage as if it entered the fire.

11. You fashion a nonmagical fire that occupies at least a 5-foot cube into a flame amalgam. It manifests in the space of the patch of fire used to create it or the nearest unoccupied space within range. This creature uses the

Flame Amalgam stat block. It resembles a humanoid composed of flames. If it is reduced to 0 hit points, it collapses into a patch of fire which you can manipulate, but the amalgam can't be reformed unless you manifest the power again.

The creature shares your initiative, but it takes its turn immediately after yours. It follows your will (no action required by you). If you don't direct the creature, it takes the Dodge action.

Empower. When you spend 4 power points (**15**), you create a second amalgam from a separate patch of fire, but each amalgam's Slam attack deals 1d8 less damage. You can issue commands to each creature at the same time.

FLAME AMALGAM

Medium construct

Armor Class 10 + 1 per 2 power points spent (natural armor)

Hit Points 10 + 3 per power point spent

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge —

PB equals your bonus

Fire Form. The amalgam can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the amalgam or hits it with a melee attack while within 5 feet of it takes 1d8 fire damage.

Actions

Multiattack. The amalgam makes two slam attacks.

Slam. Melee Weapon Attack: your power attack modifier to hit, reach 5 ft., one target. **Hit:** 3d8 + 4 + one fourth of the power points you spend on the power (rounded up) fire damage.

FORETHOUGHT

Clairsentience

Manifesting Time: 1 minute

Range: Self

Maintenance: None

Detection: Psychic

After meditating for one minute, you tap into the Collective Conscious to gain knowledge of some event that will occur within the next eight hours. Once within that 8-hour period, you can use your reaction to get a sense of déjà vu and trigger the power's effect.

After you trigger the power, you can't benefit from it again until you finish a long rest.

When a particular common item you could reasonably have obtained between manifesting the power and triggering it is desired, you can produce that item as if you had it in your possession the entire time. If the object has a cost, you must pay that cost when you trigger the power.

1 When you take damage from a trap or triggered effect, including from reactions by creatures, you can gain resistance to that damage until the end of the turn.

2 You can trigger the effect of the power one additional time within the 8-hour period.

3 When a trap is triggered within 30 feet of you, you can move up to 30 feet and disable the device, render it ineffective, or avoid it. The trap must be able to be thwarted through physical means, such as ramming a rod in a gear or turning the trap so it fires in the wrong direction. You don't need to make an ability check.

Alternately, if a creature within 10 feet of you fails on a Dexterity saving throw, you can cause that creature to succeed instead. You suffer no ill effect for doing so.

5 When the damage from an attack roll or saving throw reduces you to 0 hit points, you can make that attack roll miss or succeed on that saving throw. You take no damage when you use the power to succeed on a saving throw.

7 When a particular object is desired, you can produce a fabrication of it comprised of material from the Dreamscape. The object is physically identical to the desired object, but has no magical or psionic properties, nor does it have any value. It will last for 1 hour, after which time it dissipates.

9 When you encounter a question or puzzle requiring a simple action to solve, such as throwing a particular lever to disarm a trap or reveal a hidden passage, you know the right answer. If the puzzle or question is more involved, you know the solution to one part of it and have advantage on ability checks to solve the remainder of it.

11 At the start of your turn during any scene, you can trigger *déjà vu*. While you have *déjà vu* you are aware of how events will play out over the next minute. Once each round within this minute, when a creature you can see makes an attack roll, ability check, or saving throw, you can have it reroll the d20 and choose which roll to keep.

Empower. When you spend 6 power points (**17**), you are in a perpetual state of *déjà vu* for 8 hours, and can reroll one d20 each round, including your own rolls.

13 When a creature starts its turn or takes an action or reaction, you can manifest or cast a power or spell you know or have imprinted or prepared requiring an action as a reaction.

GHOSTLY FORCE

Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You can lift a target you can see within range and move it with a thought. When you manifest the power, and as an action on your subsequent turns while it is in effect, you can move the target up to 5 feet along a surface as long as it remains within range.

You can also choose to hurl the target up to 10 feet in any direction. If you hurl it outside the power's range, you lose control of it afterwards. You make a ranged power attack if you hurl the target at a creature or object. On a hit, you deal 1d6 damage, with a type determined by what you hurled.

One Tiny unattended object that weighs 5 pounds or less is moved by the force. You can also move a group of Tiny unattended objects, none of which can weigh more than 1 pound, and with a combined weight of no more than 5 pounds, as a single unit, provided the objects are within 5 feet of each other. When you manipulate objects as a unit, you can arrange them in different patterns, create shapes, juggle them, or perform other similar feats, but they must all remain within a 5-foot cube. A unit of Tiny objects counts as a single object for the purpose of the power.

0 The damage the power deals when you hurl or slam a target increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). Moreover, when you augment the power with at least 1 power point, the distance you can move or hurl a target increases to 20 feet and you can move it in any direction.

1 You can target Tiny and Small objects of any weight. When you hurl an object, it deals an extra 1d6 damage. While the power is in effect, you can relinquish control of your target to choose a new one as an action, or target a new object if you don't have one controlled.

As you spend additional power points to augment the power, you can target larger objects: Medium (4), Large (8).

2 The distance you can move a target increases by 5 feet. In addition, the damage dealt by a hurl or slam increases by 1d6. You can take this augmentation multiple times.

4 You can target one additional object (or creature if you can target creatures). You can take this augmentation multiple times.

5 You can target a creature instead of an object. It must succeed on a Strength saving throw or become restrained as long as the power is in effect. As an action, the creature can repeat the save.

If you can slam a target, it takes an extra 3d6 damage.

6 You can slam a target with force against a surface or object larger than it when you move it, causing it to take 3d6 bludgeoning damage. A creature must make a Strength saving throw, taking half of the damage on a success.

GLIMMER

Clairsentience

Manifesting Time: 1 bonus action

Range: Self

Maintenance: None

Detection: Psychic

You have immediate insight into the future, allowing you to take precise action to deal with a situation. Once you use the effect of the power, it ends.

Within the next minute, when you fail an opposed ability check, you can choose to reroll it. You must use the new roll.

1 Within the next minute, when you roll damage, you can reroll a number of the damage dice up to you manifesting ability modifier (minimum of one). You must use the new rolls.

3 Within the next minute, when you take damage, you can choose to gain resistance to that damage type until the

start of your next turn.

4 You can activate the power one additional time without ending it, but can only activate it once during a turn. You can take this augmentation multiple times.

5 Within the next minute, when a target must make a Dexterity saving throw against one of your features, powers, or spells, one target of your choice has disadvantage on its save and takes full damage, even if it normally would take reduced damage on a failed save.

Empower. For every 2 additional power points you spend, you can choose one additional creature during the same turn.

7 You gain a heightened sense of awareness. Within the next minute, when you use your reaction you regain the use of it at the end of the turn.

9 Within the next minute, when you hit a target with a melee or ranged attack from a weapon, spell, or power, you can choose to make the attack a critical hit.

HARMONICS

Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture

You can shape and alter sound within a 20-foot radius sphere until the start of your next turn. You can use your action while the power is in effect to reactivate the power. Unless an augmentation's description indicates otherwise, the power doesn't impact spellcasting.

You change the volume of any number of sounds within the sphere. You can turn a whisper into a shout, turn a clap of thunder into a gentle sigh, or make the words from another's mouth come out inaudibly.

1 You transform sounds into other sounds you have heard, such as making a babbling brook sound like church bells. You can duplicate a speaker's voice, and can use your power attack modifier instead of Charisma (Deception). A speaker most likely will stop speaking once it realizes the words coming from its mouth aren't its own.

2 The power's radius increases by 5 feet. You can take this augmentation multiple times.

3 You dampen sounds, such that a creature within the sphere has advantage on ability checks to remain silent and damage resistance to thunder.

Empower. When you spend 4 power points (**7**), you suppress sounds within the sphere. Spells requiring a verbal component can't be cast within the sphere. Creatures within the sphere gain immunity to thunder damage.

3 You amplify sounds causing each creature within the sphere to have disadvantage on ability checks to remain silent and saving throws against thunder damage.

4 As a bonus action, you can move the sphere up to 30 feet, provided it remains within range.

5 You condense sounds into a destructive pitch. Each creature within the sphere must make a Constitution saving throw. It takes 2d8 thunder damage and is deafened for one minute on a failed save, or only half of the damage on a successful one. A creature made of inorganic material such as stone, crystal or metal has disadvantage on this saving throw. A nonmagical, unattended object also takes the damage if it's within the sphere.

Empower. For every 4 additional power points you spend, the damage increases by 1d8.

8 You manifest a second sphere equal in size to the first one. You can freely transfer sounds from one sphere to the other at any volume you choose. If a thunder damage effect strikes one sphere, you can use your reaction to transfer or copy that effect to the other.

11 You can reshape sounds within the sphere into a dome shaped sonic wall surrounding the it.

One side of the dome, selected by you, deals 5d8 thunder damage to any creature that ends its turn or object at the end of each of your turns within 10 feet of that side. Each creature attempting to pass through the sonic wall from this side must make a Constitution saving throw. On a failed save, it takes 5d8 thunder damage and is pushed 15 feet away from the wall and can't move toward the wall for the remainder of the turn. On a successful save, the creature only takes half of the damage. Any creature can freely pass through the wall from the side that doesn't deal damage.

13 You transform one sphere of sound you control into a sonic amalgam or transform the amalgam back into the sphere. It forms in the nearest unoccupied space within the sphere. The creature uses the Sonic Amalgam stat block. It resembles swirling bands of force. If it is reduced to 0 hit points, the power ends.

SONIC AMALGAM

Large construct

Armor Class 11 + 1 per 2 power points spent (natural armor)

Hit Points 10 + 5 per power point spent

Speed 30 ft., fly 90 ft. (hover)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, thunder

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge — PB equals your bonus

Composed of Sound. If the amalgam is within an area where sound is suppressed, it is also suppressed.

Actions

Sonic Burst. The amalgam creates high-pitched vibrations harming each creature and object within a 30-foot cone, dealing 3d6 + the power points spent on this power thunder damage. A creature must make a Constitution saving throw against your power save DC. On a successful save, it takes half of the damage. A creature made of inorganic materials such as stone, crystal, or metal has disadvantage on the saving throw.

The creature shares your initiative, but it takes its turn immediately after yours. It follows your will (no action required by you). If you don't direct the creature, it takes the Dodge action.

HYDROKINESIS

Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture

You can move, shape, and alter the state of water. When you first manifest the power and as an action on your subsequent turns while it is in effect, you may reshape the water, move the water, or change the state of the water. When the power is no longer in effect, the water will follow the course of nature (for instance, water will flow downhill).

Ice covering a surface is difficult terrain. The first time during a turn a creature attempts to cross the ice, it must succeed on a Dexterity saving throw or fall prone.

Snow surfaces can be walked on by Medium and smaller creatures (larger creatures will sink through the snow unless the snow is at least 5 feet thick). When you move a snow surface, each creature on it is also moved. An unwilling creature must succeed on a Dexterity saving throw or be moved with the mass.

You control one 5-foot cube of water. You can shape it into simple shapes, move it up to 30 feet along a surface, or change its state (water to snow or ice and vice versa), but you can't freeze water if there is a creature within it. You can transform lightly obscured fog into heavily obscured fog or vice versa or disperse or create lightly obscured fog.

1. You can choose to affect surfaces instead of cubes when you manifest the power. You control water occupying a 10-foot square that is 1 foot thick instead of a 5-foot cube. In addition, when you move water, you can move it in any direction, provided part of the mass touches the ground. Moreover, as part of the action to manipulate the water, you can control a new volume of water by relinquishing control over another.

2. You can control three additional 5-foot cubes of water. Contiguous cubes can be controlled as one mass. You can take this augmentation multiple times.

3. You can shape contiguous volumes of water into a wall. Such a wall transforms each 5-foot cube of water into a 10-foot square panel that is 1 foot thick. You can also transform 5-foot cubes of water into a hemispherical dome with a diameter in feet equal to five times the number of cubes you form into the dome.

A wall of water imposes disadvantage on ranged attack rolls that enter the wall's space. Fire damage is halved if the fire effect passes through the wall to reach its target. Effects that deal cold damage that pass through the wall freeze the area of the wall they pass through solid, transforming that section of the wall into a wall of ice.

A wall of ice is 1-foot thick in a given 5-foot section. If the wall cuts through a creature's space when it forms, the creature is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 1d6 cold damage for every 2 power points you spend to augment the power or half as much damage on a successful one. The wall is an object that can be damaged and thus

breached. It has AC 12, 15 hit points per 5-foot section, and is vulnerable to fire damage. Reducing a section to 0 hit points transforms it into a wall of water.

5. When you first manifest the power and as an action on your subsequent turns while it is in effect, you can attack a target within 30 feet of a volume of water you control by making a ranged power attack. On a hit, you deal 5d6 bludgeoning, cold, piercing, or slashing damage, which you decide when you make the attack.

Empower. For every 2 additional power points you spend, the damage increases by 1d6.

9. You shape a 5-foot cube of water or ice into two hydro amalgams, each with a state (unfrozen from water or fog, frozen from ice or snow). Each manifests in the space of the water used to create it or the nearest unoccupied space and uses the Hydro Amalgam stat block. It resembles a creature composed of water or ice floes. If it is reduced to 0 hit points, it collapses into a pool of water or pile of snow which you can manipulate, but the amalgam can't be reformed unless you manifest the power again.

The creatures share your initiative, but take their turns immediately after yours. Each follows your will (no action

HYDRO AMALGAM

Small construct

Armor Class 11 + 1 per 2 power points spent (natural armor)

Hit Points 15 + 2 per power point spent

Speed 40 ft. (30 ft. frozen), swim 40 ft. (unfrozen)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Damage Resistances acid, fire (unfrozen only)

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge — **PB** equals your bonus

Wave and Frost. While the amalgam is unfrozen, it pushes a target hit by its Slam attack 5 feet. While the amalgam is frozen, its Slam attack deals an extra 1d8 cold damage.

State Change. If the amalgam is unfrozen and is the target of an effect that deals cold damage, it becomes frozen. If the amalgam is frozen and takes fire damage, it becomes unfrozen.

Actions

Slam. Melee Weapon Attack: your power attack modifier to hit, reach 5 ft., one target. **Hit:** 1d8 + 3 + one fourth of the power points you spend on the power (rounded up) bludgeoning damage.

required by you). If you don't direct the creature, it takes the Dodge action.

Empower. If you spend 2 power points (11), you create a third amalgam. If you spend 6 power points (15), you create a total of four amalgams.

HYPERCONGNITION

Clairsentience

Manifesting Time: 1 minute

Range: Self

Maintenance: None

Detection: Psychic, Visual (glow)

By entering into a deep meditative state, you recall memories from deep within you or tap into the shared Collective Conscious of the multiverse to gain knowledge you don't normally possess.

You recall a memory of yours no older than one day. You can remember the moment you experienced with vivid detail and perfect accuracy, recalling names spoken, faces seen, and so on. If the memory has been suppressed by magical or psionic means or trauma, you don't recall the memory. After recalling a memory, you can't do so again until you finish a short or long rest.

1. You sense the presence of magic and psionic energy within 30 feet of you. You get a basic understanding of the power of the magic or psionic effect, as well as what school or discipline it is.

3. One magical or psionic item you hold has its properties revealed to you. You learn how to use the item, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells or powers are affecting the item and what they are. If the item was created by a spell or power, you are made aware of the fact, but not which spell or power made it.

You can, alternately, learn what spells or powers, if any, are affecting one creature you can see.

5. You recall one of your memories. You remember the moment you experienced with vivid detail and perfect accuracy, recalling names spoken, faces seen, and so on.

You can also recall memories lost from amnesia without requiring a saving throw or ability check, including those lost to powers and spells.

7. Until you finish a long rest, you gain proficiency in one skill, tool, or weapon of your choice.

Empower. When you spend 2 power points (9), you gain expertise in any one skill or tool proficiency you have, allowing you to add twice your proficiency bonus when you make a check with it.

9. You query the Collective Conscious to answer a single question concerning a specific goal, event, or activity to occur within 7 days, or one that has occurred within the last 7 years. The DM will give you an honest answer which might be a short vision, a cryptic passage, or an omen.

This revelation doesn't take into account any possible circumstances that might change the outcome. If you attempt to use the power to address the same goal, event, or activity, the power will fail.

11. Delving deep into the Collective Conscious, you can review up to 1 minute of an event that occurred any time within the past, provided you know the event happened. The DM will describe the scene as if from the viewpoint of some creature or object which was present during the event. In

addition, for the next 8 hours, it only takes you half of the time to research the event normally.

13. Tapping the shared knowledge of the multiverse, you discover facts about a creature you know. This creature can be one you've met or seen remotely through magical or psionic means. You gain the following information about the creature: name (including aliases, but not the true name of a celestial or fiend), race, alignment, approximate power, its current location, significant items in its possession, and any significant activity or actions it has taken within the past 8 hours. In addition, you get a mental picture of the creature which you can clearly recall for ten minutes.

ID INSINUATION

Telepathy

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You flood a creature you can see within range with sensation, leaving it unable to act normally. The creature must succeed on a Charisma saving throw or suffer the effect of the power as long as it is in effect. A creature makes a new Charisma saving throw at the end of each of its turns, ending the effect for it on a success. A creature immune to the charmed condition is unaffected by the power.

The target can't take the Dash, Disengage, or Ready actions. It also must use its action in order to interact with an object.

1. The target gains no benefit from the Dodge action, and you deal an extra 1d6 psychic damage to it whenever you hit it with an attack.

The extra damage increases by 1d6 when you reach 5th (2d6), 11th (3d6), and 17th level (4d6) in the class that grants you the power.

2. You can target one additional creature within range. You can take this augmentation up to four times (8).

3. Overcome with overconfidence, the target only deals half damage with weapon attacks.

Empower. If you spend 4 power points (7), the target deals half damage with spell and power attacks which require an attack roll. If you spend 10 power points (13), all damage the target deals is halved.

5. The target is confused. It can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. On a 1, it moves in a random direction. On a 2-6, the creature doesn't move or act, instead lost in its thoughts or sensations. On a 7-8, the creature attacks the nearest creature at random. On a 9-10, the creature can act normally.

9. The target is incapacitated, reveling within its mind. Provided it takes no damage, the creature will take no action and ignore the presence of others. If the creature takes damage the power ends for it. After the power ends, the creature has a -2 penalty on attack rolls and save DCs for 1 minute.

Empower. When you spend 2 power points (11), the target is trapped within its thoughts. It can't perceive the world around it and is stunned until it takes damage or the power ends for it.

INERTIAL BARRIER

Psychokinesis

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (beam)

You create a field of force that dampens and impedes movement within it. An incorporeal creature isn't affected by the power.

One Medium or smaller object or willing creature that you can see within range is surrounded by impeding force. It must spend 2 feet of movement for every foot moved, and attack rolls have advantage against the target. Moreover, the target can only be moved half of the distance it normally could. For instance, if a target is pushed 10 feet, it only moves 5 feet. The target has resistance to bludgeoning damage taken as a result of falling or from telekinetic effects and is never knocked prone from them.

1. You can target an unwilling creature. It must succeed on a Strength saving throw or become impeded. In addition, an impeded creature can't take reactions that allow it to move or make opportunity attacks. As an action, the target can repeat the Strength saving throw, ending the power for it on a success.

Empower. When you spend 4 power points (5), the target has disadvantage on attack rolls with melee weapons, Strength and Dexterity checks, and Dexterity saving throws.

2. You can target a creature or object no larger than Huge.

Empower. When you spend 4 power points (6), you create a field that extends 5 feet around the target that impedes creatures and objects within it. Within the expanded space, ranged weapon attacks that originate from within, pass through, or target a creature inside the sphere automatically miss.

3. The impeding force no longer grants advantage to attack rolls made against the target. Creatures and objects within an expanded space don't gain this benefit.

Empower. When you spend 2 power points (5), the target no longer needs to spend extra movement due to the power and melee attack rolls made against it have disadvantage.

4. You further dampen movement for impeded targets. A creature must spend 4 feet of movement per foot moved, and the distance it can be moved is reduced to one fourth. An impeded target takes no damage from falling, even if it was only impeded in the final 5 feet of the fall, and has resistance to bludgeoning and slashing damage.

Empower. When you spend 4 power points (8), movement is dampened to a significant degree. Whenever an impeded target attempts to move, it must succeed on a Strength saving throw or be unable to move for the remainder of the turn.

7. You create a 10-foot radius sphere of invisible force that dampens inertia at a point in space within range instead of targeting a creature. Each creature and object within the sphere is impeded by the power.

A creature can't take reactions that allow it to move or make opportunity attacks, and has disadvantage on attack rolls with melee weapons, Strength and Dexterity checks, and Dexterity saving throws. Ranged weapon attacks that

originate from within, pass through, or target a creature inside the sphere automatically miss.

Empower. For every 2 additional power points you spend, the radius of the sphere increases by 5 feet.

KINETIC BARRIER

Psychokinesis

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture, Visual (glow)

You create a 1/4 inch thick field of telekinetic force that can be used to protect yourself and others. Nothing can physically pass through the barrier. The barrier is immune to all damage. It can be disintegrated, but will automatically reform at the end of your next turn as long as the power is in effect.

The barrier provides a creature you can see within range half cover against the first attack made against it each round. The barrier remains with the creature unless an augmentation transforms it into a stationary wall.

0. The power's range increases by 30 feet when you reach 5th level (60 feet), 11th level (90 feet), and 17th level (120 feet).

1. The target is treated as always having half cover.

Empower. When you spend 6 power points (7), you can use your action each turn to increase the cover to three-quarters until the start of your next turn. If you spend 6 more power points (13), you increase the cover without needing to take an action.

2. As a bonus action, you can reposition each wall or redistribute each barrier to another point or creature you choose within range.

2. You can target one additional creature or create one additional wall panel within range. You can take this augmentation multiple times.

3. You create a wall of kinetic force at a point in space instead of targeting a creature. The wall is a 5-foot wide by 5-foot tall panel that provides three-quarters cover for a Medium or smaller creature behind it.

Empower. When you spend 2 power points (5), the panel's dimensions increase to 10 feet and grant a Large or smaller creature full cover while behind the wall.

4. A creature with a barrier can't be pushed against its will and never needs to spend extra movement due to an effect created by wind or telekinetic force. It can also use the barrier to shove a target within 5 feet of it as a bonus action. It can choose to use your power attack modifier in place of its Strength (Athletics) for the check.

11. You create a stationary dome of force. The dome is hemisphere with up to a 15-foot radius that grants full cover and can't be passed through by physical means.

Empower. When you spend 4 power points (15), you can center the dome on a creature or object, allowing the dome to move with it.

A creature whose space the dome enters must succeed on a Strength check against your power save DC or be pushed by it for the remainder of the turn, otherwise the dome can't continue to move against it this turn.

The dome will automatically push objects aside, provided they aren't anchored to a surface. If an object is anchored to

a surface, the DM will decide whether the dome can move it or not. If the dome encounters another impassable object, such as an *immovable rod*, it can't continue to move in that direction.

LIVING WEAPON

Psychometabolism

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (overt)

You fashion your bones or other body parts into weapons, such as bone claws. Visually, you can make multiple living weapons when you manifest the power, but the living weapon is considered to be a single weapon.

The living weapon is a simple weapon with which you are proficient, and you can use your manifesting ability modifier in place of your Strength on its attack and damage rolls. The living weapon can't be disarmed, and doesn't count as holding an object in your hand. It deals 1d6 damage on a hit which can be bludgeoning, piercing, or slashing (you choose when you manifest the power).

Should you lose concentration on the power, you can take a bonus action on your next turn to restore the power as if you never lost your concentration.

0 The living weapon's damage die increases when you reach 5th level (1d8), and its critical damage increases by one die at 11th level (2d8) and 17th level (3d8).

1 While the power is in effect and when you use the Attack action to make an attack with the living weapon, you can take a bonus action to make another attack with the living weapon.

2 The living weapon gains a +1 bonus on attack and damage rolls and counts as a magical weapon for the purpose of overcoming damage resistance and immunity. It is still psionic and not magical for the purpose of dispel and suppression.

Empower. For every 4 additional power points you spend, to a maximum of 8, the bonus to attack and damage rolls increases by 1.

2 (Acid) A target hit with the living weapon must succeed on a Constitution saving throw or it takes 2d4 acid damage at the start of its next turn.

2 (Necrotic) A target hit with the living weapon must succeed on a Constitution saving throw or until the end of your next turn, it can't regain hit points and takes 1 additional point of damage each time it takes weapon damage.

2 (Poison) A creature hit by the living weapon must succeed on a Constitution saving throw or become poisoned until the end of its next turn.

3 The living weapon deals you choice of an extra 1d4 acid, necrotic, or poison damage. You can take an augmentation of the same type.

Empower. For every 4 additional power points you spend, to a maximum of 8, the damage increases by 1d4.

4 Once during each of your turns, you regain hit points equal to half the damage the living weapon deals to a creature.

7 The living weapon causes creatures to bleed, provided they are capable. After a creature takes damage from the living weapon, it must succeed on a Constitution saving throw, or it takes 1d8 damage from blood loss at the start of

each of its turns for 1 minute or until it regains hit points through magical or psionic means. A creature which uses its action and succeeds on a DC 10 Wisdom (Medicine) check with a healer's kit also stops the bleeding.

A creature only suffers blood loss from the living weapons once on its turn.

11 When you hit a creature with the living weapon, you may take a bonus action to inflict 5d8 additional weapon damage. If this damage reduces the target to 0 hit points, you can make another attack with the weapon against a different creature within your reach.

If you spend at least 17 power points to augment the power, the bonus action deals an extra 5d8 damage on a critical hit.

MARTIAL INSIGHT

Clairsentience

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You grant a creature an astute understanding of the flow of combat, enhancing its combat abilities.

While the power is in effect, you have proficiency with all simple, martial, and improvised weapons, light, medium, and heavy armors, and shields. In addition, your unarmed strikes and attacks made with improvised weapons deal 1d6 damage if not already better.

1 Your weapon attacks have a +2 bonus on attack rolls.

2 The power's maintenance increases to 1 hour.

2 The power's range becomes touch allowing you to target a willing creature.

3 Once during each of your turns, you deal 2d8 extra weapon damage with a weapon attack.

Empower. For every 4 additional power points you spend, this damage increases by 1d8.

4 Each weapon attack you make scores a critical hit on a d20 roll of 19 or 20 and deals one extra die of weapon damage on a critical hit.

5 When you are hit by a weapon attack, you can use your reaction to attempt to parry that attack with a weapon you hold. Make an attack roll against an AC equal to the attack roll which hit you, and if you succeed, the attack misses you instead. If the attack still hits, you regain the use of your reaction at the end of the turn.

Empower. When you spend 2 power points (**7**), you can make one attack with a melee weapon you hold or an unarmed strike against a creature you successfully parry, provided it is within your weapon's reach.

6 While the power is in effect, you have the Extra Attack feature as if you are a 5th-level fighter.

11 You gain 3 martial dice, which are d10s. You can expend one martial die to increase an attack or damage roll you make with a weapon attack by the number rolled on the die. When you are hit by a melee or ranged attack, you can use your reaction to spend one martial die to increase your AC against that attack by the number rolled on the die.

Whenever you roll initiative, you regain half of the dice, up to your maximum, as long as the power is in effect.

Empower. For every 2 additional power points you spend, you gain one extra martial die.

MENTAL BARRIER

Telepathy

Manifesting Time: 1 reaction, when you are the target of a psionic effect or an attack that deals psychic damage

Range: Self

Maintenance: None

Detection: Psychic, Visual (glow)

You create a psionic barrier that intercepts psionic and mental assaults. You gain a +1 bonus to your AC and saving throws against the effect that triggered the reaction.

1 The bonus to AC and saving throws increases to +5 and lasts until the start of your next turn. This benefit can't be extended.

2 The power's range becomes 60 feet. You can target a creature within range that you can see when it is the target of a psionic effect or attack that deals psychic damage.

3 After you manifest the power, you gain a +1 bonus to AC and saving throws against psionic effects and attacks that deal psychic damage for 1 minute.

Empower. For every 2 additional power points you spend, to a maximum of 8, the bonus to AC and saving throws increases by 1.

5 When a psionic effect is manifested within 60 feet of you of which you are aware, you can manifest the power to attempt to disrupt it as a reaction. You make an ability check using your power manifesting ability against a DC equal to 10 + half the power points used to augment the power you are attempting to disrupt or against the manifesters' power save DC if it is from a creature ability or class feature that doesn't use power points. On a success, the creature's power fails and has no effect.

If you spend 4 more power points (**9**), you can attempt to disrupt a spell the same way. The DC equals 10 + the spell's level. On a success the spell fails and has no effect.

Empower. For every 2 additional power points you spend, you gain a +1 bonus on your ability check.

7 After you manifest the power, for the next minute when you fail a saving throw against a condition from a psionic source, you can reroll the saving throw. You must use the new roll.

Empower. When you spend 4 power points (**11**), you can reroll a saving throw against any psionic effect.

13 When you are the target of a psionic power or similar effect by a creature, you can take a reaction to reflect the effect back to its source. You must succeed on a power attack roll against an AC equal to the originator's attack roll or save DC. If you succeed, you aren't affected by the effect, and can manifest it without expending a resource against the originator, making an attack roll or requiring a saving throw appropriately.

Only effects that explicitly target you can be reflected, powers which target an area can't be reflected. A reflected power can't be reflected by this power or a similar effect.

MIND PROBE

Telepathy

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You can read the thoughts of certain creatures you can see within 30 feet of you. As a bonus action, you can activate the power on each of your turns while it is in effect. You continue reading a creature's thoughts until the start of your next turn. A creature must think in a language you understand for you to learn anything.

If you can probe a creature's mind, it must make a Wisdom saving throw. On a success, you gain no information, and it becomes aware its mind is being read.

While it is in effect, you can activate the power to read the surface thoughts of a creature, learning what it is actively thinking in that moment. A creature trained to protect its thoughts from telepathic reading may have means to mislead or stymie your efforts at the discretion of the DM.

Q When you augment the power with at least 5 power points, you can reactivate the power after reading a creature's mind even if you can no longer see it as long as you don't reactivate the power to read or probe a different creature's mind.

1 [Probe]. When you activate the power, you can seek the answer to a general knowledge question, such as whether a specific person is at a certain location or if the creature is attempting to deceive you.

2 You can read emotions as well as thoughts; reading an emotion doesn't require you to comprehend a creature's thoughts.

3 [Probe]. You force the target to think of a specific topic, and then read its thoughts. For instance, you could learn when the watch shifts change at a warehouse, or you can cause the creature to think of the answer to a riddle it poses.

4 The distance you can read and probe a creature's mind increases to 120 feet.

Empower. When you spend 6 power points (**10**), the distance increases to 5 miles.

7 [Probe]. You probe the creature's mind for information that you are aware exists. For example, if you know a creature knows the proper way to unlock a special locking mechanism, you can withdraw that procedure.

8 Whenever a creature succeeds on its Wisdom saving throw against your probe attempts, you can use your reaction to mentally lash it. It must make an Intelligence saving throw. It takes 4d6 psychic damage on a failed save or half as much damage on a successful one. After taking this damage, the creature can voluntarily fail its save to resist your probe during future attempts.

Empower. For every 2 additional power points you spend, the psychic damage increases by 1d6.

11 [Probe]. You delve into a creature's mind for any information it strip any direct or tangential information from its mind, including information you are unaware it has.

The DM will decide what information you learn. Secrets, scandalous information, and peculiar knowledge are most likely to be learned. When you reactive the power, you can gain further information regarding topics you uncover. For instance, you could root in the subject's mind to find information about its king and discover the king is an imposter, and on later turns find out who is involved in the conspiracy.

MIND SPEAR

Telepathy

Manifesting Time: 1 action

Range: 120 feet

Maintenance: None

Detection: Psychic, Gesture, Visual (beam)

A spear of psychic energy arcs toward a creature in range. You make a ranged power attack against the target. On a hit, the target takes 1d8 psychic damage.

The target gains no benefit from cover against the power, and you can target creatures you can't see provided you know where they are.

0 Psychic spear damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

1 The psychic spear's damage increases by 2d8.

Empower. For every 2 additional power points you spend, the damage increases by 1d8.

2 You create one additional psychic spear which must target a different creature, each of which deals 1d6 psychic damage on a hit. When you increase the psychic spear's damage, it increases by 1d6 instead of 1d8.

For every 4 additional power points you spend to augment the power, you can create one additional psychic spear.

5 Psychic spears bursts on impact. The target and each creature within 10 feet of it must make an Intelligence saving throw. A creature takes 4d6 psychic damage on a failed save or half as much damage on a successful one.

Empower. For every 2 additional power points you spend, the damage of the burst increases by 1d6. A creature only takes damage from the bursts once in a turn.

7 A creature hit by a spear must succeed on an Intelligence saving throw or lose concentration. If the creature succeeds on this saving throw, it still must make a Constitution saving throw to maintain concentration from damage as normal.

MIND TAP

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (beam, glow)

You mentally grasp the mind of a creature that you can see within range. The creature must make an Intelligence saving throw. On a failed save, it takes 1d6 psychic damage and you establish a mental conduit with it. As an action on each of your turns as long as the power is in effect, you can psychically assault the conduit target. It must succeed on an Intelligence saving throw or take 1d6 psychic damage.

Once you establish a mental conduit, it remains in place as long as the power is in effect. While the target is linked via the conduit, you are aware of its exact position as long as it is within the power's range. The *psychic static* power and *remove curse* spell remove the conduit, and it breaks if the creature moves out of the power's range.

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

0 When you augment the power with at least 1 power point, you deal half of the damage to a target that succeeds

on its saving throw, but you don't establish a conduit with it.

1 A target linked via the conduit has disadvantage on Intelligence and Wisdom checks, and your attacks made against it never have disadvantage because the creature is hidden, invisible, or obscured.

Empower. If you spend 4 power points (**5**), a target linked via the conduit has disadvantage on ranged attack rolls. If you spend 8 power points (**9**), the target has disadvantage on all attack rolls.

2 The power's range increases to 300 feet.

2 The initial damage and the damage dealt to a target connected via the conduit increases by 1d6. You can take this augmentation multiple times.

3 A target linked via the conduit can't gain advantage on attack rolls, ability checks, or saving throws.

4 You can target a second creature you can see within range and establish a conduit with it. When you use your action to deal damage to a target linked via the conduit, you deal damage to each linked target.

Empower. For every 2 additional power points you spend, you can target one additional creature.

7 A target linked via the conduit that fails its saving throw against the power's damage is blinded and deafened, and can't benefit from blindsight and tremorsense, until the start of your next turn.

11 Whenever a target linked via the conduit attempts to cast a spell or manifest a power, you can use your reaction to deal the conduit's damage to that target. The target must make a Constitution saving throw against a DC equal to 10 + half the damage dealt. On a failed save, the spell or power fails and has no effect.

MINDLINK

Telepathy

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 8 hours

Detection: Psychic, Visual (glow)

You link minds with a willing creature within 30 feet of you. This link persists over any distance as long as you remain on the same plane of existence. Unwilling creatures can't be linked.

Each linked creature can send a telepathic message to each member of the link it chooses as a bonus action. Members must share a common language to understand the message.

1 Each member of the link within 60 feet of another member gains a +1d4 bonus on initiative rolls.

Empower. When you spend 4 power points (**5**), each member of the link gains the passive Perception of the member with the highest passive Perception within 60 feet of it. In addition, whenever one member of the link isn't surprised by an encounter, no member of the link is surprised.

2 Whenever a member of the link deals damage with a weapon, spell, or power, it deals an extra 1d4 damage, provided at least one member of the link within 60 feet of it has hit the target since its last turn.

Empower. When you spend 4 power points (**6**), each member of the link has advantage on attack rolls provided another member of the link is within 5 feet of the target and

not incapacitated.

3 Each linked creature can transmit rough concepts to beasts and other creatures with limited language capacity within the link. Beasts can transmit simple sentiments, such as “danger” or “distrust.” A beast may not necessarily act the way you want when you communicate with it.

Empower. When you spend 4 power points (**7**), each member of the link can transmit thoughts to any linked creature without sharing a common language regardless of the creature’s intelligence.

4 While the power is in effect, you can use your action to add an additional willing creature to the link or remove a member, other than you, from the link. You can only link yourself and a number of creatures equal to half your level (rounded up) at a time.

6 Each member can transmit thoughts at will, without an action, during its turn.

7 Members of the link can share sensory data. Each can either transmit to each member of the link it chooses or it can retrieve sensory data from one member of the link it chooses. A member can sense through another linked member’s senses or to share its own.

Empower. When you spend 4 power points (**11**), each member of the link gains any sensory trait, such as blindsight, darkvision, and tremorsense, possessed by another member, provided that member is within 60 feet and isn’t incapacitated.

13 When a member is the target of a beneficial telepathy power, enchantment spell, or similar effect such as Bardic Inspiration, each member of the link within 60 feet gains the benefit of the effect at no additional cost.

Empower. When you spend 4 additional power points (**17**), each member of the link uses the highest Intelligence, Wisdom, and Charisma saving throw bonus among the members.

Whenever a member of the link would lose concentration on a spell or power, another member can use its reaction to assume concentration to persist the effect. At the end of that member’s next turn the caster or manifester must resume concentration or the effect ends. This power is a valid target for this feature.

If the member assuming concentration is a spellcaster and the spell is on its class spell list and of a level it could cast, it can fully assume concentration of the spell. Similarly, if the member assuming concentration is a manifester and the power is on its class list and cost no more power points than the member could spend on a single power, the member can fully assume concentration on the power. The spell or power remains at its original casting or manifesting strength. A spell will end when its duration runs out. A power will cause the psychic strained condition when it exceeds its maintenance.

MOLECULAR AGITATION

Psychokinesis

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (beam)

You destabilize the molecules of an unattended object or a 5-foot cube section of a Large or larger object or surface you can see within range. If the power is augmented to target a

creature, effects which only targets objects don’t affect the creature. A magical item is unaffected by the power.

Each weapon, spell, and power attack made against the object deals an extra 1d6 damage.

0 The extra damage dealt to an object from the power increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

1 You can make a held or worn object unstable. The creature holding or wearing it must succeed on a Dexterity saving throw or the object becomes destabilized. While the power is in effect, a weapon has a –2 penalty on attack and damage rolls and an armor has its AC reduced by 2 (to a minimum of 10 for armor and 0 for a shield).

2 You can target one additional target. The targets must be within 30 feet of each other when you target them. You can take this augmentation multiple times.

3 Instead of destabilizing molecules, you cause them to become red-hot or ice-cold. Each creature in physical contact with the object takes 2d8 fire (if hot) or cold (if cold) damage when you manifest the power. As long as the power remains in effect, the creature takes 1d4 damage of the same type at the start of each of its turns as long as it remains in contact with the affected object.

If a creature is holding or wearing the object and takes damage from the power, the creature must succeed on a Constitution saving throw, or drop the object if it can. If it doesn’t drop the object, it has disadvantage on attack rolls and ability checks until the start of its next turn.

5 You cause a flammable object to combust. It takes 1d8 fire damage at the end of each of your turns. Each creature in physical contact with the object takes 2d8 fire damage when you first manifest the power, and another 1d8 fire damage at the start of each of its turns while the power is in effect. If the object is held or worn, the creature must make a Dexterity saving throw. On a success, the object isn’t combusted. If a creature is holding the object and takes damage from the power, it must succeed on a Constitution saving throw or let go of the object if it can.

A burning target can spread fire to additional unattended, flammable objects it physically contacts. When the target touches such an object, roll a d10, on a roll of 1–3, the touched object combust in the same way. Once an object is destroyed, it no longer burns. When the power is no longer in effect, all combusted targets cease burning.

Empower. When you spend 8 power points (**13**), you can target a creature, causing it to combust. When you first manifest the power and at the start of each of its turns, the target must make a Constitution saving throw. It takes 5d8 fire damage on a failed save, or half as much damage on a successful one. A *dispel evil and good* spell ends the power on a creature.

7 You transform an unattended object or a 5-foot cube section of a Large or larger object or surface into a semi-corporeal state. A semi-corporeal object can be passed through as if it is difficult terrain. If a creature or object is within the affected area when the power ends, it is moved to the nearest unoccupied space without harm.

Empower. When you spend 2 power points (**9**), you can target a held or worn object. The creature must succeed on a Dexterity saving throw or the object falls to the ground and can’t be retrieved while the power is in effect.

11 The molecules of a creature or object are disrupted. A

creature must make a Dexterity saving throw. On a failed save, it takes $5d8 + 10$ force damage. If the target is reduced to 0 hit points it and all nonmagical equipment it carries are reduced to goop. A creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Medium or smaller nonmagical objects are immediately destroyed. If the target is a Large or larger object, a 5-foot cube portion of it is rendered to dust.

While the power is in effect, as an action, you can continue disrupting the same creature or object. A Large or larger object has an additional 5-foot cube portion rendered to dust. A creature makes a new Dexterity saving throw, taking damage as above. If you don't use your action to continue to disrupt the target, the power ends.

MUDDLE

Telepathy

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic

The perception of a creature you can see within range is fed false sensory information. The creature must succeed on an Intelligence saving throw or be affected by the power. The power ends early for a target if it takes damage.

A target can examine a phantom effect using its action to make an Intelligence (Investigation) check against your power save DC. On a success, the target realizes that the phantom effect isn't real, and the power ends for it.

You create the sensation of a minor phantom effect, such as a knocking sound, flashing lights, or a strong odor in the target's mind. The target has disadvantage on Wisdom (Perception) checks and has its Passive Perception reduced by 5 while the power is in effect.

1. The target has its senses confused and has disadvantage on Intelligence and Wisdom checks.

Empower. When you spend 6 power points (7), the target has disadvantage on attack rolls.

2. You can target one additional creature. You can take this augmentation multiple times.

3. You alter a creature's physical senses; you can suppress one of the target's senses of a certain stimuli or introduce a phantom one. For instance, you could make it so a guard doesn't see your group walk by it.

5. You can supplant all sensory information a target senses, effectively rewriting its perceptions. You can make the target see, hear, smell, feel, or taste whatever you wish.

If the new sensation is outside the bounds of reality, the power fails. For instance, you could make a creature feel that the temperature has become seasonally hot, but you couldn't make it sense that it spontaneously caught fire.

Empower. When you spend 4 additional power points (9), phantom effects can surpass the bounds of reality. Such a sensation can harm a target if it makes logical sense. In this case, at the end of each of your turns, the phantom sensation can deal $3d6$ psychic damage to the target if it is in the same space as the phantom effect or within 5 feet of it. The damage increases by $1d6$ for every 4 additional power points you spend. This damage doesn't cause the power to end for the target.

4. Damage doesn't end the power. Instead, the target

makes a new Intelligence saving throw when it takes damage, ending the power for it on a success.

11. The target is sent deep into its own thoughts, effectively trapped in a prison of its own mind. It has no idea of what is happening around it; instead, it feels trapped in the ether.

Since the target remains exactly where it started, it can be acted upon while in this state. Functionally, the creature is blinded, deafened, and restrained, and can't take any action except to examine the phantom effect.

MYSTIC ARMS

Psychoporation

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (glow, overt)

Through raw mental will, you create a mystic weapon which projects from you in a form of your choice. You can dismiss and reform the weapon at will while the power is in effect.

You are proficient with the mystic weapon. It is a simple melee weapon that has the finesse and light properties and can't be disarmed. You can use your manifesting ability modifier instead of your Strength when you make an attack with it. On a hit, a mystic weapon deals force damage equal to $1d6$ plus the ability modifier you used for the attack roll.

You can choose to manifest a second mystic weapon when you manifest the power or as a bonus action while the power is in effect. You can use a bonus action to make an attack with this second weapon, as if fighting with two weapons. Alternately, you can transform it into a two-handed mystic weapon that deals an extra $1d6$ force damage on a hit.

Some augmentations can imbue a weapon you hold with psionic energy. You can still choose other augmentations when you imbue a weapon, but these effects act as if the mystic weapon isn't imbued, dealing mystic weapon damage instead of your weapon's normal damage. You can't imbue a second weapon through the power unless you have a class feature that allows you to manifest the power more than once. An imbued weapon can only be affected by one instance of the power, and if you use it again, the previous effect ends.

1 [Imbued]. One weapon you hold is imbued with psychic energy. It is considered a magical weapon while the power is in effect, and you can choose to use your manifesting ability bonus instead of your Strength or Dexterity on attack and damage rolls made with the weapon.

1. The mystic weapon gains the thrown property. It has a range of 20/60 feet. When you throw it, it automatically reforms in your hand after the attack. Your ranged attacks with the mystic weapon don't have disadvantage from being within 5 feet of a hostile creature.

Empower. When you spend 2 power points (3), the weapon's range increases to 60/180 feet.

2. You create a mystical field of force which acts as a shield, providing a +2 bonus to AC. Whenever you engage in two-weapon fighting, use a bonus action to make an unarmed strike, or make attack with a two-handed weapon, you lose this AC bonus until the start of your next turn. A mystic shield does no damage, but can be used as a shield in all other ways.

2 [Imbued]. The mystic weapon gains a +1 bonus on attack and damage rolls and to its power save DC. A magical weapon can't be imbued with this augmentation.

Empower. For every 4 additional power points you spend, to a maximum of 8, the bonus increases by 1.

2 The mystic weapon gains the reach property. The length of its line attack increases by 10 feet, and the length of its cone attack increases by 5 feet.

Empower. When you spend 4 power points (6), you increase the weapon's reach by 5 feet, the length of its line attack by 10 feet, and the length of its cone attack by 5 feet.

2 [Imbued]. The mystic weapon deals 1d6 extra force damage on a critical hit.

Empower. When you spend 2 power points (4), the mystic weapon scores a critical hit on a d20 roll of 19 or 20, and if you spend 6 more power points (8), it scores a critical hit on an 18, 19, or 20.

4 The power's damage that requires a saving throw increases by 1d6. You can take this augmentation multiple times.

5 As an action, you can attack each creature in a line that is 5 feet wide and 20 feet long originating from you with the mystic weapon. Each creature in the path must succeed on a Dexterity saving throw or take 3d6 force damage.

5 As an action, you can attack each creature in a 10-foot cone originating from you with the mystic weapon. Each creature within the cone must succeed on a Dexterity saving throw or take 3d6 force damage.

5 As an action, you can attack each target you choose within reach of the mystic weapon. Each creature must succeed on a Dexterity saving throw or take 3d6 force damage.

5 [Imbued]. The mystic weapon becomes animated, allowing it to hover. As a bonus action, you can move the mystic weapon up to 30 feet and make an attack against one target within its reach.

PRECOGNITION

Clairsentience

Manifesting Time: 1 bonus action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

Entering a hyperaware state, you can glimpse an event moments before it occurs, allowing you to better react to it.

While the power is in effect, when you make an ability check, you can use your reaction to roll a d4 and add the number rolled to your d20 roll, after seeing the roll but before knowing its results. In addition, when you fall no more than 20 feet, you aren't knocked prone from the fall.

Q When you augment the power with at least 1 power point, once each round you regain the use of your reaction at the end of the turn when you activate the power. The number of times you can regain your reaction increases when you reach 5th level (twice), 11th level (thrice), and 17th level (four times).

1 You can use your reaction to roll a d4 and add the number rolled to your d20 roll to attack rolls and saving throws as well.

2 When you use the power to modify a d20 roll, you never have disadvantage on that roll. When you use the power to increase your AC, each attack roll made against you never

has advantage for the remainder of the turn.

3 Your AC increases by 4 against opportunity attacks and when you are hit by an attack which requires a d20 roll, you can use your reaction to roll a d4 and add the number rolled to your AC, potentially turning a hit into a miss.

4 The die you add to a d20 roll increases to a d6.

Empower. When you spend 4 power points (8), the die increases to a d8.

5 Once while the power is in effect, you can choose to reroll one d20 roll made by you or against you. You choose which roll to keep.

Empower. When you spend 8 power points (13), once each round, you can use your reaction repeat this effect when you modify a d20 roll.

7 While the power is in effect, you have proficiency in Dexterity saving throws and whenever you succeed on a Dexterity saving throw to take half damage, you instead take no damage.

8 When you use the power to modify a d20 roll on a saving throw or to increase your AC, you reduce any damage resulting from the effect or attack by 2d10.

Empower. For every 4 additional power points you spend, the amount of damage reduced increases by 1d10.

PROBABILITY MANIPULATION

Clairsentience

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You control the chaotic force of chance, pivoting the odds to your favor or the disfavor of another. A creature targeted by a hex must succeed on a Charisma saving throw or be hexed as long as the power is in effect. The *remove curse* spell ends the power on a target.

You grant either a boon or a hex upon a creature that you can see within range. Once each round, when a target makes an ability check, you can choose to roll a d4 and add the number rolled to the check if it is a boon, or subtract it if it is a hex. You can choose which roll to modify after knowing whether it succeeds or not.

Q When you augment the power with at least 1 power point, but don't create a luck field, you can target up to three creatures you can see within range. You choose whether to grant a boon or hex for each target, and can trigger boons and hexes for each creature once each round.

Empower. For every 2 additional power points you spend, you can target one additional creature. If you augment the power to create a luck field, the field's radius increases by 5 feet for every 2 additional power points you spend instead.

1 You can also trigger boons and hexes when a target makes an attack roll or saving throw.

Empower. When you spend 4 power points (5), you can also trigger boons and hexes on damage rolls and rolls made to regain hit points.

2 The size of the boon/hex die increases to a d6.

Empower. When you spend 4 power points (6), the size of the boon/hex die increases to a d8.

2 Once each turn, when you roll a 1 or 2 on a boon or a hex die, you can choose to reroll the die. You use the higher of the rolls.

3 You jinx one nonmagical weapon or armor you can see within range. A jinxed weapon incurs your hex die whenever it is used to make an attack roll. A jinxed armor allows each attack roll made against its wearer to add your boon die. If the object is held or worn when you target it, the creature must succeed on a Charisma saving throw or the object is jinxed as long as the power is in effect.

4 You can trigger boons and hexes on each target one additional time each round. You can take this augmentation multiple times.

9 You choose a point in space and create a luck field that is a 15-foot radius sphere. When you create the field, you choose whether it grants boons or hexes. Each creature adds or subtracts your boon/hex die on each ability check, attack roll, and saving throw it makes within the field.

When a creature enters the luck field, you can reverse the field, turning a boon into a hex or vice versa as a reaction. You can also reverse the field as a bonus action.

PSIONIC BLAST

Telepathy

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 round

Detection: Psychic, Visual (beam)

Waves of psychic energy pummel a creature you can see within range. It must succeed on a Wisdom saving throw or becomes unsettled as long as the power is in effect.

1 A creature that fails its Wisdom saving throw can be dazed. Roll 3d10: the total determines how many hit points of creatures become incapacitated. A creature is incapacitated as long as the power is in effect or until it takes damage. If you can target more than one creature, you choose the order in which they become dazed. Subtract each creature's hit points from the total before moving on to the next creature you choose. If a creature has more hit points than the remaining total, skip it and move on to the next creature.

Damage from the power doesn't end the incapacitated condition it inflicts. A creature never makes a new Wisdom saving throw against being incapacitated by the power.

Empower. For every 2 additional power points you spend, the total hit points you can affect increases by 3d10.

2 When you first manifest the power, the target takes 3d10 psychic damage on a failed Wisdom saving throw or half as much damage on a successful one. If you augment the power to target creatures within a cone, each target takes 4d8 psychic damage instead.

Empower. For every 2 additional power points you spend, the damage increases by 1d10. If you augment the power to target creatures within a cone, the damage increases by 1d8 for every 2 additional power points instead.

2 The power's range becomes 90 feet, unless you manifest it as a cone, in which case the length of the cone becomes 60 feet.

3 A creature that fails its Wisdom saving throw is stunned while the power is in effect.

4 You strike each creature you choose within a 30-foot cone which originates from you.

4 The power ignores cover.

6 The power's maintenance increases to 1 minute. A creature makes a new Wisdom saving throw at the end of each of its turns. On a successful save, the power ends for that target.

PSYCHIC CRUSH

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: None

Detection: Psychic, Gesture, Visual (glow)

The weight of your will smashes the mind of a creature you can see within range. The target must succeed on an Intelligence saving throw or take 2d6 psychic damage.

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

1 The power's damage increases by 1d6 for every 2 power points you spend on an augmentation that doesn't increase its damage.

1 The power's damage increases by 1d6. You also deal half damage to a target that succeeds on its saving throw.

Empower. For every 2 additional power points you spend, the damage increases by 2d6, unless you augment the power to inflict a condition or break concentration, in which case the damage only increases by 1d6 for every 2 additional power points.

2 The target is knocked prone on a failed save.

Empower. When you spend 2 power points (**4**), on a failed save, the target's movement speed is reduced to 0 until the end of its next turn.

6 You pin a target under mental mass. On a failed save, the target is restrained until the start of your next turn.

Empower. When you spend 4 power points (**10**), on a failed save, the target is paralyzed until the start of your next turn.

8 On a failed save, the target loses concentration and has disadvantage on Intelligence and Wisdom saving throws until the start of your next turn.

12 On a failed save, if the target has fewer than 50 hit points after taking damage from the power, it is rendered unconscious for 1 minute.

Empower. For every 2 additional power points you spend, the hit point threshold increases by 10.

PSYCHIC DOMINATION

Telepathy

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 hour

Detection: Psychic

You mentally bend a creature's will to your own. You can target one creature you can see within range. It must share a common language with you and can't be hostile toward you. It must succeed on a Wisdom saving throw or fall under the effects of the power. If the creature succeeds on its save, it is immune to any further attempt you make to dominate it through the power until it finishes a short or long rest.

After the power ends, the creature is aware that it acted against its own volition and becomes hostile toward you.

On a failed save, the target is compelled to treat you favorably. You have advantage on all Charisma checks directed at it.

0 When you augment the power with at least 1 power point, you can target a hostile creature.

1 You charm the creature as long as the power is in effect, provided you and your companions cause it no harm once you charm it. The creature regards you as a friendly acquaintance.

2 The target no longer becomes hostile after the power ends and justifies the favor it gave you in its mind.

2 You can target a creature without sharing a common language.

3 You compel the creature to take a simple action in alignment to its nature that won't cause it harm, such as to cease attacking or leave an area. On a failed save, the creature is charmed by you and will attempt to complete the action to the best of its ability while the power is in effect, and once it has completed the action, the power ends for it.

Empower. When you spend 2 power points (**5**), you compel the target to take a connected series of actions, such as going to a building to retrieve documents and bring them to you. If you spend 4 more power points (**9**), you can compel the target to act in a way against its nature or to take an action that can cause it harm. It makes a new Wisdom saving throw when compelled to take an action that can harm it.

7 The creature becomes charmed by you. When you manifest the power and as an action while it is in effect, you can control the charmed creature. You are aware of all abilities the creature is aware it possesses. You can make it use any action or ability it is capable and it will perform them on its next turn.

Whenever the creature takes damage, it makes a new Wisdom saving throw, ending the power on a success.

Empower. When you spend 6 power points (**13**), you can mentally direct the creature to perform simple or general courses of action, such as "Attack that creature," "Run over there," or "Fetch that object" without using your action. The creature will complete the objective to the best of its ability. If the creature completes the objective and receives no further order from you, it will wait and defend itself to the best of its ability.

11 You instill a psychological compulsion in the target, which takes one of these effects:

- The creature develops a strong attraction to one object, place, or creature you choose. It will seek to possess the specified target through any means at its disposal.
- The creature develops a strong aversion to one object, place, or creature you choose. It will avoid the specified target and refuse to be within 120 feet of it.
- The creature develops a strong hatred toward one object, place, or creature you choose. It will try to destroy the specified target if it has the means or will seek the means to do so.

Every 10 minutes, the target makes a new Wisdom saving throw, ending the power on a success.

Empower. When you spend 4 power points (**15**), the psychological compulsion becomes a permanent insanity if the creature fails three saving throws while the power is in effect.

13 You swap minds with the target, which must be the same type as you. Your game statistics are replaced by the statistics of the creature, though you retain your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the creature is unconscious, you awaken within its body. The target uses your game statistics in the same way. If the target has any class levels, you can't use any of its class features.

When you manifest the power, you can render your body unconscious while the power is in effect, preventing the target from using your body. When the power ends or you are more than 10 miles from your body, you and the target automatically return to your own bodies.

Empower. When you spend 4 power points (**17**), you permanently swap minds with the creature. In this case, once you cease maintaining the power the creature will be fully in control of your body, waking up immediately. Only a *wish* spell or Psychic Surgery can restore the creature's mind to its body, forcing you back to yours, provided the target is still alive. You can manifest the power again with this empowered augmentation to swap back to your body. In this case, the creature automatically fails its save.

PSYCHIC STATIC

Telepathy

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture

You create psychic noise that disrupts or impairs psionic powers and effects. A creature must succeed on a Charisma saving throw or be affected by the power. Unless the power is manifested as a sphere, at the end of each of its turns, a target makes a new Charisma saving throw, ending the power for it on a success.

If a spell or effect has the psionic tag, it is treated as a power for the purpose of this power. Adjust the appropriate game statistic in these cases.

You target one creature that you can see within range. On a failed save, its power save DC and power attack modifier are reduced by 2. The power ends early after the target has manifested a power.

0 When you augment the power with at least 1 power point, it doesn't end early if the target manifests a power.

1 The target has disadvantage on Constitution saving throws to maintain concentration on psionic powers.

Empower. When you spend 6 power points (**7**), the target can't maintain psionic powers or psychic features.

2 The amount you reduce a target's power attack modifier and power save DC increases by 1. You can take this augmentation up to three times (**6**).

2 You can target one additional creature or increase the radius of a sphere by 5 feet. You can take this augmentation up to four times (**8**).

3 After the target manifests a power, a feedback loop is created within its mind. As long as the power is in effect, it can't take reactions.

4 You create a 10-foot radius sphere centered at a point within range instead of targeting a creature. Each creature that is within the sphere suffers the effects of the power. If a creature leaves the sphere, it is no longer affected by the power.

Empower. When you spend 7 power points (11), you create a psionic suppression field. Psionic powers, psychic effects, and spells and similar effects with the psionic tag can't be manifested inside the sphere and such effects are suppressed within the sphere and can't protrude into it. Spiritforms are also suppressed within the field and are treated as being dormant while the power is in effect.

Spheres created by the power don't suppress each other.

5 While the power is in effect, each time the target attempts to use a psionic power, psychic feature, or spell or other effect with the psionic tag, it must succeed on a DC 13 ability check using its manifesting or spellcasting ability as appropriate. On a failed check, the power, spell, or effect fails and has no effect, consuming any resource spent on it.

Empower. For every 2 additional power points you spend, the DC of the ability check increases by 1.

5 When you first manifest the power, you can attempt to disrupt a psionic power or psychic effect on the target. You must make an ability check using your manifesting ability. The DC equals 10 + half the power points used to augment the power, 10 + the spell's level, or 10 + the CR of the creature. On a successful check, the effect ends along with this power. You can use your action to repeat the check as long as the power is in effect.

Empower. For every 2 additional power points you spend, you gain a +1 bonus on the check.

2 The target has the psychic strained condition while the power is in effect.

PSYCHOMETRY

Clairsentience

Manifesting Time: 1 minute

Range: Touch

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Visual (glow)

You gain the ability to know the history of a touched object. For every minute you maintain the power you can uncover one fact from the past of the target. You are able to learn:

- One previous owner (or resident)
- When it was first possessed or last possessed by an owner
- How it was gained or lost by an owner
- When or how it was damaged, if the target is destroyed or damaged
- One location where it was kept for at least one hour
- When it was at a known location or when it was in possession of a known owner
- A period of ten minutes of where it had traversed, seeing the surrounding 10 feet from its perspective
- If it is magical, psionic, or otherwise remarkable
- If it has intelligence or a personality
- If it is possessed or is an altered object

You can only read an object that can be held in the hands, and can only glean information no older than 1 hour. Once you have read a specific object, further attempts to read it reveal nothing until you finish a long rest.

1. You can learn information no older than 24 hours.

Empower. When you spend 4 power points (5), you can learn information no older than 1 year. If you spend 4 more

power points (9), you can learn information from any time the target existed.

3 You can learn information about a corpse you touch, provided it is mostly whole.

Empower. When you spend 4 power points (7), you only require part of the body, such as a bone or some hair.

4 You can learn information about an object of any size.

6 You can learn information about a structure or a location occupying a space no larger than a 100-foot cube.

11. You can re-experience one hour of the past of the target as if you were there for each minute you concentrate on the power. If the object was destroyed, this connection is automatically broken one round after its destruction, allowing your awareness to briefly linger. You don't suffer any harmful effects as a result of this experience.

PUPPETRY

Psychokinesis

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration up to 10 minutes

Detection: Psychic, Gesture, Visual (glow)

Through telekinetic force, you manipulate a target like a marionette. You can manipulate any target you control with the power as a bonus action.

A manipulated object can be attacked. Consult the Puppet Objects Statistics table for the hit point modifier and AC of a controlled object. The telekinetic force controlling a puppet has 20 hit points, modified by its size. Damage is shared evenly between the target and the telekinetic force. When the telekinetic force's hit points are reduced to 0, it dissipates and the power ends for the target. You use your manifesting ability for a puppet's Strength and Dexterity scores when it makes opposed ability checks, and make a power attack when you use the puppet to make an attack, dealing the damage listed on the table with a type appropriate to the object. If you control a creature, you can use a weapon it possesses, in which case it deals the weapon's damage.

You manipulate one Tiny unattended object. While the power is in effect, when you manipulate it, you can move it up to 30 feet and take a single action with it which much be the Attack or Dodge action. You can also use it to interact with an object instead of taking an action, provided it is physically capable of such a feat. Tiny objects, such as a sword, can float up to 5 feet from a surface, while larger objects are moved along the ground.

PUPPET OBJECT STATISTICS

Size	HP	AC	Damage
Tiny	x 1/4	18	1d4
Small	x 1/2	14	1d4
Medium	x 1	12	1d8 + 1
Large	x 2	10	2d8 + 2
Huge	x 4	8	4d8 + 4

1. You can target two Tiny or Small objects. You can direct each independently using the same bonus action.

Empower. You can target two additional Tiny or Small objects for every 2 additional power points you spend.

You can also control larger objects, but these cost a number of Tiny objects worth of control: Medium (2), Large (4), Huge (8).

2 The hit points of each controlled object increases by 4 and a controlled creature by 10. Object hit point multipliers apply. You can take this augmentation multiple times.

4 You can target an object held by a creature. The creature must succeed on a Strength saving throw or it loses hold of the object and you gain control.

7 You can target one Large or smaller creature, but can't target any objects. Whenever you use your bonus action to manipulate the target, it must succeed on a Strength saving throw or you control all of its movements until the start of its next turn.

You can make a puppet creature take any physical action, such as making a single attack, when you manipulate it. You make an ability check or melee or ranged power attack roll, as appropriate, and add your manifesting ability modifier to a weapon's damage roll instead of the puppet's Strength or Dexterity.

Empower. When you spend 6 power points (13), you can manipulate a second creature.

8 As a bonus action, you can crush a puppet, dealing 8d6 bludgeoning damage to it without damaging the telekinetic force. A creature must make Strength saving throw. On a successful save, it takes only half of the damage.

Empower. For every 2 additional power points you spend, the damage increases by 1d6.

REMOTE SIGHT

Clairsentience

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You gain the ability to view remotely. Any enhanced visual detection you possess also applies to your remote sight. When you create a sensor, you can take a sensor augmentation.

You can see all around you. You can't be flanked, and foes gain no benefit from having an ally within 5 feet of you.

1 You create a remote sensor that you can project up to 60 feet from you. It can see in any direction, and you can freely see through its perspective during your turn. You must be able to see your sensor to see through it. You can reposition the sensor anywhere within 60 feet of you as an action.

The sensor is invisible and can't be attacked or interacted with. If detected by means that can see invisible objects, the sensor appears as a luminous, intangible orb about the size of your fist.

2 The power's maintenance increases to 10 minutes.

2 [Sensor] You can hear through the sensor.

3 You and any sensor you create from the power gain blindsight to a distance of 60 feet.

5 [Sensor] The sensor can be created at a location up to

one mile from you that is familiar to you (a place you have visited or seen before) or an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). You no longer need to see the sensor to see through it.

Empower. When you spend 4 power points (9), the distance you can move the sensor increases to 300 feet.

8 [Sensor] You can manifest a psionic power you know through the sensor, using it as the point of origin for the power. In order to maintain a power manifested through the sensor you must be within that power's range or have the ability to maintain this power in addition to the newly manifested power.

SAP VITALITY

Psychometabolism

Manifesting Time: 1 action

Range: 30 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (beam, glow)

Make a ranged power attack against one creature you can see within range. On a hit, the target takes 1d8 necrotic damage. At the start of each of its turns while the power is in effect, the target must succeed on a Constitution saving throw or take 1 necrotic damage from atrophy. If the target succeeds on three of these saving throws, the power ends for it.

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

1 When you augment the power with at least 1 power point, the damage from atrophy increases to 1d4.

Empower. For every 2 additional power points you spend, the damage from atrophy increases by 1d4.

1 Each time the target takes damage from atrophy, it can't take the Dash action and has disadvantage on Strength and Constitution checks until the start of its next turn.

2 You can target one additional creature you can see within range. You can take this augmentation multiple times.

3 Each time the target takes damage from atrophy, it deals only half damage with weapon attacks until the start of its next turn.

5 Each time the target takes damage from atrophy, it must spend 3 feet of movement for every foot moved until the start of its next turn and regardless of its abilities or magic items, it can't make more than one melee or ranged attack during its turn.

7 Each time the target takes damage from atrophy, it gains one level of exhaustion. Exhaustion levels from the power are removed once it is no longer in effect. If a creature would die from exhaustion as a result of the power, the creature is instead reduced to 0 hit points and rendered unconscious.

9 Each time the target takes damage from atrophy, it falls prone at the end of its turn.

11 Each time the target takes damage from atrophy, it becomes paralyzed until the start of its next turn.

SHADOW SHAPE

Psychometabolism

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

Shadows shroud you. While the power is in effect, you have a +2 bonus on Dexterity (Stealth) checks to hide from sight, and when you end your turn in bright light, your space is covered in dim light until you move.

1 While you are in dim light or darkness, you can take the Hide action as a bonus action.

Empower. When you spend 4 additional power points (5), you can become invisible as a bonus action while in dim light or darkness. You remain invisible until you use a bonus action to end the effect, take an action, are in bright light, or are incapacitated. If you spend 6 more power points (11), you transform into living shadow. As long as you remain motionless within dim light or darkness, you are invisible. As a shadow, you gain damage resistance to acid, cold, fire, lightning, and thunder, as well as bludgeoning, piercing, and slashing from nonmagical attacks.

2 The power's maintenance increases to 10 minutes.

2 You can see in dim light as if it is bright light. You can see in nonmagical darkness as if it is dim light.

Empower. When you spend 4 power points (6), you can see normally in magical and nonmagical darkness.

3 While the power is in effect, you can leap between patches of darkness. You teleport a distance up to your speed, using an amount of movement equal to the distance you teleport. The space you occupy and the target space must be covered in darkness. You have advantage on your first attack roll after teleporting this way until you move.

Empower. When you spend 4 power points (7), you can leap between patches of dim light and darkness. If you spend 2 more power points (9), you can also leap from a shadow, including your own, to another shadow or area of dim light or darkness.

5 The shadows make it hard for foes to target you. Any creature has disadvantage on attack rolls against you, unless it doesn't rely on sight, as with blindsight or tremorsense.

6 The shadows enable you to take special reactions. When you are the target of a ranged attack, you can use your reaction to shimmer into the shadows, increasing your AC by 5 against that attack. If you can hide or become invisible through the power, you can also use this reaction when a melee attack is made against you.

If you can leap between patches of darkness, you can take the Dash action as a reaction when you are attacked or within the area of a spell or power as it is being cast or manifested. You must teleport to a valid space to take this reaction. If this movement puts you out of range of the attack or effect, you are unharmed.

If you have transformed into living shadow and are in dim light or darkness, after you are attacked you can use your reaction to become invisible until the start of your next turn and move up to 10 feet.

SHATTER PSYCHE

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (glow)

Ripping apart the fabric of the mind, you drive a creature you can see within range insane. The target must succeed on an Intelligence saving throw or be affected by the power as long as it is in effect. The power has no effect against a celestial, construct, fiend, ooze, plant, or undead.

You can only augment the power to include one insanity effect, which replaces the base effect. The *calm emotions* spell or *telepathic projection* power can suppress the power's effect. The *dispel evil and good* spell ends it while it is being maintained.

The target becomes paranoid of everything and anyone. While the power is in effect, the target can't be charmed, any attempt to deceive or negotiate with it fails, and it has disadvantage on Charisma checks. The target is neutral toward friendly acquaintances and hostile toward all other parties.

1 [Insanity] The target suffers from mad cackles and will laugh at inappropriate times. Any time it is under stress, such as in combat, it must make a Wisdom saving throw at the start of each of its turns. On a failed save, the creature becomes incapacitated, laughing until the start of its next turn. On a successful save, the creature doesn't make a new save until it is under new stress or 1 minute has passed.

In all other situations, roll a d10 each minute. On a roll of 1–7, nothing happens; on 8–10, the target laughs for 1d4 rounds or until the power ends.

2 For each round you maintain the power on a target, its effect will linger for 1 minute after you stop maintaining it.

The target makes a new Intelligence saving throw after the linger interval (1 minute, 10 minutes, or 1 hour). On a success, the creature suppresses the insanity until the same interval passes. After succeeding on three such saving throws, the power ends for it. If the creature is afflicted by the power for at least 3 hours without interruption, the insanity becomes permanent; only a *greater restoration* spell or Psychic Surgery can end the insanity.

Empower. When you spend 4 power points (6), the effect lingers for 10 minutes for each round you maintain the power on a target. If you spend 4 more power points (10), the effect lingers for 1 hour for each round you maintain it on a target.

5 [Insanity] The target sees phantom foes and believes them to be the most present threat. At the start of each of its turns, it must make a Wisdom saving throw. On a failed save, it will attack these phantom foes using its most powerful abilities. On a successful save, the creature doesn't need to make a new save until it rolls initiative or 1 minute has passed.

7 [Insanity] Induced with berserk rage, the target is violent toward everyone around it. At the start of each of its turns when the target can see another creature, it must make a Wisdom saving throw. On a failed save, the target will immediately attack the nearest creature using its full combat ability with the intent to kill the other creature.

If the target reduces a creature to 0 hit points, it attacks the next closest creature. If it sees no other creatures, it attacks the body of the last creature it attacked, even if that creature is dead.

9 [Insanity]. The target is overcome with indescribable terror, hallucinating fiends and horrors in every shadow or crack and waiting behind every corner. On its turn, the creature will attempt to irrationally flee from any creature within 15 feet of it in the most direct path without regard for its own safety, willing to run off a cliff or into a raging river. It can only take the Dash and Hide actions until it is at least 100 feet away from any creature it can see. When its flight could cause it harm, it must succeed on a Wisdom saving throw to avoid harming itself.

The target will cower in fear and hide when it senses it is alone. Every 10 minutes it cowers while the power is in effect, it must succeed on a Wisdom saving throw or it hallucinates of a foe nearby and runs away from this phantom foe.

If the target is unable to run, it will attempt to escape (in this case, it may use its action to attempt escape). If it can't escape, it takes 3d10 psychic damage. If this damage reduces the creature to 0 hit points, it dies of fright.

11 [Insanity]. You afflict the target with a long-term madness while the power is in effect. You may choose from or roll randomly on the Long-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

SINGULARITY

Psychoportation

Manifesting Time: 1 action

Range: 300 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (beam, overt)

You create a tear in space that covers a 5-foot cube which pulls creatures and objects toward it. Once placed, you can't move the singularity, but you can suppress each of its effects you choose at will during your turn until the start of your next turn.

Certain augmentations require you create a draw field surrounding the tear or a tether, and you can only create a tether or a draw field, but not both.

When a creature enters the tear for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or it can't move from the space until the start of its next turn. If the space is occupied, the creature is forced into the nearest unoccupied space. At the end of its turn, a creature within the tear takes 1d6 force damage; an object takes this damage at the end of your turn.

2 When you augment the power with at least 1 power point, the damage a target takes from being within the tear increases by 1d6. For every 2 additional power points you spend to augment the power, the damage from the tear increases by 1d6.

1. You create a draw field that is a 10-foot radius sphere surrounding the tear of the singularity. When a creature enters the singularity for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, it must spend 3 feet of movement for every foot

moved within the singularity. On a successful save, it must spend 2 feet of movement for every foot moved within the singularity.

2 [Draw]. The radius of the draw field increases by 5 feet. You can take this augmentation up to five times (**10**).

The size of the tear increases as you spend power points on this augmentation. When you spend at least 6 power points, the tear becomes a 5-foot radius sphere, and when you spend 10 power points, its radius becomes 10 feet.

2 [Draw]. A target which fails its Strength saving throw while within the draw field takes 1d6 force damage, or half as much damage on a successful save. For every 4 additional power points you spend to augment the power except to empower this augmentation, the damage increases by 1d6.

Empower. For every 2 additional power points you spend, the damage increases by 1d6.

2 [Draw]. The singularity pulls projectiles, such as arrows and bolts, as well as those from spells and powers that fire a missile of some sort (such as magic missile and mind spear), toward it. Missiles which cross within the draw field have disadvantage on attack rolls. Nonmagical projectiles and missiles from spells and powers cease to exist if they cross the tear.

4 [Tether]. The strength of the tether increases. At the start of each of its turns, the tethered creature must succeed on a Strength saving throw or become restrained until the start of its next turn.

5 You create a dimensional tether connecting a creature, which can be you, or object to the singularity, provided it is no more than 30 feet from it. An unwilling creature must succeed on a Strength saving throw or become tethered.

When you manifest the power, you set the maximum tether distance, which must be between 30 and 600 feet. Moreover, if you choose, a tethered creature must spend 3 feet of movement for every foot moved in any direction except toward the singularity. If the target falls, the tether will catch it with no check required.

A creature can use its action to attempt to free a tethered target. It must succeed on a Strength check against your power save DC, freeing the target on a success. If the target is transported via teleportation or moved to another plane of existence, the tether automatically breaks.

As a bonus action, you can move the tethered target up to 30 feet in the direction of the singularity. As part of the same bonus action, you can reduce the tether's maximum distance by the same distance the target is moved.

Empower. For every 2 additional power points you spend, you can tether one additional target. You determine each tether's property at the time of manifestation. When you use a bonus action to move a target, you can move each target you choose.

6 [Draw]. Each creature or object within the draw field that isn't latched to a surface is pulled toward the tear at a rate of 10 feet each round. An object is pulled toward the center at the end of each of your turns. A creature is pulled when it fails on its Strength saving throw from entering or starting its turn within the draw field.

A creature pulled into the tear is restrained until the start of its next turn.

SIZE ALTERATION

Psychometabolism

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You change your size. The power doesn't stack with the *enlarge/reduce* spell.

You reduce your size by one category and gain advantage on Dexterity checks and Dexterity saving throws. If you augment the power to increase your size, you don't gain this benefit. While you are smaller, you are half your normal size and one-eighth your normal weight. You suffer no loss to Strength or damage dealt as a result of this change.

Q When you augment the power with at least 3 power points, its range becomes touch. An unwilling creature must succeed on a Constitution saving throw, or its size is changed while the power is in effect.

Empower. If you spend 2 power points (2), the range becomes 60 feet, allowing you to target a creature that you can see within range. If you spend 6 power points (6), each creature you choose within 5 feet of the target is also affected by the power.

1. You increase your size by one category and gain advantage on Strength checks and Strength saving throws. If there isn't enough space to hold the new size, you attain the maximum size possible.

When larger you are twice your normal size and weigh eight times your normal weight. Your melee weapon attacks deal 1d4 extra damage of the same type.

2 While the power is in effect, as an action you can revert back to your normal size or change to a size you can be through the power.

Empower. When you spend 12 power points (13), your size increases by two categories, growing to three times your normal size and twenty-seven times your normal weight. You treat each roll of 9 or less on Strength checks and saving throws as a 10. Your weapon attacks deal 2d4 extra damage of the same type.

If you are already Huge or Gargantuan, you become Gargantuan with a height of 35 feet, or you become 10 feet taller than you currently are, whichever is larger.

3 A creature shrunk by the power doesn't gain any benefit from it. Instead, it has disadvantage on Strength checks and Strength saving throws. The target has disadvantage on attack rolls with weapons that lack the light property. The creature's melee weapon attacks deal 1d4 less damage (this can't reduce the damage below 1). Moreover, the creature's movement speed is reduced by 10 feet (this can't reduce its speed below 5 feet).

4 The power's maintenance increases to 1 hour.

6 When you increase a creature's size, you can make it bloat. It gains no benefit from the power. Instead it has disadvantage on Dexterity checks and Dexterity saving throws. Due to its sudden bulk, it has disadvantage on weapon attack rolls. Moreover, the creature's movement speed is reduced by 10 feet (this can't reduce its speed below 5 feet).

If the creature's size is larger than its space can accommodate, it must make a DC 15 Strength check. On a

failed check, the creature is restrained. On a successful check, it is moved to the nearest space it can fit, provided that space is within 10 feet of it. If there is no such space, the target can move up to 10 feet and is then restrained. On each of its turns it can use its action to make a new Strength check.

9 You shrink to one-fourth your normal size and weigh only one-sixty-fourth your normal weight, reducing your size by two categories. You treat each roll of 9 or less on Dexterity checks and saving throws as a 10. Attack rolls made against you have disadvantage.

If you are already Small or Tiny, you become Tiny with a height of only one foot unless you are normally smaller, in which case the power doesn't make you smaller.

Empower. When you spend 6 power points (15), your size reduces to 1 inch tall with a trivial weight. You have resistance to damage taken from falling.

SPATIAL VOID

Psychoportation

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (overt)

Space is distorted within an area, creating hollow void. The area carved out by the void is unnaturally smooth and is treated as difficult terrain. A creature attempting to climb a voided area does so with disadvantage and must spend 1 addition foot of movement per foot climbed.

A voided area isn't a vacuum, and air or water (or other atmosphere) will fill the area as normal. When the power ends, creatures, objects, and other substances within the void will be pushed out of the voided area harmlessly.

You create an empty void that occupies an area no larger than a 5-foot diameter cylinder this is 5 feet deep (you can orient the cylinder in any direction). This void will suppress unattended, nonmagical objects fully within it when you first manifest the power. Complex objects can't have their components selectively suppressed, thus you can't use the power to suppress a lock on a door unless an augmentation allows it.

You can also place a void on a surface, such as a floor or wall, but the void can't fully breach the surface, leaving a section that is at least 1 foot thick. A creature occupying a surface voided by the power must make a Dexterity saving throw, unless it can hover. The creature falls on a failed save, and moves to the nearest unoccupied space outside of the voided space on a successful one.

Q When you augment the power with at least 3 power points, the void can partially suppress an unattended, nonmagical object, such as a door, as well as components you choose of a complex object. If the object is moved outside of the power's area, any part of the object suppressed by the power is restored to normal.

Q When you augment the power with at least 7 power points, the void can fully breach nonmagical surfaces. Moreover, the void can breach magical and psionic barriers and surfaces if you spent a number of power points equal to twice the effective spell level of the effect, to a minimum of 9 power points.

1. While the power is in effect, you can shrink the radius of the cylinder or expand it to its original dimensions as an action. An unattended object within the void can't be picked up or moved. A creature within a closed void must make a Dexterity saving throw; a creature fully within the voided area automatically fails the save. On a failed save, the creature is restrained while the void remains closed.

A creature can use its action to make a Strength check against your power save DC to attempt to pull a target out of a closed void. If it succeeds, the target is freed.

Empower. When you spend 4 power points (5), whenever you shrink voided area, each creature and object within it takes 3d8 bludgeoning damage. A creature must make a Dexterity saving throw. On a failed save, it is knocked prone. On a successful save, it only takes half of the damage. The damage increases by 1d8 for every 2 additional power points you spend.

2. The void's depth increases by 5 feet. You can take this augmentation up to five times (10).

3. The cylinder's radius increases to up to 5 feet.

Empower. For every 4 additional power points you spend, the radius increases by 5 feet.

7. You create a wormhole using the void. You pick two points within range and place a cylinder with half its possible height at each. You determine which ends connect. When a target passes into one of the cylinders, it emerges through the other one. Passing through the cylinder requires movement equal to its depth.

You can position the cylinders in such a way that a creature or object perpetually falls as long as the voided areas remain open unless it can fly, levitate, or teleport away. If you close the portals, creatures and objects fall as normal, but the distance between the portals is only counted once regardless of how many cycles the creature or object passed through them.

Empower. When you spend 2 power points (9), you can use your reaction to close the wormhole when a creature moves or falls into the void, but before it emerges. A creature must make a Dexterity saving throw. On a failed save, it takes 5d8 force damage and is restrained between dimensions. It must be able to teleport or shift to another plane to escape. On a successful save, the creature takes half of the damage but emerges through the hole. While the power is in effect, you can reopen the wormhole as a bonus action. The force damage increases by 1d8 for every 2 additional power points you spend.

SPECTRAL ARMAMENT

Psychoportation

Manifesting Time: 1 action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (overt)

You create a spectral crossbow, or similar device that can fire a projectile, within range. The spectral armament launches bolts of ectoplasm with a range of 30/90 feet, and it automatically generates ectoplasm bolts without the need to reload.

When you manifest the power, you can make a ranged power attack against a creature within the armament's

range. On a hit, the target takes 1d4 + your manifesting ability modifier force damage. As an action while the power is in effect, you can move the armament up to 20 feet and repeat the attack against a creature within its range.

The armament is a Tiny construct that has AC 13, 10 hit points, and a flying speed of 20 feet. It can hover and has damage resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

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

Q The armament's hit points increase by 5 for each power point you spend to augment the power.

1. You can move the armament and make an attack with it as a bonus action on your turn. The armament can only attack once each round.

2. The armament's range increases to 100/300 feet.

2. The armament's damage increases by 1d4. You can take this augmentation multiple times.

3. A creature hit by the armament becomes wrapped in thick bindings of ectoplasm. A bound creature has disadvantage on each melee attack roll it makes until the end of its next turn or a creature uses its action to remove the bindings.

4. You can make the armament shoot explosive bolts within its normal range. These don't require an attack roll. Instead, each creature within a 10-foot radius sphere centered at a point you choose must succeed on a Dexterity saving throw or be treated as if the armament hit it with an attack.

5. A Large or smaller creature hit by the armament is pushed 10 feet away from the armament or the center of its blast, if it has one. If the armament can entwine a target in webbing, the webbing snares the target after it is pushed.

7. A creature hit by the armament becomes entwined by twisted webbing and is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your power save DC, freeing itself on a success.

The webbing can be attacked. Each 5-foot section has AC 10, 15 hit points, and damage immunity to bludgeoning, cold, piercing, poison, psychic, and thunder. When a 5-foot section is destroyed, each creature restrained within that section of the webbing is freed.

9. A creature hit by the armament is coated in acid for as long as the power is in effect or until a creature uses its action to scrape or wash the acid off the target. At the end of each of its turns, a creature coated in acid takes 3d4 acid damage.

Empower. For every 2 additional power points you spend, the acid damage increases by 1d4.

SPEED OF THOUGHT

Psychoportation

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic

You move and react at extreme speed. You increase your movement speed by 10 feet. This power doesn't stack with *haste* and similar effects.

2 When you spend at least 3 power points to augment the power, your movement speed increases by 5 feet plus an additional 5 feet for every 2 additional power points you spend to augment the power.

1 Through preternatural reflexes, you increase your initiative by 1d6 and never have disadvantage on Dexterity saving throws. You can also manifest the power as a reaction when you roll initiative.

2 The power's maintenance increases to 10 minutes.

3 You are able to move across liquids as if they are solid ground. If you are restrained or your movement is halted, you fall.

Empower. When you spend 8 power points (11), you can move on air as if it is solid ground. Moreover, you move normally while levitated and against gravity.

3 You can run along vertical surfaces. If you are restrained or your movement is halted, you fall, unless the restraint would make that impossible.

Empower. When you spend 2 power points (5), you can run along ceilings.

3 Through remarkable reflexes, once each turn, when you miss with a melee weapon attack, you can choose to make an attack against a different target within your reach.

Empower. When you spend 4 power points (7), you can attack a second creature within reach with a melee weapon when you make an opportunity attack using that weapon. If you spend 2 more power points (9), you can direct that second attack against the same target.

5 Every movement you make is like a blur. You gain a +2 bonus to AC and gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. After each full minute you maintain the power, you gain one level of exhaustion.

Empower. When you spend 6 power points (11), you no longer gain a level of exhaustion from maintaining the power.

7 You move almost like lightning, adding your proficiency bonus to Dexterity saving throws and half of your proficiency bonus to your AC. If you already have proficiency in Dexterity saving throws, double your bonus. If you succeed on a Dexterity saving throw that would normally result in taking half damage, you take none instead.

9 Provided you aren't incapacitated, prone, or restrained, you can take a bonus action to teleport up to 30 feet anywhere you can see.

Empower. For every 2 additional power points you spend, the distance you can teleport increases by 10 feet.

SPIRIT WARD

Clairsentience

Manifesting Time: 1 action

Range: Touch

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture, Visual (glow)

You psychically protect a target from spirits you choose: celestials, elementals, fey, fiends, and undead. When you augment the power, you can create either a ward or a trap, replacing the base effect.

One willing creature is can't be surprised by the chosen spirits and has advantage on ability checks against them while the power is in effect or until the warded creature

attacks one.

1 [Ward] You protect a willing creature. The protection offers several benefits. The chosen spirits have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by a spirit, the target has advantage on any new saving throw against the relevant effect.

Empower. When you spend 4 power points (5), you can place a ward on an object that can be held or worn. As long as a creature has this object in its possession, it is warded against the chosen spirits.

3 [Ward] You place a ward on the threshold of a structure, protecting it and up to a 40-foot cube of the structure containing that threshold. The chosen spirits are unable to enter the warded area through any means. Creatures within it can't be charmed, frightened, or possessed by spirits. If a spirit is within the structure when you manifest the power, it ignores the effects of the ward.

Empower. When you spend 6 power points (9), the area of the structure warded by the power increases to up to a 300-foot cube, excluding any chambers within it you choose.

7 [Ward] You create up to a 15-foot radius sphere centered at a point within 5 feet of you. The chosen spirits can't enter the sphere through any means. Creatures within the sphere can't be charmed, frightened, or possessed by spirits. Moreover, spirits have disadvantage on attack rolls against creatures within the sphere. If a spirit is within the sphere when you manifest the power, it fails.

Empower. When you spend 4 power points (11), the sphere can be centered on a creature you touch, which can be you. The sphere moves with the target.

13 [Trap] You attempt to trap a spirit you touch. It must succeed on a Charisma saving throw or become confined within the trap for as long as the power is in effect. The trap is a cylinder that comfortably fits the spirit.

A confined spirit can't attack a creature outside the trap, nor can its spells, powers, and other abilities penetrate the trap. Conjunction and summoning effects it employs automatically fail. If the target attempts to exit the warded space through magic or similar means, it fails.

The trapped spirit can use its action to make a Charisma check against your power save DC. If the creature has taken damage within the last round, it makes this check with advantage. If this check succeeds, the power ends.

Empower. When you spend 2 additional power points (15), you create a special ward against one particular, unique creature.

You must have an object with some connection to the creature, which can be one of its possessions or a symbolic reference connected to it. Once the target is confined, you can use your reaction to bind the trap to the object. The target must succeed on a new Charisma saving throw or the trap becomes permanent until broken.

The trap breaks when the target gains possession of the special object used to seal it, the object is destroyed, or the object is the target of the *psychic static* power or *dispel evil and good* spell. A confined spirit is free to speak, but it can only take the Use an Object action. It is immune to all damage while confined.

17 [Ward] You ward an area up to a 1-mile radius cylinder that is 50 feet tall. The chosen spirits can't enter the area, and if present in the area, must succeed on a Charis-

ma saving throw or be forced to exit the area using any means necessary. On a success, the spirit can remain, but while within the area it has disadvantage on attack rolls and creatures can't be charmed, frightened, or possessed by it.

STARCALL

Psychoportation

Manifesting Time: 1 bonus action

Range: 120 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (overt)

You channel the cosmos to create a ball of hovering light that sheds bright light in a 20-foot radius sphere. The light is silver in color and doesn't create dim light.

As a bonus action while the power is in effect, you can summon the light to your side, move it up to 60 feet in any direction, turn the light on or off, or expand or reduce the light's radius up to its original size.

1. As an action, you can make a ranged power attack against a target within range with the light. On a hit, the ball of light will stick to that target until you move the ball or make a new attack with it. Attack rolls against the target never have disadvantage from visibility or illusory effects.

Empower. When you spend 2 power points (3), on a hit, the target takes 2d8 + your manifesting ability modifier radiant damage. The radiant damage increases by 1d8 for every 2 additional power points you spend.

If you spend 4 more power points (7), the ball of light bounces between targets. You can attack up to three additional targets provided each one is within 30 feet of the last target and within range. You can only attack a target once in a turn this way.

4. A creature with the light stuck to it or one which has taken damage from the power's shooting stars effect is illuminated in spectral light. Attack rolls made against these creatures have advantage while the power is in effect.

5. The light suppresses magical darkness within its radius.

Empower. When you spend 4 power points (9), if the power overlaps with an area of darkness created by a spell of 3rd-level or lower or a power augmented by 6 or fewer power points, the effect that created the darkness is dispelled or disrupted. For every 4 additional power points you spend, the spell level you can dispel increases by 1 and the power point total you can disrupt increases by 2.

11. As an action, you can condense the light into a 1-foot diameter orb that floats overhead up to 60 feet high within range. While the orb floats overhead, you can't use the ball of light. At the start of your next turn this light automatically bursts and rains down in a cascade of shooting stars. Each creature you choose within a 30-foot radius cylinder that is as tall as the orb's height must make a Dexterity saving throw. On a failed save, the creature takes 4d8 radiant damage and can't benefit from darkvision or see into darkness for 1 minute. On a successful save, it only takes half of the damage.

Empower. For every 4 additional power points you spend, the radiant damage increases by 1d8.

STASIS

Psychoportation

Manifesting Time: 1 action

Range: Touch

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (glow)

Diluting the passage of time, you create a temporal anomaly attached to a space, creature, or object.

Make a power attack roll against one creature or unattended object that you can see within range. On a hit, it is mired in time. A mired target has its speed reduced by half while the power is in effect.

1. A mired creature has disadvantage on opposed Strength and Dexterity checks. Moreover, the target can only be moved half the distance it normally could. The DC to push or lift a mired target increases by 5 to a minimum of 15, including if the target normally requires no Strength check to move it.

Empower. When you spend 2 power points (3), a mired object can't be moved at all. At the DM's discretion, an object may react to stimuli applied to it once the power ends.

2. The power's range increases to 60 feet and you make a ranged power attack with it.

Empower. When you spend 6 power points (8), you create a 5-foot radius sphere where time is diluted at a point within range you can see. The sphere is obvious to onlookers from the outside. Each object and creature within the sphere is mired in time until it exits the sphere or the power ends. You can increase the radius of the sphere by 5 feet for every 2 additional power points you spend.

2. You can target one additional target. Make an attack roll for each. You can take this augmentation up to three times (6).

4. The power's maintenance increases to 10 minutes.

5. A mired creature takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, but not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If a creature attempts to cast a spell or manifest a power with casting or manifesting time of 1 action, roll a d20. On an 11 or higher the spell or power doesn't take effect until its next turn and it must use its action on that turn to complete the spell or power.

7. A mired target is placed in stasis.

SUSPENSION

Psychoportation

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture, Visual (beam, glow)

You create a gravitational force that suspends targets in the air. The target can only move by pushing or pulling against a fixed surface (such as a wall or ceiling), which allows it to move as if it were climbing.

When the power ends, the target falls unless it can fly or hover. A suspended creature can use its action to make a Dexterity saving throw, ending the power for it and falling on a success; it lands safely if it falls less than 20 feet.

One willing Large or smaller creature or object that you can see within range is lifted up to 10 feet from a surface.

Q When you augment the power with at least 1 power point, you can target unwilling creatures. The target must succeed on a Dexterity saving throw or be suspended in the air.

1. A suspended flying creature loses half of its flying speed and can't fly down while the power is in effect.

1. When a creature or object within range is falling, you can manifest the power on it as a reaction.

2 The power's range increases to 300 feet.

2 You can target one additional creature or object, provided you don't augment the power to affect a cylinder. Each creature and object must be within 30 feet of each other when you target them. You can take this augmentation multiple times.

3 As an action, you can move a suspended target up to 20 feet in any direction. If you have more than one target, each target moves the same direction and distance. If a target impacts an object while floating, it neither deals nor takes damage. Solid obstacles, such as a wall, simply prevent movement in that direction. A target can't be lifted higher than 20 feet, and should it be moved over a drop, it will safely fall the difference until it is 20 feet above a surface.

Empower. For every 2 additional power points you spend, the maximum height you can lift a target increases by 20 feet.

4. You can also target Huge creatures and objects.

Empower. When you spend 8 power points (**12**), you can also target Gargantuan creatures and objects.

6 When you manifest the power, a 20-foot radius cylinder that is 20 feet high centered at a point within range suspends each Large or smaller creature and object that isn't latched to a surface in air. An unwilling creature must succeed on a Dexterity saving throw or be suspended in air.

If you augment the power to move a suspended target, you move the cylinder and each target caught in it instead.

Empower. For every 2 additional power points you spend, the size of the cylinder increases by 5 feet in each dimension.

TELEKINETIC FLIGHT

Psychokinesis

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 10 minutes

Detection: Psychic

Your will creates an invisible force that holds you aloft. You can manifest the power as a reaction if you are falling.

While the power is in effect, you can use your reaction to stop yourself from falling until the end of your next turn, after which time, you can safely descend using your movement to land. You can take this reaction as part of the same reaction you use to manifest the power.

1. You levitate yourself, floating off the ground. As an action, you can move up to 30 feet in any direction, but can

go no higher than 60 feet from a surface. If you move over an edge, you will safely fall until you are no more than 60 feet above a surface.

2 You can use a bonus action instead of an action to manipulate the target.

2 The power's range becomes 60 feet, allowing you to target a willing Large or smaller creature or object you can see. As an action, you can move the target the same way you move via the power.

Empower. When you spend 6 power points (**8**), you can target a Huge or smaller creature or object.

3 You can telekinetically move through water, granting you an effective swimming speed equal to your walking speed. When you take the Disengage action, you can thrust yourself up to 40 feet in one direction.

In addition, you are resistant to gusts of wind and strong water currents. You have advantage on ability checks and saving throws to stay aloft or afloat.

Empower. When you spend 2 power points (**5**), you gain a flying speed equal to your walking speed and can hover.

4 The speed and distance you can move via the power increase by 30 feet.

4 You can telekinetically move up to three additional willing creatures within 15 feet of the target when you target it.

Additional targets can't be moved independently and remain next to the primary target, moving with it when you move the target. If at any point an additional target strays more than 15 feet from the primary target, the power stops affecting it.

Empower. For every 2 additional power points you spend, you can affect one additional targets.

9 While aloft or afloat, you can make a special action: Psychokinetic Dive. Psychokinetic Dive shrouds you within a psychokinetic field and acts as an energy power. You target a point on a surface and rapidly impact it with force. As part of the attack, you can move up to 30 feet in a straight path to the target.

Each creature you choose within 10 feet of the target point must make a Dexterity saving throw. The creature takes 3d10 bludgeoning damage on a failed save, or half as much damage on a successful one. You suffer no damage from this attack and don't provoke opportunity attacks until the end of your turn after using it.

For every 4 additional power points you spend to augment the power, Psychokinetic Dive's damage increases by 1d10.

13 You create a telekinetic field that covers up to a 15-foot radius sphere centered on you. This field can lift any unattended object and willing creature within it, moving each with you when you move.

You can also choose to tear a surface within the sphere, lifting it and everything on it. You can move the entire mass with you when you move. Moreover, as an action, you can move the mass up to 90 feet. Each creature and object on the mass you lift is carried with it and doesn't suffer gravity, treating the lifted mass as its center of gravity.

Empower. When you spend 4 power points (**17**), you can use your reaction to rotate the mass when a nonmelee attack or effect targets you or anyone on the lifted mass. Each creature and object on the mass has full cover in that

direction until you move the mass. For example, while flying a mass of earth in a battle against a red dragon, you can use the mass to block the dragon's breath attack, granting each creature and object upon it full cover.

TELEKINETIC GRASP

Psychokinesis

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture, Visual (glow)

You create a telekinetic force at a space within range. This force can attempt to grapple a Medium or smaller creature or object within 5 feet of it that you can see. Make a grapple check using your power attack modifier instead of Strength (Athletics) when you target a creature. On a success, the target is grappled until it escapes the grapple, you release it, or the power ends. While the power is in effect, if the force holds no target, you can use your action to move it up to 30 feet and attempt to grapple a target. A target automatically escapes the grapple if it teleports, becomes incorporeal, or moves to another plane of existence.

When you grapple an object, any creature must succeed on a Strength check against your power save DC to move it. The object is considered latched to a surface.

A grappled creature is held in place and considered latched to a surface. It doesn't fall as a result of the power.

1. A grappled creature has each of its melee weapon damage rolls reduced by 1d4 to a minimum of 1 point of damage.

Empower. For every 2 additional power points you spend, to a maximum of 8, the target's damage is reduced by an additional 1d4.

2. The power's range increases to 300 feet.

2. The force can attempt to grapple up to two Medium or smaller targets within 5 feet of it using the same action. It can grab a Large target in place of two Medium targets, a Huge target in place of four Medium targets, or a Gargantuan target in place of 8 Medium targets.

Empower. For every 2 additional power points you spend, the force can attempt to grapple one additional Medium target.

3. You can use your action to attempt to shove a grappled creature, using your power attack modifier instead of your Strength (Athletics) for the check. In addition, a grappled creature can't benefit from hover, and at the end of each of your turns, you can make it fall.

Empower. When you spend 4 power points (7), you can take a reaction when a grappled creature makes an attack roll, ability check, or saving throw that uses Strength or Dexterity. It treats a d20 roll of 11 or more as a 10. As part of this reaction, you can also attempt to shove the target.

5. A grappled creature is restrained.

Empower. When you spend 10 power points (15), you can choke a grappled creature. After the target has been grappled by the force for two consecutive rounds, it begins to suffocate and can't hold its breath. The target falls to 0 hit points after a number of rounds equal to its Constitution modifier (minimum of 1 round) as defined under the suffocation rules (chapter 8 in the *Player's Handbook*). If the target is reduced to 0 hit points, you can use your reaction to outright kill it.

TELEPATHIC PROJECTION

Telepathy

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 hour

Detection: Psychic

You project thoughts and feelings to a single creature within range. To transmit verbal information, you and the target must share a common language. You can also transmit an intense emotion, such as "danger" or "safety," that can be understood by a creature incapable of language.

An unwilling creature must succeed on a Wisdom saving throw or be affected by the power.

While the power is in effect, you can to send a short message (that can be conveyed in a 6-second round) to the target during your turn without using an action. You may take a bonus action to change the target of the power, ending the effect for the previous target.

1. You instill a thought or feeling into the target. On a failed save, the target immediately thinks that thought or feels that feeling. The target won't take any action that could cause it harm, but can be impressed to take some innocuous action, such as visiting a location to do something. How the creature reacts to a projected thought or emotion is up to its normal pattern of behavior.

Empower. When you spend 2 power points (3), you relieve a creature of a feeling, such as anger or grief. The power suppresses the frightened and unsettled conditions and the effects of a psychic impression. It has no effect on a barbarian's Rage feature or spells such as *heroism*.

2. The target can transmit thoughts and feelings to you as a bonus action while the power is in effect. A target doesn't have to respond to you.

3. You embed your thoughts within the target's mind. While the power is in effect, when the target makes an Intelligence, Wisdom, or Charisma check you can give it advantage or disadvantage on the roll. When you augment the power with at least 9 power points, you can use this reaction when the target makes an Intelligence, Wisdom, or Charisma saving throw as well.

4. You can send clear thoughts and concepts to the target without needing to share a common language.

7. You adjust the target's mood toward you or another known creature. On a failed save, the target can be made to be either friendly or hostile if it is indifferent or indifferent if it is hostile or friendly.

If you change the mood of a creature toward you, you have advantage on Animal Handling and Charisma checks made against that creature.

8. The power's range increases to cross any distance to telepathically connect with a creature you know, provided it is on the same plane of existence. You can only use this augmentation to transmit messages, not to alter thoughts.

Empower. When you spend 4 power points (12), you can connect with a creature you know on another plane of existence.

9. You instill serenity to the target, preventing it from attacking or to cease attacking if it is already in combat. On a failed save, it will take no offensive action, but will still defend itself. If an aggressive action is taken against the target or its allies, the power ends for it.

While the power is in effect, features such as Rage and Bardic Inspiration, spells such as *heroism*, and effects like confusion and frightened are suppressed. After the power ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Empower. For every 2 additional power points you spend, you can target one additional creature.

TRAUMA INFUSION

Clairsentience

Manifesting Time: 1 action

Range: 60 feet

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow)

You curse a creature you can see within range to relive a past trauma, one suffered by you, or one from within the Collective Conscious of the multiverse. A creature incapable of feeling pain is immune to the power.

While the power is in effect, when the target takes damage from any source it must succeed on a Wisdom saving throw or take 1d8 psychic damage from reliving the trauma. It makes this save only once each round.

Q The maximum number of times in a round the target must make a Wisdom saving throw increases by one when you reach 5th level (twice), 11th level (thrice), and 17th level (four times).

1 A creature damaged by the power takes a -2 penalty to AC and can't take the Dodge action until the start of your next turn.

2 The maximum number of times in a round the target must make a Wisdom saving throw increases by one. You can take this augmentation multiple times.

3 A creature damaged by the power has disadvantage on attack rolls and ability checks until the start of your next turn.

Empower. When you spend 4 power points (7), a creature damaged by the power has disadvantage on Strength, Dexterity, and Charisma saving throws until the start of your next turn.

4 You can target one additional creature. The creatures must be within 30 feet of each other when you target them. If a target is reduced to 0 hit points while the power is in effect, you can target a new creature as a bonus action, provided at least one other creature is cursed by the power.

Empower. For every 2 additional power points you spend, you can target one additional creature.

5 A creature damaged by the power is frightened of the last creature which harmed it until the end of its next turn. While frightened this way, a creature must take the Dash action and move away from what it fears by the safest available route.

Empower. When you spend 4 power points (9), a frightened creature must succeed on a Wisdom saving throw the first time it is hit by an attack each round or become paralyzed until the end of its next turn.

6 The first time on a turn the target damages another creature, it must succeed on a Wisdom saving throw or take 1d8 psychic damage. The effect of this augmentation doesn't consume the number of times the power triggers during a round.

13 You force the target to relive the experience of death. A creature damaged by the power must make a Constitution saving throw. On a failed save, the target is reduced to 0 hit points if it has 40 or fewer hit points remaining, otherwise it takes 4d6 necrotic damage.

Empower. For every 2 additional power points you spend, the hit point threshold increases by 10.

TREMOR

Psychokinesis

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Gesture

You create a shock wave of psychokinetic force. Choose one 5-foot square on a surface within 30 feet of you. Each creature standing on that surface must succeed on a Dexterity saving throw or be knocked prone.

While the power is in effect, you can repeat the shock wave as an action.

Q When you augment the power with at least 1 power point, you can create a shock wave on one additional square or create one additional line if able, when you reach 5th level (2 squares or lines), 11th level (3 squares or lines), and 17th level (4 squares or lines). A creature only needs to make a saving throw against this power once in a turn.

1 The shock wave hits each space in a line that is 5-feet wide and up to 30 feet long which originates from you.

Empower. For every 2 additional power points you spend, the length of the line increases by 5 feet.

3 Creatures knocked prone by the power take 3d6 force damage.

Empower. When you spend 4 power points (7), a prone creature is shrouded in seismic vibrations. Its movement speed is reduced by half, and whenever it makes a Strength or Dexterity check or saving throw, it must roll a d4 and subtract the number rolled while the power is in effect.

5 Each square on a surface struck by the power explodes with debris. Each creature and object and within 5 feet of the square, except you, takes 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Empower. For every 4 additional power points you spend, the bludgeoning damage increases by 1d6.

9 The shock wave becomes a tremor the deals 50 bludgeoning damage to structures in contact with the ground struck by it. Moreover, the ground within 10 feet of spaces struck by the power becomes difficult terrain until cleared.

If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Empower. When you spend 3 power points (12), you can create a fissure along each line struck by the power. A fissure is 50 feet deep. Each creature within the area must make a Dexterity saving throw. If the save fails, the creature falls into the fissure and takes fall damage. Each object that has at least half of its mass in the path also falls into the fissure.

WEATHER MANIPULATION

Psychokinesis

Manifesting Time: 1 action

Range: 300 feet

Maintenance: Concentration, up to 10 minutes

Detection: Psychic, Gesture, Visual (glow)

You bend the weather to your will. You control a 15-foot radius cylinder that is 15 feet tall. When you manifest the power and at the start of each of your turns while it is in effect, you can calm the weather in each space of the cylinder you choose until the end of your next turn. Once you stop maintaining the power, its effects persist uncontrolled for 2 rounds.

If you create a storm, you can augment the power based on the type of storm you create: rain, snow, wind.

You control the humidity and temperature within the cylinder, able to make it dry or humid, comfortable or uncomfortably warm or cold while the power is in effect. In addition, you can create or disperse lightly obscured fog within the cylinder.

0 For each power point you spend to augment the power, the dimensions of the cylinder increase by up to 5 feet, but can never exceed the available space it is created within.

0 [Snow]. Rain becomes snow and sleet becomes ice. Snow and ice accumulate over time, making the area difficult terrain until cleared.

1. You create a storm which can be a rain or wind storm.

A rain storm creates heavily obscured fog and light rain within the cylinder. Within the rain, creatures gain advantage on saving throws against fire, and torches and similar unprotected flames are extinguished. You can select rain augmentations.

A wind storm creates a strong breeze that can blow across the cylinder in one direction you choose, from all directions outward from its center, or in a circular pattern in the direction you choose. The winds push clouds and gases 10 feet at the end of each of your turns. You can select wind augmentations.

Empower. When you spend 2 power points (3), you gain the benefits of both storms.

2 [Rain]. The storm produces heavy rain, within which exposed flame is doused and creatures gain resistance to fire damage.

Empower. When you spend 2 additional power points (4), sleet covers the ground with slick ice, making it difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or fall prone. If a creature starts its turn in the sleet and is concentrating on a spell or power, it must succeed on a Constitution saving throw against your power save DC or lose concentration.

Sleet remains for 2 rounds after the power ends or the sleet is suppressed. You can select snow augmentations.

2 [Wind]. Winds within the storm become fierce. A creature must spend 2 feet of movement for every foot it moves against the wind. The winds disperse gas or vapors, and extinguish torches and similar unprotected flames. Protected flames dance wildly and have a 50 percent chance to be extinguished.

Empower. When you spend 2 power points (4), the strength of the wind increases. Each creature that starts its turn within the wind must succeed on a Strength saving throw or be pushed 15 feet in the direction of the wind. Ranged weapon attacks that pass through the wind have disadvantage on their attack rolls.

If the winds blow down, a creature must make a Strength saving throw if it flies into the area for the first time on a turn or starts its turn there while flying. On a failed save, the creature is knocked to the ground and is rendered prone. If the wind blows upward, creatures can jump up to 10 feet higher than normal.

If you spend 4 more power points (8), you can create gale force winds or a tornado. A creature must make a Dexterity saving throw the first time it enters the wind on a turn or starts its turn there. It takes 6d6 bludgeoning damage on a failed save or half as much damage on a successful one. In addition, a Large or smaller creature that fails its save must succeed on a Strength saving throw or be swept in the winds and restrained until it escapes. A restrained creature is pulled 5 feet higher at the start of each of its turns until it reaches the top of the cylinder. It can use its action to make a Strength or Dexterity check against your power save DC. If successful, it escapes and is hurled 3d6 x 10 feet away in a random direction. For every 4 additional power points you spend to augment the power, the damage increases by 1d6.

4 [Rain, Snow, Wind]. As an action, you can strike a point within the storm with lightning (rain), freezing hail (snow), or a twister (wind) while you are within the storm. Each creature within 5 feet of that point must make a Dexterity saving throw. It takes 3d10 lightning (rain), cold (snow), or bludgeoning damage (wind) on a failed save or half as much damage on a successful one. For every 2 additional power points you spend to augment the power, the damage increases by 1d10.

4 [Rain, Wind]. The area you can cover with fog or light winds expands up to a 300-foot radius cylinder that is 100 feet high. Within the same area, you can cause light precipitation in the form of rain or snow if you create a rain storm. The effects of other augmentations only extend to the power's normal area.

Empower. When you spend 8 power points (12), the radius of the cylinder increases up to 1 mile. Augmentations that produce heavy precipitation or fierce winds function within the expanded area.

MAGIC AND PSYCHIC

When using psionics in your campaigns, you must resolve any interactions between psychic effects and magical effects.

INTERACTION

Psychic abilities aren't magical. They are more akin to ki used by monks, being magic-like, but not magic in the sense of spells or magical items.

SPELL LEVEL AND POWER LEVEL

Since psionic powers don't have levels normally, when interacting with effects that use spell levels, you need to calculate the effective spell level for a power. To determine the effective level of a power, divide the power points used to augment it by two (round up). Power level can't exceed 9th level (at 17 or more power points).

Powers manifest without power points are equivalent to cantrips.

DISPEL

Features, spells, powers, and effects that can dispel either magic effects or psionic effects won't work on the other. For example, *dispel magic* won't remove the effects of a psionic power. If an effect expressly indicates it dispels any supernatural effects or both magic and psionic powers, then it affects both.

As a general guideline, if a dispel mechanic can dispel the effects of a monk's ki abilities, it can disrupt psionic powers. For instance, the Antimagic Cone trait of a beholder can remove a monk's Ki-Empowered Strikes effect, and could likewise counter the *mystic arms* power as both effects are counted as magical.

COUNTERS

In most cases, spells and powers can't be used to counter each other.

Detection. Psychic abilities are invoked with the mind. Certain powers have noticeable visual effects that indicate a power is being used, while other powers only have a psychic sensation. See the Powers chapter for more information on which powers can be detected as they are manifested and maintained.

If a psychic creature is maintaining a power or psychic feature, it has the psionic focus condition and onlookers can determine that it is maintaining a psychic ability by succeeding a DC 12 Intelligence (Investigation) check. If the creature has psychic abilities of its own, it requires no action. Otherwise, a creature must take a bonus action to discern if a power or psychic feature is being maintained.

ANTIMAGIC

Most powers don't count as spells or magic, unless stated so, and as such aren't suppressed by antimagic fields and similar effects. Use the monk ki test to determine if a power is affected by antimagic effects. If a monk's feature isn't suppressed, then a psionic power isn't either.

CONCENTRATION

Under normal circumstances, it is impossible to maintain a power and concentrate on a spell at the same time. If you cast a spell that requires concentration, each power you are maintaining immediately ends. Likewise, in order to maintain a psionic power, you must cease concentrating on a spell.

You can, however, use a psicrystal to maintain a power for you, allowing you to use your concentration on a spell.

There are cases where a power may have a period where they are in effect, but not maintained through concentration, such as the Way of Insight monk's Linging Powers feature. In this case, concentration can be used for a spell without ending the psionic power early.

VARIANT RULE: PSIONICS ARE MAGIC

If you use both spells and powers in your campaign, you can rule that whatever affects spells also affects powers and vice versa. In this case, disregard the above interaction rules. Instead, dispel and counter effects apply to both, and powers are unable to be manifest within and are cancelled by antimagic fields.

VARIANT RULE: KI IS PSYCHIC

If you prefer to have ki effects operate using the same energies as psychic powers, you can rule that all monk ki abilities are psychic and interact as psychic abilities, subject to psychic static effects.

SPELLS

Spellcasters have access to several new spells connected to psychic abilities, spirits, and that are similar to psionic powers.

SPELLS

Level	Spell	School	Conc.	Ritual	Class
1st	Conceal Thoughts	Divination	No	No	Cleric, Sorcerer, Warlock, Wizard
1st	Detect Psionics	Divination	Yes	Yes	All spellcasters
2nd	Echo of Souls	Conjuration	No	No	Cleric, Druid, Ranger, Warlock
2nd	Focus	Enchantment	No	No	Bard, Sorcerer, Wizard
2nd	Inflict Pain	Enchantment	Yes	No	Bard, Sorcerer, Warlock, Wizard
2nd	View Dream	Divination	Yes	Yes	Bard, Druid, Sorcerer, Warlock, Wizard
3rd	Detect Aura	Divination	Yes	No	Cleric, Druid, Sorcerer, Warlock, Wizard
3rd	Dream Transmutation	Illusion	No*	No	Wizard
3rd	Warding Charm	Abjuration	No	No	Cleric, Wizard
4th	Detect Possession	Divination	No	No	Cleric, Druid, Paladin, Warlock
4th	Dream Conjuration	Illusion	No*	No	Wizard
4th	Disrupt Power	Abjuration	No	No	Sorcerer, Warlock, Wizard
4th	False Bravado	Illusion	Yes	No	Bard
4th	Psychic Rupture	Evocation	No	No	Warlock, Wizard
4th	Spirit of the Wolf	Transmutation	No	No	Druid, Ranger, Wizard
5th	Brain Melt	Necromancy	No	No	Bard, Sorcerer
5th	Disrupting Smite	Evocation	Yes	No	Paladin
5th	Dream Evocation	Illusion	No*	No	Wizard
5th	Illusory Double	Illusion	Yes	No	Wizard
6th	Disruption	Evocation	No	No	Cleric
6th	Spirit Wrack	Abjuration	Yes	No	Cleric, Warlock
7th	Energy Trap	Abjuration	Yes	No	Artificer, Wizard
7th	Illusory Clones	Illusion	Yes	No	Bard, Wizard
7th	Temporal Binding	Transmutation	Yes	No	Sorcerer, Wizard
8th	Usurp Spiritfont	Necromancy	Yes	No	Warlock, Wizard
8th	Wrench	Conjuration	No	No	Cleric

Dream spells (marked with an asterisk) which duplicate spells that require concentration also require concentration.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

BRAIN MELT

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You fire a bolt of mental energy at a creature you can see within range. It must succeed on a Wisdom saving throw or become mentally taxed. At the start of each of its turns while it is concentrating on any effect, the taxed creature takes 2d12 psychic damage and has its power and spell save DCs reduced by 4 until the end of its next turn. Once the target has taken this damage five times, the spell ends.

CONCEAL THOUGHTS

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You create mental noise in the mind of a creature you touch, making it difficult for its mind to be read. For the duration, the target has advantage on saving throws against having its mind or intentions read. A creature has disadvantage on Wisdom (Insight) checks against the target.

DETECT AURA

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You gain aurasight to a distance of 60 feet. When you sense when a creature is maintaining a psionic power, you can determine exactly which powers it is as a bonus action.

In addition, when a creature within 60 feet of you attempts to manifest a psionic power or use a psychic ability you are aware of its action and the power's discipline (if any).

DETECT POSSESSION

4th-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You touch one creature or object and determine if it is possessed. A possessor must make a Charisma saving throw. On a failed save, you know the creature possesses the target and the approximate power of the creature, its type, and what kind of possessing entity it is. On a success, you don't detect the presence of a creature.

DETECT PSIONICS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of psionic energy within 30 feet of you. If you sense a psionic energy 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, and you learn its psionic discipline.

The spell can penetrate most barriers, but is blocked by 1 foot of wood, 1 inch of salt, a thin sheet of lead, or 3 feet of dirt or stone.

DISRUPT POWER

4th-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you manifesting a power

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to disrupt a creature in the process of manifesting a psionic power. If the creature is manifesting a power augmented by 8 or fewer power points, its power fails and has no effect. If it is manifesting a power augmented by 9 or more power points, make an ability check using your spellcasting ability. The DC equals 10 + half the power points used to augment the power. On a success, the creature's power fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the disrupted power has no effect if it is augmented with fewer power points than twice the level of the spell slot you used, unless you use a 9th-level spell slot, in which case the power has no effect regardless of the number of power points used to augment it.

DISRUPTING SMITE

5th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit an undead creature with a melee weapon attack during the spell's duration, you weapon bursts with spiritual energy, and the attack deals an additional 5d6 radiant damage on a successful attack roll. If the target has 25 hit points or fewer after taking this damage, it must succeed on a Wisdom saving throw or be destroyed. On a successful saving throw, the creature becomes frightened of you until the end of your next turn.

DISRUPTION

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You tear apart the necromantic energies of an undead creature. Make a ranged spell attack. On a hit, the target takes 10d8 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a Wisdom saving throw or be destroyed. On a successful saving throw, the creature becomes frightened of you until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you deal an additional 1d8 radiant damage per each slot level above 6th.

DREAM CONJURATION

4th-level illusion

Casting Time: 1 action

Range: Self (special)

Components: V, S

Duration: Instantaneous (special)

You tap into the fabric of the Dreamscape to create a pseudo-real version of a conjuration spell of 3rd level or lower. The spell must have a casting time of 1 action and a duration that is either instantaneous or requires concentration. It can't have a material component with a gold value, and it can't target you. Moreover, the spell can't teleport or transport a target.

Alternately, you can manifest a psionic power from the psychoportation discipline augmented by 5 power points. The power must have a manifesting time of 1 action and either no maintenance or one that requires concentration. It can't target you. A power uses your spell save DC and spell attack modifier as the power save DC and power attack modifier.

The spell or power takes on all the characteristics as if you have cast or manifested it, including its range, duration, and maintenance, as well as any action requirement or option it enables.

When you cast this spell while on the Dreamscape, the conjuration spell or psychoportation power has a +2 bonus on its attack roll and save DC.

If a creature must make a saving throw against the spell to take reduced damage, the spell deals psychic damage instead of its normal damage type.

A creature can use its action to make an Intelligence (Investigation) check against your spell save DC to disbelieve the illusion. On a success, the creature can no longer be affected by or targeted by the spell. Inside the Dreamscape, the effects are real, and Intelligence (Investigation) attempts to disbelieve or see through the illusion automatically fail, and truesight can't perceive the illusion for what it is.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you increase the maximum spell level of the conjuration you cast through this spell by one level or the number of power points you can augment a power by 2 for each slot level above 4th.

DREAM EVOCATION

5th-level illusion

Casting Time: 1 action

Range: Self (special)

Components: V, S

Duration: Instantaneous (special)

You tap into the fabric of the Dreamscape to create a pseudo-real version of an evocation spell of 4th level or lower. The spell must have a casting time of 1 action and a duration that is either instantaneous or requires concentration. It can't have a material component with a gold value, and it can't target you.

Alternately, you can manifest a psionic power from the psychokinesis discipline augmented by 7 power points. The power must have a manifesting time of 1 action and either no maintenance or one that requires concentration. It can't target you. A power uses your spell save DC and spell attack modifier as the power save DC and power attack modifier.

The spell or power takes on all the characteristics as if you have cast or manifested it, including its range, duration, and maintenance, as well as any action requirement or option it enables.

When you cast this spell while on the Dreamscape, the evocation spell or psychokinesis power has a +2 bonus on its attack roll and save DC.

If a creature must make a saving throw against the spell to take reduced damage, the spell deals psychic damage instead of its normal damage type.

A creature can use its action to make an Intelligence (Investigation) check against your spell save DC to disbelieve the illusion. On a success, the creature can no longer be affected by or targeted by the spell. Inside the Dreamscape, the effects are real, and Intelligence (Investigation) attempts to disbelieve or see through the illusion automatically fail, and truesight can't perceive the illusion for what it is.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you increase the maximum spell level of the conjuration you cast through this spell by one level or the number of power points you can augment a power by 2 for each slot level above 5th.

DREAM TRANSMUTATION

3rd-level illusion

Casting Time: 1 action

Range: Self (special)

Components: V, S

Duration: Instantaneous (special)

You tap into the fabric of the Dreamscape to create a pseudo-real version of a transmutation spell of 2nd level or lower. The spell must have a casting time of 1 action and a duration that is either instantaneous or requires concentration. It can't have a material component with a gold value, and it can't target you.

Alternately, you can manifest a psionic power from the psychometabolism discipline augmented by 3 power points. The power must have a manifesting time of 1 action and either no maintenance or one that requires concentration. It can't target you. A power uses your spell save DC and spell attack modifier as the power save DC and power attack modifier.

The spell or power takes on all the characteristics as if you have cast or manifested it, including its range, duration, and maintenance, as well as any action requirement or option it enables.

When you cast this spell while on the Dreamscape, the transmutation spell or psychometabolism power has a +2 bonus on its attack roll and save DC.

If a creature must make a saving throw against the spell to take reduced damage, the spell deals psychic damage instead of its normal damage type.

A creature can use its action to make an Intelligence (Investigation) check against your spell save DC to disbelieve the illusion. On a success, the creature can no longer be affected by or targeted by the spell. Inside the Dreamscape, the effects are real, and Intelligence (Investigation) attempts to disbelieve or see through the illusion automatically fail, and truesight can't perceive the illusion for what it is.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you increase the maximum spell level of the conjuration you cast through this spell by one level or the number of power points you can augment a power by 2 for each slot level above 3rd.

ECHO OF SOULS

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You call upon ambient spirits to protect one willing creature you can see within range. The first time the protected creature takes damage from another creature, the spirits curse its soul. The attacking creature must make a Charisma saving throw. On a failed save, the creature takes 2d8 radiant damage immediately, and half as much radiant damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d8 radiant damage per each slot level above 2nd.

ENERGY TRAP

7th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a gem worth at least 500 gp)

Duration: Concentration, up to 1 minute

You create well that traps mystical energy. It can absorb up to 10 spell levels or 20 power points. Whenever a spell is cast or a power is manifested within 60 feet of the well, you can use your reaction to trap the energy, negating the spell or power, provided it is a spell using a slot of 5th level or lower or a power augmented by 10 or fewer power points.

The well has 20 charges; each spell it negates consumes 2 charges per slot level and each power it negates consumes 1 charge per power point spent to augment it. Once the well has 0 charges remaining, the spell ends. A spell or power can't be partially negated.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of charges the well has increases by 10 for each slot level above 7th.

FALSE BRAVADO

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a false sense of invulnerability within a creature's mind. One creature you can see must make a Wisdom saving throw or become overcome with confidence, gaining immunity to the charmed, frightened, and unsettled conditions. A creature can choose to fail its save.

In addition, the target has advantage on saving throws and ability checks against being shoved. It also will never voluntarily move away from a foe or make a ranged attack, cast a spell, or manifest a power against a creature outside of its melee reach. If it isn't within melee reach of a foe, it will use its movement to approach the nearest foe.

FOCUS

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You grant a willing creature the ability to supernaturally focus. Until the spell ends, whenever the target concentrates, it gains the psionic focused condition. It can also choose to concentrate to gain this benefit during its turn.

While it has the psionic focused condition, the creature has advantage on Constitution saving throws to maintain concentration. Moreover, when it fails on a saving throw or ability check against an illusion, it can choose to succeed instead, ending the spell.

ILLUSORY CLONES

7th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create four identical illusory copies of yourself which appear in the nearest unoccupied spaces. Each illusion is capable of moving like you and will duplicate your motions and sounds, but can't perform an action.

During your turn, you can move each illusory copy you choose in the same manner you could move. As a bonus action, you can swap place with an illusory copy.

Each illusory copy has 1 hit point and shares your AC. If the copy is killed by a creature, it explodes in magic vapor. Each foe within 5 feet of the copy must succeed on a Dexterity saving throw or it takes 4d10 psychic damage.

ILLUSORY DOUBLE

5th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a straw effigy, which the spell consumes)

Duration: Concentration, up to 1 hour

You create an illusory duplicate of a creature you can see in range. As a bonus action, you can make the illusion move and act as the target could, but it can't deal damage. The illusion can mimic the target's speech with precision.

As an action, you can swap the positions of the illusion and the target, provided one is no more than 300 feet from the other. The target must make a Charisma saving throw. On a failed save, it swaps position with the double. The teleportation is instant and seamless, rendering it undetectable to onlookers.

INFLECT PAIN

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You telepathically stab the mind of a creature you can see, causing horrible agony. The target must succeed on a Wisdom saving throw or it takes 1d6 psychic damage and has disadvantage on attack rolls and ability checks until the end of its next turn. The target repeats the saving throw at the end of each of its turns, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for each slot level above 2nd level.

PSYCHIC RUPTURE

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of fennel seeds)

Duration: Instantaneous

You cause the psychic energy of a creature that you can see within range with the psionic focused condition to burst. The creature must make a Wisdom saving throw. On a failed save, it takes 4d8 + 12 psychic damage and has disadvantage on its Constitution saving throw to maintain concentration on the power. On a successful save, the target only takes half of the damage.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, you deal an additional 1d8 psychic damage for each slot level above 4th.

SPIRIT OF THE WOLF

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (the fang of an aged wolf)

Duration: 1 minute

You assume the form of an ethereal wolf. Your movement speed is increased by 10 ft. and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons. You gain the stats of a dire wolf and the following traits: Ethereal Form, Incorporeal Movement. You retain your hit points, Intelligence, Wisdom, and Charisma.

Ethereal Form. Using your action, you can enter the Ethereal Plane. During this time you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything looks gray, and you can't see more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability, spell, or power has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the spell ends or you use your action to end this effect, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same space as a solid object or creature when this happens, you are immediately moved to the nearest unoccupied space that you can occupy.

Incorporeal Movement. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

SPIRIT WRACK

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (powdered silver worth at least 50 gp)

Duration: Concentration, up to 1 hour

You create a shroud around you that causes each spirit within 30 feet of you immense discomfort and makes it hostile toward you. Each such creature you choose that starts its turn within the shroud must make a Charisma saving throw. On a failed save, the creature is wracked by immense pain and is unable to take reactions, can't concentrate to maintain a spell or power, and has disadvantage on attack rolls and ability checks until the start of its next turn.

TEMPORAL BINDING

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You shroud your target in a pale light, slowing the passage of time. Make a ranged spell attack against a Huge or smaller creature or object. On a hit, it is placed in stasis for the duration of the spell.

USURP SPIRITFONT

8th-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a silver tuning fork worth at least 250 gold, which is consumed by the spell)

Duration: Concentration, up to 1 hour

You exert your will over supernatural phenomena. One spiritfont within range must make an Intensity saving throw. On a failed save, you gain control of the spiritfont. On a successful save, the spiritfont becomes active, if not already, and hostile, attacking you.

When you gain control of a spiritfont, you know its type, Intensity, range, and what actions it can take. For the duration of the spell, you can take a lair action using one of the spiritfont's actions on initiative count 20, losing any ties. You can also change the state of the spiritfont between dormant and active as a bonus action. If at any time you exit the spiritfont's range, the spell ends. The spiritfont becomes hostile and attacks you once the spell ends.

You can't target a spiritwell with this spell.

VIEW DREAM

2nd-level divination (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of sand)

Duration: Concentration, up to 1 hour

You peer into the dream of a sleeping creature. You can change your viewpoint to any space within the target's dream. If the target awakens or stops dreaming, the spell ends. While you concentrate on the spell, you have disadvantage on Wisdom checks and initiative.

WARDING CHARM

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You place a protective ward upon one object that can be worn or held. When you cast this spell, choose one type of creature: aberration, celestial, elemental, fey, fiend, undead. Until the spell ends, as long as a creature wears or holds the object, it is protected from creatures of the chosen type.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

WRENCH

8th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (phylactery worth at least 500 gp)

Duration: Instantaneous

You attempt to rip a creature in possession of another creature or object from its host. The target must make a Charisma saving throw. On a failed save, the creature is forced out of the host, takes 8d12 psychic damage, and is stunned until the end of its next turn. It can't possess a target for 1 minute. On a successful save, the target remains in possession of its host and for the next 24 hours, it is immune this spell when you cast it.

RUNNING THE GAME

This section provides rules and systems for the DM to aid in running psychic and spiritual themed campaigns. It includes rules for proficiencies, new conditions and traits, in addition to rules to run psychic phenomena such as hauntings, possession, and contacting spirits.

This chapter also introduces a new plane of existence, The Dreamscape, as well as the concept of the Collective Conscious of the multiverse.

While the rules in this book do reference the conditions and traits, the other sections are completely optional. Systems like the possession system build upon the rules for certain monsters in the Monster Manual to further flesh out exploring those facets of the spiritual.

Some elements in this chapter concern darker themes that may not be appropriate for all campaigns. The DM should only use material in a way that is both comfortable for the DM and the players. As always, the DM can modifier some or all of the rules to best fit the style of the campaign being run and for the players engaging in the game.

PROFICIENCIES

In this section you will find additional rules for skill and tool proficiencies.

INTELLIGENCE CHECKS

An Intelligence check comes into play when process information and develop a plan of action. Certain skills have additional functions.

Arcana. Your Intelligence (Arcana) check measures your ability to recall lore about psionics, psychic phenomena, and esoteric rituals.

History. Your Intelligence (History) check measures your ability to recall lore and apply principles about and psychology.

Religion. Your Intelligence (Religion) check measures your ability to recall lore about hauntings and spirituality.

TOOL DESCRIPTIONS

Fortune telling tools is a new tool included in this supplement.

FORTUNE TELLING TOOLS

Often used by charlatans and entertainers, fortune telling tools are said to be able to divine the future. Whether true or not, these can prove an amusing diversion for all parties involved.

Components. Fortune telling tools include a dowsing rod, a small crystal ball, a pack of tarot cards, and various small bones, often from a bird.

Arcana, Religion. When you study a magical or psychic phenomenon pertaining to omens or destiny, you can use your fortune telling tools to make a reading to better understand it.

Performance. You can entertain other by reading omens and interpreting tarot cards or bones.

Survival. When attempting to locate a source of water, your ability to use a dowsing rod helps point you in the right direction.

Divine the Future. Once per day you can grant one creature a reading. Once within the next 24 hours, when the target makes an ability check or saving throw with disadvantage, it can chose to disregard that disadvantage.

FORTUNE TELLING TOOLS

Activity	DC
Interpret an omen	10
Gain insight into a client's personality	15
Gain the trust of a client by having it fill in the blanks	15

PSYCHIC CONDITIONS

Psionic powers and features can apply several new conditions. These conditions are detailed below.

PSIONIC FOCUSED

- A psionic focused creature is concentrating on a psionic power, spell with the psionic tag, or certain class features and feats, enabling it access to features that require the condition.
- The condition ends when the creature ceases the effect that grants it

PSYCHIC STRAINED

- A psychic strained creature takes 2d6 damage at the start of each of its turns from stress while it maintains a power.
- Whenever the creature manifests a new psionic power, it takes 1d6 + 1 per power point spent damage from stress, and must succeed on a Constitution saving throw against a DC equal to the damage taken or 10, whichever is higher, or the power fails and the power points are forfeit.
- The creature can't choose to maintain a new power, but can continue to maintain a power before becoming psychic strained.
- Damage dealt by stress doesn't require a creature to make a Constitution saving throw to maintain concentration.
- The condition ends when the creature ends its turn without taking damage from stress.

STASIS

- A creature or object held in stasis is frozen in time and place and can't move or be moved or speak.
- The creature can't take actions or reactions that require any kind of movement.
- The creature automatically fails Strength and Dexterity saving throws.
- If the creature is in the air when affected by stasis, it remains suspended in place for the duration of the condition.
- The creature can still observe its surroundings, think and engage in purely mental actions, such as manifesting certain psionic powers.
- The creature can't be moved in any way short of teleportation, nor can it be transformed; such attempts automatically fail.
- Attacks made against the creature automatically fail unless they explicitly target the creature's mind or soul.
- The creature ceases aging, and it requires no sustenance or air.

UNSETTLED

- An unsettled creature has disadvantage on ability checks.
- The creature has disadvantage on saving throws against the frightened condition and illusory and phantom effects.

CONDITION IMMUNITY

Certain existing creatures should have immunity to some of these new conditions.

Aberrations, constructs, and undead are generally immune to the unsettled condition, as would a creature that is immune to both horror and disgust.

If a creature is unaffected by *time stop*, it is reasonable that it can't be affected by stasis. A creature that operates outside the bounds of time would likely have immunity to the stasis condition.

In general, nothing should have immunity to psionic focus or psychic strain.

CONDITION CHANGES

The grappled condition receive an additional rule.

GRAPPLED

- The condition ends when a grappler is pushed by a psychokinetic effect.

PSYCHIC TRAITS

Psychic abilities and creatures can possess certain traits. These are described below.

AURASIGHT

You are able to see psychic energy as a soft glow. You can detect a spiritfont and know what type it is and what emotion it is if it's a psychic impression. You can see if a creature has the psionic focus condition.

You can perceive an aura in normal and magical darkness. You can perceive each spirit within your field of vision through its aura, negating the benefits of the invisible condition.

SPIRITFONT

Psychic residue can congeal into an environment feature called a Spiritfont, which includes phenomenon such as a psychic impression, haunting, or poltergeist. The residue can be created by intense emotion felt over long periods of time, or the activities of certain spirit creatures. A spiritfont can also be created when one plane of existence connects with another or even from a curse.

A spiritfont located on one of the Inner Planes is always connected to the Ethereal Plane. A spiritfont located on an Outer Plane is a strictly localized phenomenon. A spiritfont connected to the Ethereal Plane affects that plane as well as the other plane it occupies.

In very rare cases, a spiritfont can be created by a creature.

INTENSITY

Intensity acts as an ability score used by a spiritfont to determine its game statistics. A spiritfont also has a proficiency bonus, which is determined by the DM based on the challenge the spiritfont should represent.

A spiritfont's intensity ranges from 1 to 30 and has an ability modifier like an ability score ranging from -5 to +10. Older spiritfonts often have greater intensities, as do spiritfonts created from extreme amounts of psychic residue and emotion.

A spiritfont uses power attacks and has a power save DC. It uses its Intensity score to determine its saving throws and ability check modifiers. If a spiritfont must make a skill check, it is considered proficient. A spiritfont has no hit points and takes no damage, and it is also immune to all conditions.

Power Attack Modifier. Intensity modifier + proficiency bonus.

Power Save DC. 8 + Intensity modifier + proficiency bonus.

Saving Throws. Intensity modifier + proficiency bonus.

Ability Checks. Intensity modifier + proficiency bonus.

RANGE AND SIZE

A spiritfont is small, centered at some point in space or on an object, but its presence affects the surrounding area. When a spiritfont is dormant, its presence typically recedes to a small area, often a 5-foot cube, while a hostile spiritfont might increase its presence significantly (see Dormancy and Hostility below). A spiritfont's base range of influence tends to be restricted by its environment or limited by its intensity. Commonly this area doesn't exceed a sphere with a radius equal to 30 + five times its Intensity modifier feet, but it can occupy other dimensions.

Many spiritfonts attached to a location take on a shape matching that location, whether it is a specific grove, a single room, or even an entire building. It is possible for the presence of more than one spiritfont to overlap, especially with complex hauntings. Each spiritfont maintains its own Intensity and acts independently.

DETECTING A SPIRITFONT

A spiritfont is invisible except on the Ethereal Plane, where it appears as a ghostly glow that may include ectoplasmic features such as strands or bulbous bits. Certain forms of detection will also reveal the presence of a spiritfont.

Aurasight can detect a spiritfont as a soft glow which reveals its general strength, state, and disposition. A creature which can see into the Ethereal Plane can also see a spiritfont, but gains no additional details beyond its range and likely center.

Magical detection is less reliable. The *detect magic* spell can identify a general sense of magical energy within an active spiritfont, but fails to reveal any specific detail. It can't sense a dormant spiritfont at all. The *detect psionics* spell reveals the presence of a dormant or active spiritfont, but can't identify specifics. It can reveal the center of an active spiritfont.

An active spiritfont can also be sensed by creatures, often noted by uncomfortable feelings like being watched or the air thinning or growing cold. These feelings often cause beasts to act oddly, such as a dog barking at empty space or a cat bolting in terror with no discernible cause.

A spiritfont, especially a haunting, often has other telltale signs that it is present, such as uncast shadows and flickering lights.

DORMANCY AND HOSTILITY

A spiritfont will be encountered in one of three states: Dormant, Active, Hostile.

DORMANT

A dormant spiritfont is benign, but the area it occupies will feel wrong to most creatures. Being within a dormant spiritfont often triggers sensations of paranoia or dread.

While disconcerting, this phenomenon has no effect on a creature except for a beast with an Intelligence score no higher than 3. Such a beast must succeed on a Wisdom saving throw against the spiritfont's power save DC or react in a frightened way, and becomes unsettled until it leaves the spiritfont's range for at least 1 minute. Even on a successful save, the beast will seek to retreat from the spiritfont's range. Certain monstrosities may also be similarly affected as determined by the DM.

A spiritfont's range is typically reduced while dormant, often condensing to a 5-foot cube or shrinking to half its normal size or somewhere in between.

A dormant spiritfont will have one or more triggers which awakens it, turning it into an active spiritfont. Typical triggers include the time of the day, on an anniversary, the presence of a creature, or the proximity of an object, but anything could serve as a possible trigger.

ACTIVE

An active spiritfont is seldom benign, and can be malignant. Being within an active spiritfont is very uncomfortable, and it is impossible to benefit from a long rest within its range.

While active, the spiritfont uses its normal range. When a creature starts its turn within range, or enters the range of a spiritfont the first time during its turn, it must succeed on a Wisdom saving throw or become unsettled for as long as it remains within the spiritfont's range and for 1 minute after escaping it. Even if a creature succeeds on this save, it must repeat the save after 1 hour if it reenters or remains within the spiritfont's range. A celestial, fiend, or undead is immune to this effect.

Once awakened, a spiritfont stays active until a trigger is met that returns it to dormant state or it is made dormant by a spell or similar ability. An active spiritfont can also become hostile in the same ways it awakened. A spiritfont will always become hostile when an attempt is made to change its state or suppress or control it.

An active spiritfont has more activity than a dormant one and it's very common to witness supernatural phenomena such as shadows, phantom sounds, and other unexplainable oddities. While these phenomena are often harmless, the spiritfont may trigger its more threatening abilities given certain triggers.

HOSTILE

A hostile spiritfont will actively seek to harm living creatures within its range, leveraging the full range of actions it can take.

When a spiritfont becomes hostile, its range often increases, even when bound to a specific location. Generally this increase doesn't exceed increasing its range by more than half, but there are exceptions, especially with extremely virulent spiritfonts.

A hostile spiritfont acts like an active one, causing creatures to become unsettled. It will also deliberately target creatures with its actions, and it may attempt to prevent their escape.

ACTIONS

While a spiritfont isn't a creature, it still takes turns. Functionally, a spiritfont takes an action when lair actions occur: on initiative count 20 (losing initiative ties). When a creature controls a spiritfont, it uses the spiritfont's actions as a normal lair action, and if it normally has a lair action, it must choose between its standard lair actions and its controlled spiritfont ones each round.

A particularly powerful spiritfont can make legendary actions as a creature could. The DM decides how many legendary actions a spiritfont can make, and it can choose from any of its normal actions. If a creature gains control of one of these spiritfonts, it can only make use of these legendary actions if it already has them, and each spiritfont action costs 1 legendary action.

The types of actions a spiritfont can take are determined by its type. See *Psychic Impressions*, *Hauntings*, and *Poltergeists* below.

Whenever a spiritfont makes an attack roll, it uses its power attack modifier, and whenever a creature must make a saving throw against a spiritfont's abilities, its power save DC is used.

COMBATING A SPIRITFONT

A spiritfont isn't a creature or even an object in the normal sense: it is raw psychic energy. As such it has no hit points and can't be killed by conventional means.

Certain class features, spells, and powers allow a creature to harm a spiritfont by rendering it dormant or suppressing it. A dormant spiritfont can also be suppressed by other means, including certain spells or rituals.

Banishment. This spell can target a spiritfont and suppresses one which fails its saving throw for the duration, unless it is on one of the Outer Planes. The caster must target the center of the spiritfont.

Dispel Evil and Good. The dismissal portion of the spell can target a spiritfont and renders it dormant for 1 day per level of the caster unless it succeeds on an Intensity saving throw against the caster's spell save DC.

Divine Word. This spell can target a spiritfont, and will suppress it for 1 day per level of the caster unless it succeeds on an Intensity saving throw against the caster's spell save DC.

Hallow. When cast in a way that it fully covers the range of a dormant spiritfont, this spell will suppress the spiritfont for the duration.

Holy Water. Holy water can be used the same way as sanctified salt to attack a manifested creature or object, dealing 2d6 radiant damage on a hit.

Magic Circle. This spell prevents a spiritfont from attacking a target within the circle, and if cast over a dormant spiritfont, will suppress it for the duration.

Protection from Evil. A target warded by this spell is protected from a spiritfont. It has advantage on saving throws against it, and the spiritfont has disadvantage on attack rolls against the warded creature.

Psychic Static. If this power targets a spiritfont or covers the area of one, the spiritfont must succeed on an Intensity saving throw or be suppressed for the maintenance.

Remove Curse. When cast on a spiritfont attached to an object or an unwilling creature, the spiritfont must succeed on an Intensity saving throw against the caster's spell save DC or be rendered dormant for a number of days equal to the level of the caster.

Salt Barrier. A spiritfont can't take an action through a barrier of salt which is at least 1 inch thick, but can still cause creatures behind one to become unsettled. If the barrier is breached by even a hair's width, it offers no protection. It takes an action to trace a 5-foot diameter circle of salt.

Sanctified Salt. A handful of sanctified salt can be used as a weapon against an object or creature manifested by a spiritfont. Make a ranged attack. On a hit, you deal 4d6 radiant damage to the object or creature and prevent the spiritfont from taking an action with it for 1 round. If a haunting sign is hit, it is suppressed for 1 minute. If an object animated by a poltergeist is hit, the spiritfont drops the object.

Special Rituals. Certain arcane and esoteric rituals can be used to placate a spiritfont and render it dormant for a time. The nature of the ritual and the duration of its efficacy are determined by the DM.

Spirit Ward. This power functions like a *protection from evil and good* spell when it targets one creature or empowers an object. When it targets an area it acts like *magic circle*. If used to ward a structure, each dormant spiritfont within the area is suppressed in the same way as the *hallow* spell.

Wish. A properly worded *wish* spell can suppress a spiritfont for up to one month without requiring a saving throw.

DESTROYING SPIRITFONTS

It is possible to permanently destroy a spiritfont.

One way is to deprive it of energy for a prolonged time, often centuries, by suppressing it. A suppressed spiritfont can't feed on the psychic energies or emotions it needs to continue existing. The *hallow* spell is a favored method to achieve this result, but combinations of spells and powers can achieve a similar result given sufficient dedication.

The other way falls into the province of deities and other extremely powerful entities; completely destroying the psychic energy that comprises a spiritfont will eradicate it. Doing this will leave a scar on the plane of existence the spiritfont occupies, creating a psychically dead zone that suppresses emotion and prevents life from growing in the spiritfont's previous location. Revitalizing the area requires such effort that spiritfonts are usually left alone rather than destroyed.

SPECIAL TYPES OF SPIRITFONTS

Normally, a spiritfont is an isolated event, but exceptions exist when a spiritfont imprints upon a target, including another spiritfont.

SPIRITWELL

A spiritwell results when multiple spiritfonts emerge in close proximity. The spiritwell takes control of each spiritfont within its range. Its range covers the area of each connected spiritfont's range.

A spiritwell has certain strengths over a normal spiritfont. It and each connected spiritfont have a +4 bonus on Intensity saving throws. It can take an action using any connected spiritfont, even if that spiritfont has already taken an action this turn. A spiritwell will always have legendary actions, and can freely use its own actions or those of a connected spiritfont with them.

Whenever a connected spiritfont becomes active, each spiritfont controlled by the same spiritwell also becomes active. Likewise, when one connected spiritfont becomes hostile, each spiritfont controlled by the same spiritwell also becomes hostile. It is impossible to render a connected spiritfont dormant for more than one round, as the controlling spiritwell will return it to its prior state automatically. In order to render a spiritwell dormant, each connected spiritfont must be rendered dormant at the same time.

Suppressing a spiritwell is also difficult, because it can't be targeted by a spell or power unless each connected spiritfont is also suppressed.

Hellsmouth. A special kind of spiritwell is the hellsmouth. Often created from one of the Lower Planes or the Shadowfel seeping into or leaving a trace within another plane, a hellsmouth is a malevolent spiritfont. It

possesses a level of hatred for the living found in the vilest of undead, and acts in an almost intelligent manner.

When a hellsmouth is active, it spreads ruin within a wide area, using all manner of spiritfonts to cause calamity. As a spiritwell, a hellsmouth controls multiple spiritfonts, with many controlling dozens of connected spiritfonts. For this reason, a hellsmouth is often appeased by torturous and murderous rituals to send the spiritwell back to a dormant state for a time, repeating the ritual when it begins to stir. Abandoning these rituals can plunge the region into a catastrophic state.

A hellsmouth can create spiritfonts and spirit undead, such as ghosts, specters, and wraiths, by converting the misery it wreaks and the souls slain within its range. When a hellsmouth becomes hostile, the spirits bound to it emerge from its center to torment and slaughter the living.

BOUND SPIRITS

Some spiritfonts and most spiritwells can bind spirit undead to it, taking control of the spirit's will. Such an undead creature is bound to the spiritfont. If it is slain, the spiritfont will return it to unlife the next time it is active after at least 24 hours have passed.

A bound spirit is usually confined to the range of the spiritfont, and will hide away while the spiritfont is dormant. Once the spiritfont is active, the creature will roam around the area or lie in wait. If the spiritfont becomes hostile, the bound spirit will seek out the spiritfont's targets.

In exceptional cases, a spiritfont can send a bound spirit beyond its range, creating an invincible spirit that can pursue its victims without end.

If a spiritfont is suppressed, each bound spirit is freed and can be dispatched normally. If the creature leaves the spiritfont's range, the undead is freed of its control. If the undead creature is within the spiritfont's range when it becomes active, it is again bound to the spiritfont.

Only undead created within the range of a spiritfont can be bound to it.

ALTERED OBJECTS

Normally a spiritfont exists at a point in space, as an unmoving environmental hazard. However, some spiritfonts become attached to a specific object such as a bench, wagon, or doll. These objects are called altered objects. When attached to an object, a spiritfont can be moved to a new location.

An altered object radiates magic and psionic energy, and to the unfamiliar can seem to be a magical item, and in some cases a spiritfont could be attached to a magical or psionic item.

An altered object is cursed, and taking ownership of one, binds the curse to the claimant. Getting rid of an altered object can prove difficult. The most common way is to convince another creature to accept it as a gift, but some altered objects will refuse to take a new owner while its current owner still lives. A *remove curse* spell or similar effect can liberate an owner for a period of one hour in order to make the exchange.

Altered objects can't be destroyed, either by being indestructible or by completely restoring itself within 24 hours after being damaged.

The spiritfont attached to an altered object otherwise acts like a normal spiritfont. It will cycle through dormant and active states and can become hostile. Being mobile, makes altered objects more dangerous.

ATTACHED TO CREATURES

Like an object, a spiritfont might be attached to a creature. Usually the target of this binding is a victim of abuse or neglect. It operates like a normal spiritfont with one exception: it will never harm the creature it is attached to, and may even protect it.

In some cases, a creature can create a spiritfont. A created spiritfont is bound to the creature and controlled by it. A creature can use the actions of a controlled spiritfont as a lair action. A created spiritfont uses one of its creator's ability scores as its Intensity, and shares its creator's proficiency bonus.

Certain powerful spirits, mainly celestials, fiends, and certain undead can also attempt to seize control of a spiritfont. The spiritfont must succeed on an Intensity saving throw against its usurper's spell or power save DC or become controlled by the creature. The duration a creature can control a spiritfont this way is described in the creature's stat block or determined by the spell or power. If the attempt to seize control of a spiritfont fails, it immediately becomes active and hostile and will retaliate against its attacker.

PSYCHIC IMPRESSIONS

A psychic impression is residual spiritual energy formed from powerful emotions, such as the expression of true love or horrifying terror. A psychic impression is identified as one of three core emotions: despair, euphoria, and malice. Like any spiritfont, a psychic impression is invisible to normal detection.

SIGNS OF A PSYCHIC IMPRESSION

A dormant psychic impression leaves little hints to its presence, aside from the stirrings of its emotion within a creature. Once the spiritfont is active, its presence is more noticeable, displaying features based on its core emotion.

Despair. The colors of the area diminish, appearing bleak. Lights are dim, as if light can't properly penetrate the area. Sounds are muffled and dulled, and movement seems to be slowed. An unsettled creature will be overwhelmed with an emotion such as abandonment, dread, fear, futility, grief, guilt, hopelessness, ineptitude, remorse, or sorrow.

Euphoria. The area seems brighter, and phantom chimes can be faintly heard. Colors seem more cheery, and sounds echo with harmony, but the area is also hazy, making it harder to decipher details. An unsettled creature will be overwhelmed by feelings of belonging, enthusiasm, joy, laughter, love, pride, or triumph.

Malice. The air seems stagnant and motions seem more sudden and jarring. Color within the area is more stark and vivid, but bleeds into other colors, creating a swirling mess under prolonged viewing. An unsettled creature is overwhelmed by dark emotions such as anger, betrayal, disgust, frustration, greed, hatred, lust, passion, or rage.

ACTIVE PSYCHIC IMPRESSION

Once active, a psychic impression becomes hazardous for creatures within its range. An unsettled creature has its emotions replaced by the emotion of the spiritfont, and can't benefit from effects that rely on emotions such as Rage, Bardic Inspiration, *heroism*, *trauma infusion*, and similar effects. Additionally, the unsettled creature is extremely unstable emotionally, and if riled, must succeed on a Wisdom saving throw against the spiritfont's save DC or have an emotionally-appropriate outburst, which could result in making an attack.

Roll a d6 each round, and on a 5 or 6, the spiritfont acts during the round. Choose one creature at random within the spiritfont's range. It must succeed on a Charisma saving throw or be afflicted with an effect based on the emotion of the psychic impression for 1 minute.

Despair. The creature drops prone and becomes restrained. It refuses to move or be moved.

Euphoria. The creature is elated and will refuse to harm another creature or damage an object, and will intercede to prevent others from doing so without attacking.

Malice. The creature is filled with rage and will attack the nearest creature on its turn. If another creature has caught its attention earlier, it will instead attack that creature if it can reach it.

HOSTILE PSYCHIC IMPRESSION

Once hostile, a psychic impression always acts on its turn. It either takes the action from its active state or attempts to possess a creature within its range.

A creature targeted by its possession must make a Charisma saving throw against the spiritfont's save DC. On a failed save, the creature is possessed and will enact an activity based on the creation of the spiritfont. The spiritfont acts as a puppeteer (see Possession later in this chapter), and won't relinquish its target until it completes the activity. Psychic impressions have been known to cause targets to fall down cliffs, attempt suicide, re-enact marriages, fervently dance, attempt mass murder, and other such actions. Once possessed, allies can only attempt to break the possession through magical or psionic means or attempt to restrain the target and move it outside of the spiritfont's range.

Normally a spiritfont can only possess one creature at a time, but in cases where the activity takes more than one creature, such as a wedding, it will attempt to possess two or more creatures as appropriate. The spiritfont may project an illusion over the target creature reflecting a creature whose emotions contributed to the spiritfont's creation.

Once a creature has been possessed by a psychic impression, it can't be possessed by the same one for at least 24 hours.

USING PSYCHIC IMPRESSIONS

A psychic impression should be used infrequently in your campaign. It is useful as a hook or to provide clues for an adventure or to just add some background to a location. A psychic impression pairs well with another spiritfont and with the lairs of a powerful creature, especially one capable of possession.

A psychic impression tends to have a smaller range than other spiritfonts, and it tends to project within a sphere centered at a location rather than conforming to a feature such as a room. This spiritfont appears outdoors more frequently than other spiritfonts. The most powerful and dangerous psychic impressions are usually well known, and their locations are avoided.

HAUNTINGS

A haunting is similar to a psychic impression and is often created in the same way. A psychic impression can also be corrupted into a haunting through dark rituals or immense suffering.

SIGNS OF A HAUNTING

At casual inspection, a haunting isn't apparent and can often be rationalized as a normal event such as a draft or rotted wood. Like any spiritfont, a haunting is invisible and can only be detected by means that perceive auras and spirits. Even when detected, a haunting is identical to a psychic impression (usually despair). However, a haunting has other signs that betray its true nature when it is active. An active haunting can display any number of the signs below.

After Image. An after image is a reflection of the past embedded within a haunting. It is typically of a creature and can appear identical to an apparition. An after image can also appear as an object, such as a piece of furniture or a handheld item. The after image isn't a creature or object, it is an illusion with no physical form. If approached, an after image might disappear, especially if depicting a person, but it may also remain under inspection. An after image is cold to the touch and shimmers like thick mist.

An after image typically displays some significant event that happened in the location. However, this depiction is often only a fragment and may not show the whole story. This makes an after image unreliable, as it may reflect a feeling and not an actual memory, twisting the displayed image to the perception of the source of the haunting.

Air Spot. An air spot is a space where the air takes on a certain quality, such as being warmer or colder than normal or having moist or static properties. An air spot is nominally harmless and is illusory. However, it can give a creature the sensation of overheating or freezing. An air spot can also cause hair to stand on end or skin to itch or crawl.

Disembodied Sound. A disembodied sound is one with no discernible source. It can be peaceful like a short chord of music or unsettling like a blood-curdled scream. Longer lasting sounds of these sorts include footsteps or rustling sounds as if from the wind. A disembodied sound is an illusion. It will vanish when investigated, but often starts again when a creature is no longer within its vicinity.

A disembodied sound can also be localized to a smaller area. In this case, only a creature within the immediate area can hear it, even if it sounds more distant than it actually is.

Displaced Smell. A displaced smell is an illusion of sensation with no identifiable source. Smells can be pleasant or repugnant, and some start as one smell and transform into another smell.

Distortion. The air shimmers in a way that appears blurry or as if an invisible or camouflaged creature passes by. Sometimes the distortion will appear and disappear. This is often accompanied by a lowering of the air quality

and an increase in air pressure. A distortion may appear as vapor or a cloud or a brief absence of light in a small, localized area.

Mote. A mote is a sphere of light. It follows a pattern and disappears upon completing the pattern. It will repeat this pattern after a certain amount of time has passed or it is triggered again. A mote does shed some light and when four or more motes are present within a space of darkness, the space will become dim light. If a creature attempts to touch a mote, it will disappear as if it completed its pattern.

Optical Illusion. An optical illusion is a static or briefly animate image that can appear and disappear seemingly at random. An optical illusion typically manifests in a reflection, when perceived from a certain angle, or from the corner of the eye. It is an illusion that will disappear if touched, studied, or investigated.

Orb. An orb is tiny floating point of light no larger than a pea. It sheds no light but is visible within darkness. An orb typically floats at random and can disappear at random. It can have any color and is completely harmless. If a creature enters the space where one or more orbs are present, each orb vanishes until the creature leaves the space.

Perceptual Dysfunction. Depth perception is distorted causing objects or parts of a structure or terrain to appear closer or farther away or smaller or larger than normal. When approached and interacted with, the dysfunction often lapses, causing it to appear normal, but in some cases the distortion will affect the investigator, such as making its arms seem longer or shorter.

Shadow Person. Some hauntings exhibit palpable shadows that vaguely resemble humanoids. A shadow person is usually harmless, however, but it can easily be mistaken for a shadow, and such creatures will hide amongst shadow people phenomena.

A shadow person will disappear if it is within 10 feet of a living creature. A shadow person often follows a routine and can be mistaken as a ghost. However, the shadow person isn't a creature. A shadow person is the manifestation of memory attached to a haunting. When accompanied by a psychic impression, a shadow person likely enacts the events that caused the impression or mimic the behavior of someone who contributed to the impression.

Spectral Construction. A spectral construction is a formation of ectoplasm that creates a palpable effect. The effect is harmless. It can appear briefly and disappear as if never there or linger for a period of time. Famous examples of spectral constructions include mysterious blood seeping from a wall, hair along doorframes, claws or maws appearing on a surface, and spectral hands that touch a shoulder or ankle.

If a spectral construction is collected, it fades away after a short time.

ACTIVE HAUNTING

An active haunting is disturbing, but is rarely as dangerous as another spiritfont. For every hour an unsettled creature remains within the haunting it must make a Charisma saving throw. On a failed save, the creature becomes frightened or afflicted with a random Short-Term Madness (the DM decides) for 1d10 minutes.

A frightened creature will attempt to flee from the spiritfont's range without regard for the safety of others, and

it is willing to take risks if it means faster egress, such as attempting a treacherous leap or running through fire. Once the creature is outside the range of the spiritfont, it stops being reckless from fear.

If a living creature experiences three Madness events from a haunting within a 24-hour period, it must succeed on a DC 15 Wisdom check or it ages 1d10 years or suffers a Long-Term Madness from its experience (the DM decides). At the end of each hour it remains within the range of the spiritfont, it repeats the check.

Madness inflicted by a haunting can be removed by the *dispel evil and good* spell.

HOSTILE HAUNTING

When a haunting becomes hostile, it tends to act with malice toward the living. A haunting will take an action on each of its turns choosing one of the actions below connected to its active signs. It can also create a new sign at will during its turn without using its action. Its target must be within its range. A hostile haunting will seek to harm any living creature within its range, and will attempt to prevent escape if it has the means.

The damage listed for these actions are a suggestion for typical hauntings. If you want deadlier or easier hauntings, you can adjust the damage according to the desired threat. As a rough guideline, Easy and Medium difficulty hauntings should deal a number of damage dice equal to half the spiritfont's proficiency bonus, rounded up. For Hard and Difficult encounters, consider increasing damage to a number of dice equal to its proficiency bonus.

Create Apparition. The haunting transforms a shadow person or after image of a creature into an apparition (described in chapter 5) that remains for 1 minute. The apparition acts immediately after the haunting on each round. It will not leave the area of the haunting, and if each living creature withdraws from the area, it will disperse. A haunting can only maintain one apparition at a time, and is unable to take this action again so long as the apparition remains in existence.

Deafen. Each creature within a 20-foot radius at a point within a haunting must make a Wisdom saving throw or be deafened for 1 minute. This is often manifested as a wail or a piercing sound like a siren.

Ensnare. The haunting grabs a creature no larger than Huge by animating a spectral construct or distortion. The creature must make a Dexterity saving throw. On a failed save, the creature is restrained (escape DC is equal to the save DC of the spiritfont) until it is freed or the haunting is no longer hostile. A creature can use its action to make a Strength check to free the creature. It can also be freed by destroying the force restraining it which has AC 13, hit points equal to twice the spiritfont's Intensity, and immunity to bludgeoning, cold, necrotic, and poison damage.

Flare. An air spot manifests as an environmental hazard for up to 1 minute. Each creature within an area no larger than a 30-foot cube must make a Constitution saving throw. If the save is failed, the creature takes 2d6 + Intensity modifier cold, fire, lightning, or poison damage. Each creature that ends its turn within the air spot must repeat this saving throw. A spiritfont can maintain one flare at a time. A flare persists until dismissed or replaced.

Grasping Hands. Spectral or skeletal arms reach out from a surface to attack a creature within 5 feet of the surface. The spiritfont makes a melee power attack, and on a hit, the target takes 1d6 + Intensity modifier necrotic damage and is restrained. A creature can use its action to pull a creature or itself from the hands by succeeding on a Strength saving throw.

When a creature is grasped, the haunting can use its action to pull the held creature into the surface. The creature must make a Strength saving throw. On a failed save, it is moved 5 feet into the surface which takes on an ectoplasmic consistency and the creature is interred. Once interred, the creature takes 2d6 force damage at the start of each of its turns. If the surface is breached, the creature can be rescued. Becoming incorporeal or teleporting also frees an interred creature.

Gust of Wind. The haunting manifests the *gust of wind* spell within its area. The haunting can create a number of gusts equal to its Intensity modifier (minimum of 1 gust) with a single action. The gusts persist for up to 1 minute.

Haunted Attack. The haunting creates a spectral construction which makes an attack against a living creature within its area. Make a melee or ranged power attack as appropriate against a creature. On a hit, the creature takes 2d8 + Intensity modifier bludgeoning, cold, fire, lightning, necrotic, piercing, poison, slashing, or thunder damage as appropriate.

Invisible Force. The haunting creates a force that shuts or blocks one or more doors, windows, or other thresholds or passages within its range or creates a force barricade within a 5-foot square. A creature must succeed on a Strength check against the spiritfont's save DC to force its way through such a barrier or open a portal. An invisible force lasts until the haunting is no longer hostile.

Major Image. The haunting manifests the *major image* spell. It can maintain up to three images at a time. Illusions created by this ability last up to 1 minute.

Noxious Odor. A displaced smell becomes sickening. Each creature within range must succeed on a Constitution saving throw or become poisoned for 1 minute. Other effects may be triggered at the discretion of the DM.

Siphon Life. The haunting spiritually attacks one living creature within it. It makes a ranged power attack. On a hit, the creature takes 1d6 + Intensity modifier necrotic damage plus an additional 2d6 psychic damage if it is frightened, poisoned, restrained, or unsettled. This attack is not affected by cover short of a *wall of force* spell or similar effect.

Supernatural Fright. A creature within the spiritfont's range must succeed on a Charisma saving throw or become frightened for 1 minute. If the creature is already frightened and fails its save, it is aged 1d4 years.

USING HAUNTINGS

A haunting can be a useful environmental story piece, and works well in horror themed adventures and locations. Like a psychic impression, you should use a haunting sparingly or else it loses its impact.

When creating a haunting, spend time writing the back story behind the haunting. In locations, it is usually best to layer two or more hauntings to have more activity. When

using a haunting as a main antagonist, consider using multiple hauntings and add a controlling entity such as a ghost or shade or a spiritwell. This gives the threat multiple actions to prove a greater challenge for even seasoned adventurers. Be careful, as the presence of a hostile haunting will make an encounter significantly higher than its challenge rating may indicate.

POLTERGEISTS

A poltergeist is unrestrained psionic energy. A spiritfont poltergeist isn't the same thing as the specter poltergeist variant. A specter is a creature; a spiritfont is an environmental phenomenon.

A poltergeist can be playful or aggressive. In some rare cases a poltergeist might serve as a protective, friendly force, sometimes called a guardian angel.

Each poltergeist has its own set of powers, which can include any of the following: *animate electricity*, *blood tendril*, *control light*, *ectoplasmic creation*, *energy blast*, *energy storm*, *flame manipulation*, *hydrokinesis*, *inertial barrier*, *kinetic barrier*, *probability manipulation*, *puppetry*, *sap vitality*, *spectral armament*, *suspension*, *telekinetic grasp*, *tremor*. It has a maximum power point reserve equal to twice its Intensity and can spend a number of power points up to half its Intensity on a single power. At the end of each round, the poltergeist regains 5 + its Intensity modifier power points up to its maximum reserve. A poltergeist can always use the at-will functions of its powers.

A poltergeist can concentrate on any number of powers and effects. Additionally, it can take reactions, either by using its psionic powers or by attempting to block a creature when it attempts to move (see *Hostile Poltergeist* below). When it manifest an energy power, it can have one or more energy types as the DM decides, or even use a feature in its environment to give the power one, such as lit candles or fallen snow.

SIGNS OF A POLTERGEIST

A dormant poltergeist betrays no hint of its presence, but once active a poltergeist is hard to miss.

A poltergeist manifests its powers as a sort of background energy, and will use at-will functions of its powers to affect its environment. They are known for psychokinetic phenomena such as opening and closing doors, scratching surfaces, levitating objects, moving objects at varying speeds, or arranging objects in a semi-random pattern.

ACTIVE POLTERGEIST

While active, a poltergeist will use its psionic powers at random. Roll a d6, and on a 5 or 6 the poltergeist will take an action using its at-will power functions. It won't deliberately attack a creature, but also pays no regard, and may accidentally push or otherwise affect a creature with its power.

HOSTILE POLTERGEIST

The hostile poltergeist is known as a severe danger to creatures within its range. Each turn it will activate one of its powers to attack a creature within its range or dislodge an item that was brought into its range. While a poltergeist isn't a creature with a will, it seems to take umbrage at attempts to change its environment.

A poltergeist will select its power to manifest seemingly at random, but usually it will manifest one with the best chance of removing a target disturbing the area within its range. It will spend as many power points as it needs to accomplish its desire.

It may also use its turn to prevent a creature from escaping it, such as slamming a door and holding it shut with supernatural force or sliding an object to trip a creature. In cases like this, a poltergeist doesn't need to manifest a power. To trip or push a target, it must succeed on a power attack. When the poltergeist is holding an object with force, a creature must succeed on a Strength check against its save DC to move it.

USING POLTERGEISTS

A poltergeist normally accompanies a haunting, but can be encountered alone, often attached to an object such as a doll. A poltergeist will act based on its behavior. Its behavior can change in response to its circumstance. For instance, a poltergeist that is attached to a creature or object could be protective toward it, playful when alone with it, and aggressive toward any other creature. A poltergeist attached to a location may be playful normally, but turn hostile if a creature approaches a certain space within the area.

Protective. A protective poltergeist will use its powers to prevent a creature from being harmed. It may catch a falling creature or object with suspension or redirect harmful lightning damage or water away from an object.

Playful. When playful, a poltergeist manipulates objects in some way, such as rearranging furniture or causing a target to hover and dance. It may drop held targets, causing fall damage, but doesn't tend to use its powers to cause direct harm.

Aggressive. When aggressive, the poltergeist seeks to cause damage to a target. It may smash vases or pictures, throw or animate furniture, or attempt to manipulate a creature into a danger such as a furnace.

POSSESSION

Possession is a serious condition that is performed by powerful creatures like fiends and celestials and some undead and fey. Certain spells and powers can also allow its user to possess a target, such as magic jar, but those instances should follow the guidelines presented in the description of the particular spell or power.

In order to possess a target, a creature with the ability to possess a target, called a possessor, has certain conditions it must meet described in its stat block. Many creatures are only capable of possessing one type of target, such as a creature or object. A possessed target is called a host.

Possession requires a target creature to make a Charisma saving throw against the possession save DC of the possessor. In cases where an object is possessed, merely holding the host object can subject a creature to the influence of the possessor.

Note: Possession isn't a mechanic to use lightly. In many cases it removes agency from a player character, and in some cases can permanently remove a player character from play.

If you use possession in your campaign, it is recommended to restrict interactions with the player characters to rider, influencer, and puppeteer possessors. Usurper possessors can be powerful narrative tools but require more effort by both the DM and the players to integrate well in a campaign.

DETECTING POSSESSION

Under most circumstances, there is no way to know if a target is possessed. Normally, detection occurs when a host behaves oddly or against its core values. A skilled possessor knows how to mimic its host to avert suspicion.

In some cases, a possessor can create a spiritfont which it has complete control over. This can help to identify if a host is possessed, but can easily be mistaken as a normal spiritfont likely attached to an object. Some classes have features to reveal possession, and some spells and powers can also reveal it.

When a possessor has been identified, it will use every means at its disposal to regain its hidden status, including the removal of a creature which detected it, ideally without further revealing its presence.

FREEING A HOST

Once a possession has been identified a possessor can be removed from its host through certain spells, powers, or class features. Attempting its removal will make the possessor hostile toward those attempting its removal.

- Reducing a host to 0 hit points or destroying it will drive a possessor out. A possessor driven out this way may immediately act.
- A wish spell can outright remove a possessor, returning it to its body or forcing it into its physical form. The creature must make a Charisma saving throw against the caster's save DC. If it succeeds, its host remains possessed.

- The Channel Divinity and Banish Spirits class features and *dispel evil and good* can be used to drive a possessor from a host. The caster or manifester becomes locked in a battle of wills with the possessor for up to 1 minute. Each round, the possessor must make a Wisdom saving throw against the caster or manifester's save DC. If the possessor fails three saving throws, it is forcibly removed from the host. The possessing creature is stunned for the next round and can't attempt to repossess the host again for 24 hours. If the possessor fails less than three saves, it remains within its host and is immune to further attempts by the caster or manifester to remove it for 24 hours.
- A *remove curse* spell applied to a possessed object that is affecting a creature it, allows the host to make its saving throws to resist the possessor with advantage for 10 minutes.
- If the ground around the host is under the effect of *forbiddance*, *hallow*, *magic circle*, or a similar effect, the possessor makes its saving throw to resist being removed at disadvantage.

ADVANTAGES

While it possesses a host, the possessor has some resistance to effects that normally can target it. In most cases, the host takes all damage directed at it or the possessor, except psychic damage that explicitly targets the possessor. A possessed object is considered magical for the purposes of taking damage.

The possessor normally has access to its host's memories, and is able to recall anything its host knows as readily as the host. The host can make a Wisdom saving throw against the possessor's possession save DC to prevent the creature from reading its memory or surface thoughts for 1 minute.

The possessor also has complete knowledge of the host's capabilities, including proficiencies, spells, powers, and class features. It can use any of the possessed creature's senses. When possessing an object, the possessor has blindsight up to 60 feet unless otherwise indicated.

Whenever a host must make an Intelligence, Wisdom, or Charisma saving throw, the possessor can substitute its own saving throw modifier instead.

When the possessor isn't controlling its host, it can use any psionic power or psychic trait it has on its turn, and may have access to certain other traits, including innate spellcasting, as described in the creature's description. If the possessor creates a spiritfont, it can use the spiritfont's actions as a lair action.

TYPES OF POSSESSION

A possessor has a type of possession it can perform which determines what actions, if any, it can make a host take, and how a host can resist. These rules are for possession in general, and a creature may have more specific rules in its stat block which you should defer to when there is a contradiction with the rules.

RIDER

The most basic form of possession, the rider simply uses its host as a form of transport. A rider is still aware of its host's

perceptions or surroundings and can read its host's mind, but is incapable of influencing the host short of a psionic power or other ability it can use while possessing a target. If the rider has telepathic abilities it can communicate with its host.

A rider may be a spirit or creature simply seeking to be transported to another location or to be delivered to a specific target. A rider can also serve as an effective spy or infiltrator.

INFLUENCER

An influencer is a type of possessor that has means to convince a host to do its bidding. Often this is through threat of pain, or by using its abilities to cause harm to others close to its host. This type of possessor will have spells, powers, or traits that allow it to manipulate its host. An influence may also use the promise of reward as a temptation to compel its host.

While possessing an object, an influencer can attempt to influence a creature which carries or wears the object or one within 15 feet of it.

An influencer can communicate with its host or a creature it can influence. Whispers that only the host can hear are most common, but telepathy is preferred if the creature has the ability. A possessor may also need to rely on audible speech, but is cautious to do so only when its host is alone.

PUPPETEER

Rather than convince a host, the puppeteer uses telekinesis to directly control its host. The puppeteer shares the same initiative count as its host or a creature holding or wearing its object host, taking its turn before its target.

A puppeteer can attempt to pilot its target at the start of its turn. The target must make a Strength (in the case of telekinesis) or Constitution (in the case of body control) saving throw against the possessor's possession save DC. If the save is failed, the puppeteer can move and act using the creature's actions. It uses the host's movement speed and its weapons, but can't use the host's spells, powers, or class features. When it makes an attack via the host, it makes a melee or ranged power attack using its possession ability modifier + its proficiency bonus, and it can only make one attack during the turn unless its description indicates otherwise. While the puppeteer is in control, the host is incapacitated.

When possessing an object the puppeteer can either attempt to control a creature holding or wearing the object in the same way it can a direct host. Additionally, it can animate the object as if under the *animate object* spell or *puppetry* power. It uses possession ability modifier and proficiency bonus to determine its attack and damage roll modifiers. A host object gains the hover trait and a flying speed of 40 feet.

USURPER

A usurper acts like a rider until such time as it exerts control over its host. It shares the same turn initiative count as its host or a creature holding or wearing its object host, taking its turn before its target.

The usurper can attempt to control its target as an action. The host must make a Wisdom saving throw against the possessor's possession save DC. If the save is failed, the

host is fully under the control of the possessor for the duration of the usurper's possession trait, which is usually 10 minutes. At the start of each of its turns, the host makes a new saving throw, which, if successful, permits the creature to act normally until the start of its next turn. If the host succeeds three such saves in a row, the possessor loses control and can't exert control over its host for 10 minutes for every Charisma bonus the host has (minimum 10 minutes).

The usurper can use any of the host's abilities, including spells, powers, magical items, and class features. It can make any action the host could normally make, as well as any of its own actions and legendary actions provided it has the equipment to do so. If it has access to lair actions, it can also use them, including on turns when the host shakes its control.

Controller. A controller is a special type of usurper. Once it possesses a host or succeeds in influencing a creature holding or wearing its host object, a controller always succeeds in its attempt to exert control over its target. Its target never makes an automatic saving throw to regain control, and the host must be freed from possession to regain control.

Transformation. Exceptionally virulent possessor may transform its host into another creature. If this transformation is complete, the host is lost, with either its soul dying or it becoming a monster. Only a wish spell or act of divine intervention can rescue a creature from such a transformation.

POSSESSING

Possessing a target requires an action or a period of time of concentration. Additionally, certain conditions may also be required for the possessor or its target to meet, such as a hit point threshold or status condition. A possessor can abandon a host as an action. If the rules a creature uses to possess a target is different than the rules presented here, use the rules in the creature's description.

A possessor might transform into a spirit form, and disappear, being fully subsumed within its host. If it is forced out of or exits its host, it will automatically reform its body in the nearest unoccupied space.

Alternately, a possessor might project its consciousness into its host. Its normal body will enter a state of suspended animation. If its body is attacked, it is immediately aware and can use its reaction to eject itself from its host and return to its body. Such a possessor tends to go to lengths to protect its physical form. When expelled from its host or exiting it of its own will, a remote possessor instantly returns to its body, even if its body is on another plane of existence.

POSSESSOR ACTIONS

While possessing a host, a possessor might have the ability to create a spiritfont by using its action or spending time. The creature's stat block will describe if it can take this action. The spiritfont is centered on its host. A creature can typically only create a number of spiritfonts equal to its possession ability bonus.

A possessor may also have the ability to assume control of existing spiritfonts within a given area. If it gains control of a spiritwell, it also gains control of each connected spiritfont.

If a creature can create a spiritfont, the spiritfont's range is equal to 30 + five times its possession ability modifier feet. If the spiritfont is created while possessing a host, it can be centered on the host, moving with the host. Otherwise it can be created at any space with 30 feet of the creature.

If a creature is ever more than 100 feet from the outer range of its spiritfont it controls, the spiritfont will disappear if it was created by the creature or become uncontrolled after one hour. If the creature returns in range before that time, it can reestablish control.

A possessor which has control of at least one spiritfont is capable of using the spiritfont's actions as a lair action. It can also awaken or render dormant each spiritfont it controls of its choice during its turn by taking a bonus action.

Certain traits are also available to a creature while possessing a host. These can be used as normal and are indicated in its stat block. A possessor may also be able to exert control over its host as described by its type above.

SÉANCE

A séance is a ritual used to communicate with spiritual forces. While mainly used to contact the departed, a séance can also be used to connect with celestials and fiends, as well as elemental and fey spirits.

In order to conduct a séance, a spellcaster or power manifester must open itself to being inhabited by the spirit, or have an object, such as a spirit board, for the spirit to interact. A séance has intrinsic risks to the participants. With the proper tools, anyone can entice the attention of the spirits, but the chance for failure and disaster are much greater.

ENTICING A SPIRIT

For a séance to have a reasonable chance for success, the spirit sought must be offered something to seize its attention. The most commonly used object to entice a spirit is a personal belonging; this is used especially in communicated with the dead and undead. Offerings of incense, provisions, and other objects valuable to the specific spirit sought work well for enticing celestials, fey, and fiends. Other offerings may work, as determined by the DM for a particular spirit.

OPEN ENTICEMENT

A séance can be held with a general offering that could appeal to more than one spirit. This presents a serious risk of enticing the wrong spirit, including a naturally hostile one.

CONDUCTING THE SÉANCE

To successfully contact a spirit the conductor of the séance must succeed on a DC 30 check using its power or spell attack modifier. If the séance conductor expends a spell slot of 3rd level or higher or at least 5 power points, it gains a +8 bonus to this roll. Providing an offering further increases

the chance of successfully contacting a spirit by +5. If the conductor is neither a spellcaster or power manifester, it can use a séance tool, such as a spirit board, to contact a spirit, allowing it to add its Charisma bonus to check. Other creatures can participate in a séance to increase the chance of communication; for each creature participating in addition to the conductor, the check is made with a +1 bonus to a maximum of +5 for six or more participants in the séance.

If this check succeeds, the spirit will enter the conductor's or a participant's body to communicate (its choice). The conductor can attempt to force the spirit to inhabit a specific participant by succeeding on a saving throw against the spirit's possession save DC or 10 if it doesn't have one. The spirit will speak through the body of the creature it enters, using the creature's voice or its own. If a spiritual communication tool is provided, such as a spirit board, the spirit will instead interact with it and not enter a creature's body.

Each round, the séance conductor or a participant can ask the spirit a question and it will answer how it chooses, but will always answer as long as the séance hasn't failed. If more than one question is posed to it in a single round, it will only answer the one it chooses.

An enticed spirit's attitude is neutral if it was provided an appropriate offering, otherwise it will be hostile. If a participant has a strong, friendly bond with the spirit, its attitude may be friendly as decided by the DM.

The séance will last for a number of minutes equal to the conductor's spellcasting or manifesting ability modifier (minimum 1 minute) or until the spirit is dismissed. If a spirit isn't dismissed, it will linger in the area and may attack.

Once each minute, a spirit with the ability to possess a creature can attempt to possess a creature whose body it inhabits. If the conductor or the target is a spellcaster or power manifester, it has advantage on this saving throw, as long as the séance hasn't failed. The conductor can choose to make the saving throw for the participant, but this must be decided at the start of the séance.

At the end of each minute during the séance, a new check must be made to continue the séance. The check's DC is 5 less than the check made to start the séance. If this check fails, the spirit is freed and can choose to linger in the area; a hostile spirit is likely to attack or harass the séance members.

DISMISSING THE SPIRIT

The successful end a séance requires one of two ends. In the best case, the spirit departs amicably when dismissed. In most cases, the conductor uses its action to dismiss the spirit and must succeed on a saving throw against the spirit's possession save DC or 10 if it doesn't have one. It gains a +1 bonus for each participant (to a maximum of +5) and a +2 if using a spirit board or similar tool. The dismissal spell will also dismiss a spirit without a save.

If the spirit isn't dismissed, it can choose to linger and can attack.

THE DREAMSCAPE

Also called Dreamtime, the Dreaming, or the Plane of Dreams, the Dreamscape is a unification of memory and creation, fueled by the Collective Conscious of the multiverse. It is a distinct plane of existence with a fully malleable nature. When a creature dreams or exerts its will upon the plane, a space within the plane takes on form and substance. When this form becomes a near mirror to a space within another plane of existence, the planes overlap.

When a creature dreams, a part of its spirit is mirrored within the Dreamscape where it subconsciously taps into memories and experiences within the Collective Conscious that it witnesses as dreams. When a creature ceases dreaming, its mirror self simply melts back into the fabric of the Dreamscape.

NATURE OF DREAMS

Dreams are fabrications of unreality. While these fabrications aren't real in a conventional sense, they are the underlying current that creates perceptive reality. The Dreamscape is massive beyond understanding and malleable to an unsurpassable extreme. It contains all that was, is, and will be, and the myriad of possibilities in between, but these elements are only brought into being when a conscious mind taps into the Collective Conscious and creates the dream through imagination.

When a dream is formed, the substance of the Dreamscape shapes itself to create a space which accommodates the dream. This shaping creates logic and rules, fabricates objects and structures, and provides the theme of the dream.

A dream is fungible, its nature subject to evolving based on the needs of the theme and the turmoil of the dreamer. Some beings are able to directly alter the fabric of a dream, changing facets, introducing new elements or removing existing ones, and even altering the theme.

As the realm of unreality, anything is possible within the context of the dream, but confines are introduced by the limits of the collective minds of the dreamers. In order for something to exist within the Dreamscape it must not only be within the realm of imagination, it must also be plausible within the confine of the dreamer's mind or those of intruding minds. When imagination exceeds plausibility, the Dreamscape creates the best possible version it can, but while this may be visually imaginative, it is functionally mundane.

For instance, while a medieval citizen might be able to envision a wand that shoots light beams, the effect of said light beams will be constrained to what that citizen's mind is capable of logically processing, such that it may take the form of a sunbeam or shoot functional arrows in the form of light. Should a citizen of a space age future intrude upon the medieval citizen's dream, however, it will contribute to the dream's construction the knowledge of lasers, rendering the wand construct to function as a laser as the intruder understands it.

The DM will decide the confines of a given dream in the context of the campaign and the needs for the adventure.

DREAMS

A dream is a constructed environment of a dreamer. It is a contained location with features based on the theme and appearance of the dream. An appearance can be a pure fabrication, a copy of a real location, or often somewhere in between.

The edge of a dream's boundary is a distorted barrier. A dreamer is unable to penetrate the edge, and it can't even perceive that there is a boundary to its dream. When a dreamer encounters a boundary, it will unerringly find its way back into its dream.

DREAM THEMES

The Dreamscape is comprised of infinite dreams that give shape to the nebulous nature of the plane by the imagination of dreamers and the annals of the Collective Conscious. Each dream has a theme which determines how creatures interact with it, the rules of its unreality, and how logic can be applied to it.

When building a dream unreality, you need to determine its theme. The theme can be a simple mirror of reality or completely abstract and metaphoric. Normally, a dream is somewhere in between. Often dreams are formed because of stress or uncertainty that the dreamer is subconsciously attempting to process. This leads to the dream having some symbolic meaning to the underlying issue.

Creating a dream's theme is not dissimilar from creating other content for the campaign. The dream occupies a space, the size of which you determine based on the needs of the dream. It can appear vast while being quite small. Some dreams are enormous with myriad of paths, and others are only a few feet in diameter surrounding a dreamer, changing appearance as the dreamer moves within it. A dream will have features and events. It will often contain objects and structures. It can also feature creatures, both real and dream-constructed.

When you create the dream, consider the dreamer and its state of mind. Decide if the dream is of a memory or a creation of fancy. If the dream is metaphoric, think about the ways to depict the metaphor. Is it grounded within the mundane or is it a fantastical display written in allegory and whim?

You'll want to also consider the type of dream and its appearance. The type of dream heavily influences the level of trauma or threat, as well as what kind of dilemmas may be present. The appearance is where you can be creative in blending the ordinary with the extraordinary and symbolic. Don't be afraid to completely embrace imagery beyond reason, such as flying clocks or disjointed floors connected by colored pools. Nearly anything is possible in the context of a dream. At the end of this section will be a selection of sample dream themes.

Once you construct the dream theme, you'll want to incorporate the rules for dream logic. For instance, if black colored tiles of a floor are like acid, you'll want to create environmental effects to support that, maybe even expanding the concept that the color black is acidic, including the gray-scale vision of a creature with darkvision.

DREAM TYPES

The dream type is important to determine the nature of the dream. A dream has one type. The dream type might not be readily apparent, possibly misleading, and it will evolve to reveal its true state in time or through action. A skilled dream architect can also attempt to shift the dream type to another, but in order to do so, it will want to maintain the dream logic or risk rousing the dreamer from the Dreamscape.

Inspiration Dream. Sometimes a dreamer will have a dream that inspires it. An inspiration dream can be a heroic story, a memory of someone or something important to the dreamer, or even just an idea of invention or solution to a problem. When a dreamer exits its inspirational dream, it gains a bonus usage of Inspiration that it can use within the next 4d6 hours. The details of the dream remain for the same duration, but are often hazy and imprecise.

Nightmare. A nightmare is a type of dream that is usually disturbing to the dreamer, leaving it feeling lost or inadequate for the challenges ahead. A dreamer is almost never vacant in a nightmare. A nightmare isn't always threatening; a nightmare can be embarrassing or it may bring to mind insecurities the dreamer has. When the dreamer of the nightmare exits its dream, it can't benefit from a long rest and must make a DC15 Wisdom saving throw. If the save is failed, the dreamer is unsettled for 1d4 hours. A dreamer either quickly forgets its nightmare (80% 2d6-2 minutes) or the nightmare lingers (20% 3d6 hours).

Prophetic Dream. The rarest type of dream is the prophetic dream. Most common are enactments of scenes yet to come, but sometimes the dream will reveal some great truth or foretell more general events, often through allegory. Enactment scenes often lead to a sense of déjà vu, while revelations often spur the dreamer to action regarding what was revealed. Prophetic dreams are buried within the subconscious until such time as the event comes to pass. When that happens, the dreamer makes a DC15 Intelligence or Wisdom (whichever is higher) check. On a successful check, the dreamer understands what will transpire for the next 1d10 rounds. During this time, the dreamer has advantage on any roll made as part of a reaction and automatically passes any Intelligence check pertaining to the event. The dreamer also is never surprised by the arrival of the event.

Restless Dream. This dream type is the roughest on a dreamer. Often a restless dream is repetitive, such as a task repeating over and over again. It may have some variation, but the mundanity of the task remains constant. A vacant dreamer is most common in this type of dream, as a dream avatar might interrupt the repetitiveness. When the dreamer of a restless dream exits its dream, the dreamer gains one level of exhaustion and can't benefit from a long rest. The details of a restless dream are forgotten by a dreamer within 1d10 minutes, but the sensation of the mundane activity can linger for weeks.

Serene Dream. The most common type of dream is the serene dream. A serene dream can be a faithful or unfaithful accounting of a memory, an imagining of possible events or encounters, or just a scene as if it is from a story brought to life. A serene dream can take many forms from literal to complete fantasy, and its appearance is most likely to change as the dream unfolds. A dreamer receives no benefit or detriment when it exits its serene dream. A

serene dream is generally ephemeral, fading as the dreamer wakes up.

APPEARANCE

The appearance of the dream is how the dream is perceived. It is the locations, structures, objects, and features of a world created within the dream. A dream almost always has a visual component of its appearance, and many also include sound. Smell and taste sensations are usually absent in a dream, but there are exceptions. Tactile sensation is also not always present, but imposes no detriment to its dreamer. A dream actor or architect is able to simulate tactile sensation within its mind when operating within a dream theme that lacks it.

A dream frequently adapts features and scenes of real locations within the multiverse. In some cases it will be a direct imagining of the location, but in others it will be jumbled. Design the appearance of a dream just like you would any other location within the campaign.

A dream's appearance does have some discrepancies from reality. When close to the border of a dream space, the appearance will distort as the dream starts to give way to the emptiness of the Dreamscape beyond or the edge of another dream presses against the one the dreamer currently occupies. Certain parts of the dream also start to become jumbled or lack cohesion when scrutinized. Writing frequently displays this quality. For a dreamer, these seams in the dream fabric are dismissed by dream logic, but to a dream actor or architect, these seams betray the nature of the dream.

The appearance of the dream isn't stable. As a dreamer continues to dream, the dream can take on a new shape. Such changes happen gradually over the course of several rounds or minutes, or suddenly through some form or transition, such as walking through a tunnel or after a flash of blinding light.

DREAM LOGIC

Each dream has a set of rules that it abides. These rules often mirror or duplicate the normal rules of the campaign setting, but the rules aren't bound by convention. When you create a dream, you need to decide where the rules change and in what ways. These changes can be simple, such as every creature being able to breathe underwater or to survive in the vacuum of space. They can also be complex, such as an uttered word becoming a deafening scream or doorways that only open when a certain phrase is spoken.

These rules are the core of dream logic. Dream logic is intrinsically understood by the dreamer and considered normal. To a dream actor or architect, dream logic is how to persist the dream. Defying dream logic can cause the fabric of the dream to tear which can result in the dreamer exiting the dream and any intruder being tossed into the Gray Void of the Dreamscape. A creature which preys on dreamers, such as the dreamstalker, uses dream logic to render its victims vulnerable and entrapped.

The nature of the dream and its theme can also impose alterations to a dreamer. Typically this entails re-outfitting the creature or changing its form or even rendering it a vacant dreamer. You decide what the dream changes on a creature when it becomes a dreamer. If a dreamer becomes aware as a dream actor, it can take action to restore itself.

Tapping into dream logic allows a dreamer, actor, or

architect to surpass its mortal limits. Dream logic can allow a dreamer to leap hundreds of feet or reach across the cosmos. When crafting a dream, you want to spend the most time on defining the dream logic for the dream so that it is consistent and you can properly facilitate it. Often this can be done by giving dreamers and constructs traits or amending their statistics. You can also leverage mechanics like lair actions, spiritfonts, or surface effects.

CHANGING THEME

Certain dream architects can attempt to alter the theme of a dream. Changing a theme is a long process, as trying to change too much too fast can break dream logic and end the dream. Usually, only one facet of the theme is changed at a time, such as removing one rule of dream logic or changing the appearance of an object or limited space within the dream.

Changing the dream type is possible for certain creatures with a trait that allows it to do so, but any dream architect can transition a dream into a serene dream. Some dream architects, such as night hags, can change a dream type to a nightmare.

THE DREAM AVATAR

Outside few cases, a creature encountered within the Plane of Dreams is a manifestation of the creature's sense of its self. Mentally, a dreamer constructs an avatar of itself, or a representation of itself, from the fabric of the dream.

An avatar has statistics equal to dreamer's except in cases where the avatar has been altered. When an avatar is a representation instead of a mirror of the dreamer, it can take on the statistics on another creature or animate object as if through a *true polymorph* spell, but its substance is subject to dream logic and features may be altered. The DM will be the arbitrator in what features and statistics a dream avatar possesses when the creature doesn't possess a trait, feature, or a magical or psychic effect that determines the features of the dream avatar.

In all cases, the dream avatar uses its dreamer's hit points, regardless of whether it is enhanced or a representation. When a dream avatar is reduced to 0 hit points, the dreamer simply enters normal sleep or awakens unless a feature, spell, or power indicates otherwise. The dreamer will still suffer any benefit or affliction based on the type of dream. If the creature is capable of dreaming without sleeping, it simply ceases dreaming.

All damage, except psychic damage, suffered by a dream avatar is removed when the avatar exits the Dreamscape. Psychic damage remains, and if the creature is reduced to 0 hit points from psychic damage, it is rendered unconscious but stable, and it will incur one level of exhaustion. This exhaustion stacks with other sources of exhaustion, such as that from a restless dream. Also, any condition suffered on the Dreamscape ends when the dream avatar exits the Dreamscape. Dream avatars heal non-psychic damage first. You should track psychic damage separately when tracking hit points on the Dreamscape.

A creature within the Dreamscape may have no awareness that it is currently dreaming. Some creatures are aware of the nature of the Dreamscape, and become more resilient to dream themes and dream logic. Such creatures are able to consciously alter the fabric of the Dreamscape in a number of ways.

DREAM DENIZENS

A native of the Dreamscape, such a creature is fully composed of the fabric of the plane. As such, it has no body it can awaken when its dream self is slain.

A dream denizen is aware of the nature of the dream, but not every denizen is empowered to exert its will upon the dream. A denizen can be a dreamer, a dream actor, or a dream architect. For instance, the storyteller is a dream denizen which can act as a dream architect. When a dream denizen is reduced to 0 hit points, its form melts into the fabric of the dream. It can't be restored to life through any means short of an act of divinity or similar extreme action such as completely rewriting the fabric and theme of the dream.

DREAMER

Most creatures enter the Dreamscape as a dreamer. A dreamer is unaware it is within a dream and accepts the theme without question. It perceives the dream in vague terms, with its mind filling in the details. Under normal circumstances, the dreamer is helpless against the dream's theme and simply acts as a willing participant and voyeur.

So long as actions and events are consistent with dream logic, the dreamer will continue to remain unaware and accepting of the effects of these actions and events. However, should it be affected by an action against dream logic, the dreamer must make a DC 15 Wisdom check. If the check succeeds, the dreamer gains awareness that it is dreaming. Upon doing so, the dream avatar will transform into a mirror of the creature's true form and the creature will be able to act normally, becoming a dream actor. A dreamer which attempts to do something it should be able to do, but is constrained by an alteration to its dream avatar, also makes a DC 15 Wisdom check to gain awareness and become a dream actor.

Vacant Dreamer. In most cases, the dreamer is a character within the confines of the dream. However, in some cases, the dreamer exists as a voyeur only, having no substance within the dream. A vacant dreamer can't be targeted by another creature. A dream actor or architect can take the Search action to find the presence of the vacant dreamer and must pass a DC 20 Intelligence (Investigation) check. Once the vacant dreamer has been located, the seeker can use its action to make a DC 15 Charisma check. If successful, the dreamer's avatar takes form in accordance with the theme.

Intruder. An intruder is any creature that isn't the dreamer of the dream space being occupied. If the space is shared by multiple dreamers, each dreamer isn't an intruder, but if a creature is transplanted from one dream into another dream, it becomes an intruder. Mechanically, there is no difference between an intruder and the dreamer, but when the dream refers specifically to its dreamer, intruders are excluded. An intruder can also be a dream actor or architect.

DREAM ACTOR

A dream actor is a creature aware of the dream and is in control of its dream avatar. While within the Dreamscape, a dream actor can use any action normally available to it as well as the Alter Self, Dream Logic Attack, Exert Will, and Manifest Reality actions (detailed under Interactions).

Oft times, when a dreamer becomes aware as a dream

actor, it isn't in possession of dream constructs of its belongings and must use the Manifest Reality action to gear itself.

A dream actor's statistics are the same as its real self. It can choose to substitute its Charisma score in place of its Strength score, its Intelligence score in place of its Dexterity score, and its Wisdom score in place of its Constitution score. The dream actor chooses for each ability score, often creating a stronger dream self.

Additionally, a dream actor can employ dream logic to alter its actions. For instance, in a dream without gravity, a dream actor can move in any direction or walk upon any surface regardless of its orientation, or in a dream where voices are amplified to a dangerous level a dream actor could use its voice to make a ranged attack using its melee weapon's statistics.

DREAM ARCHITECT

Certain creatures possess more power within the Dreamscape than a dream actor, whether by its nature or through a spell, power, or ability. Such a creature is called a dream architect for its ability to weave the fabric of the Dreamscape to change the dream and its occupants.

A dream architect has all the features of a dream actor and can take the Alter Other, Awaken Dreamer, Fabricate Dream Construct, Shift Theme, and Weave Dream actions. It adds its proficiency bonus on ability checks to perform dream actions.

A divine creature or a cosmic horror is generally a dream architect, as is a creature with extreme supernatural awareness or intellect. A creature with a trait allowing it to affect another creature's dream, such as a night hag, is also a dream architect. Psychics capable of entering the Dreamscape are also architects when using their powers to do so.

DREAM CONSTRUCT

A dream construct is a fabrication of the Dreamscape taking on some form. All surfaces and objects, including structures, are dream constructs. Certain creatures are also dream constructs, being made of the same fabric.

A dream construct is fully subservient to the dream logic of a dream, barring constructs created from the Manifest Reality power or part of the being of the avatar of a dream actor or architect. A dream construct's nature is determined when it's first created (by the dream or by an architect) and can be altered by the nature of the dream's theme or an ability or action that can change it.

An object is normally identical to its real equivalency, but dream logic may alter this, such as making an apparent wood door as solid as a 10-foot cube of stone or a metal wall being completely intangible when approached from the west. A construct creature, however, is a less efficient imagining. It has only half the Hit Dice, hit points, and proficiency bonus of the creature it duplicates.

When a construct is destroyed or reduced to 0 hit points, it dissolves into the fabric of the dream. A construct always fails its saving throw against a dream architect's spells, powers, and features, and it always succeeds on its saving throws against a dreamer's spells, powers, and features unless dream logic dictates otherwise.

A construct's appearance doesn't have to be the same as its real world equivalent. An ancient red dragon could

appear as a dog or a key could be a piece of fruit or a tangible song. In the Plane of Dreams normal is defined by the logic of the current dream.

Antithematic Construct. When a construct is made against the theme of the dream, it is aberrant and can defy dream logic. This can serve as an event to allow a dreamer to realize it is within a dream and can also disrupt the dream and cause it to dissolve.

EXITING THE DREAM

Exiting a dream is when a creature departs the Dreamscape. Transitioning to another dream is called dream shifting.

Typically a creature will exit a dream naturally when it cycles its sleep into deep sleep or awakens. It also exits the dream if its avatar is reduced to 0 hit points or slain. Certain spells and powers can also remove a creature from the dream, and in some cases will transport the creature to another plane or location based on the nature of the dream when it overlaps another plane.

In most cases a dreamer won't recall events which transpired within the dream, see Dream Types for more information.

Normally, dream denizens and constructs can't exit the dream, although the DM can certainly create a scenario where a dream can exist outside the Dreamscape if so desired. In these cases, either something within the Dreamscape is anchoring the creature or somehow the dream construct or denizen is being dreamed outside the Dreamscape. In this event, it is fully at the mercy of reality and can't interact with dream logic.

INTERACTIONS

Interactions creatures and dream constructs can take within a dream are bounded by dream logic and any alteration made to the dreamer as part of the dream's theme.

CONFINES OF DREAM LOGIC

Dream logic defines the rules a dreamer must engage, and that actors and architects must abide in order to maintain the veracity of the dream. Dream logic also prevents a creature from exceeding its real self's limits.

When using a weapon, feature, spell, or power, a creature is restricted to what it can normally do mechanically, even if the appearance might change. For instance, if a creature's shortsword appears as a large mackerel, it still does the same weapon damage as a normal shortsword, even if the mackerel is flaming and shoots exploding skulls. The Dreamscape creates the image of the fantastic, but its dictum is grounded in rational reality. An exception occurs when dream logic explicitly enables a creature to surpass its limits or if the dream avatar is altered. This allows the DM a large amount of latitude and control in concocting the dream.

BREAKING DREAM LOGIC

It is possible to defy dream logic through certain actions. This can be as simple as calling into question the unreality of a dream's theme to a dreamer or manipulating the dream fabric in a way that goes against the theme. For instance, if a dream's theme has each creature move in reverse time, forcing a creature to move normally would create a break in the logic of the dream.

Breaking dream logic gives a dreamer a chance to become aware it's within a dream. This can lead it to becoming a dream actor, or exiting the dream (see Dreamer). It also has a chance of undoing the weave of the dream fabric and ending the dream. Whenever an action or event defies dream logic, there is a cumulative 2% chance the dream unravels. Once a dream starts to unravel, it will collapse back into the fabric of the plane within 2d10 rounds, dumping all creatures except the dream's dreamer into the Gray Void. The dreamer exits a collapsed dream instead.

REWRITING DREAM FABRIC

Creatures aware of the dangers of tearing a dream's fabric know that it is better to alter the nature of the dream to allow actions and events outside the original dream's theme. An architect can take the Shift Theme and Weave Dream actions to attempt to alter the nature of the dream. Doing so allows more leverage in how dream logic is applied and can be used to stabilize a dream.

When a dream starts to risk unraveling, successfully altering the dream logic to account for a transgression reduces the chance of unraveling by 2%. If a dream is already unraveling, it's too late to fix it. Instead, an architect will attempt to transition part of the dream to overlap another dream and cross into the new dream.

DREAM ACTIONS

Within the Dreamscape, dream actors and dream architects can take several actions beyond those normally available to characters. Which actions you can take are described under Dream Actor and Dream Architect.

Alter Other. You attempt to change a facet of another creature. If the creature is unwilling, it must make a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. You can add or remove equipment, a movement option, or a trait, you can change its movement speed by half, increase or reduce an ability score of your choice by 4, or change a creature's size category by one. When you alter a creature, you must concentrate to maintain this alteration. You can maintain up to 3 alterations. If you cast a spell or manifest a power which requires concentration, you can only maintain 1 alteration.

Alter Self. You attempt to change a facet of yourself by passing a DC 15 Charisma check. You can add equipment, a movement option, or a trait, you can change your movement speed by half, increase an ability score of your choice by 4, change your size category by one, or remove one condition affecting you. You must concentrate to maintain this alteration. You can maintain up to 3 alterations. If you cast a spell or manifest a power which requires concentration, you can only maintain 1 alteration. Trivial, cosmetic alterations which offer no mechanical benefit can be made at will and don't require concentration.

Awaken Dreamer. You can make one dreamer exit the Dreamscape or allow it to become aware it is within a dream. In the latter case, the creature makes its DC 15 Wisdom check with advantage.

Exert Will. You attempt to interact with the dream in a meaningful way. You can attempt to alter the nature of a dream construct within the confines of dream logic by passing a DC 20 Charisma check. In cases where the

dream construct is larger than a 5-foot cube, you can alter one 5-foot section each turn and so long as you continue to alter the object each turn, you don't need to pass an additional Charisma check. You can also attempt to force yourself to awaken by passing a DC 10 Charisma check, unless the theme of the dream prohibits you.

Dream Logic Attack. You use dream logic to attack a target. The nature of the dream and its logic determines the range, while the attack roll, damage, and saving throw are dependent on your means such as equipment, powers, and spells. Whenever you deal damage with a dream logic attack, you can change the damage type to psychic.

Fabricate Dream Construct. You attempt to create a dream construct. You must pass a Charisma check with a DC dependent on what you are trying to fabricate. When creating an object larger than a 5-foot cube, you can repeat this action each turn to fabricate an additional 5-foot section without making a new Charisma check.

DC Fabrication

- 15 Duplicate the *creation* spell.
- 10 Create a simple handheld object.
 - 15 Create an object occupying a space no larger than a 5-foot cube or a handheld intricate or complex object.
- 20 Create an intricate or complex object occupying a space no larger than a 5-foot cube.
- 10 Fabricate a creature. A large creature takes 2 rounds to fabricate, a huge creature takes 3 rounds to fabricate, and a gargantuan creature requires 5 rounds to fabricate.
 - +5 Create a creature charmed by you.
 - +10 Create a creature under your control.
 - 1 For each minute spent to perform the action to a maximum of -10.

Manifest Reality. You bring into being any item you possess or restore any feature or trait stripped from you by a dream architect or the dream's theme without an ability check. You can also counter any alteration from the Alter Other action by repeating the Charisma saving throw.

Shift Theme. You attempt to alter the theme of the dream. You can change the type of dream to serene by passing a DC 20 Charisma check, or you can attempt to rewrite the logic of the dream, replacing one of the logic's rules with another by passing a DC 20 Charisma check if the new logic is consistent with the dream's theme or a DC 25 if it isn't consistent. The DM will decide how much the dream logic can be shifted and whether it's consistent or not.

Weave Dream. You attempt to alter the dream by changing structures or altering the appearance of the dream. You can also attempt to align adjacent dreams to allow passage between them. Alignment requires you to pass a DC 15 Charisma check. Altering the appearance or a structure within the confines of dream logic requires you to pass a DC 20 Charisma check. Attempting to alter the appearance or a structure contradictory to dream logic requires a DC 30 Charisma check. If you spend at least an uninterrupted 10 minutes performing this action, you gain a +10 bonus on your Charisma check.

DREAM SHIFTING

Dream actors and architects are capable of transitioning between dreams. The most natural means of transitioning between dreams occurs when two or more dreams overlap in appearance. In this instance a dream avatar need only be aware of the dream and then move from the shared overlap to the new dream location. So long as the dreams continue to overlap, the passenger can continue to move between the dreams. Once the overlap is no longer identical, the dreams are no longer connected.

PERCEIVING NEAR ADJACENT DREAMS

When dreams are close to overlapping, a dream actor can attempt to perceive the nearby dream by making a DC 15 Intelligence check. If successful, the actor perceives the nearly adjacent dream as a shadowy overlay. A dream architect makes this check with advantage.

On its own, perceiving other dreams does little. However, a skilled dream architect can use this knowledge to attempt to reshape the current dream to more precisely match the adjacent dream and create an overlap to allow dream actors to transition between dreams. It can also be possible for actors to attempt to manipulate a dreamer into dreaming the current dream to better match the adjacent location. Such efforts depend on the dreamer and resolving any theme issues that could interfere.

Alternately, a dream architect could manipulate the dream to become more divergent, severing any hope of connection between dreams. Likewise, manipulating the dreamer to alter the dream's landscape and theme can also sever any potential overlap.

THE GRAY VOID

One way of attempting to move between dreams involves breaching the boundaries of a dream and entering the very fabric of the Dreamscape. The area between dreams is called the Gray Void because it is exactly that – a featureless gray space that is seemingly endless.

When two or more dreams are close to overlapping, each dream can be perceived within the Gray Void as a shimmering, distorted image. When dreams aren't close to overlapping, the Gray Void is a vast empty expanse.

The Gray Void is avoided by dream denizens and architects because it is a dangerous place due to its nature. Sometimes it is referred to as the Nothingness for it is nothing. Within the Gray Void there are no structures or surfaces or landmarks of any sort. It has no up or down and no sense of gravity.

Two major dangers exist within the Gray Void. The first and foremost is that a creature within it can become lost, possibly forever. When a creature roams the Nothingness without a nearby dream, it has no guidepost. Within the void a creature also has no sense of direction. It is plausible to wander in a circle and never realize it. An object dropped within the void will persist for up to 1 minute before the object melts into the fabric of the plane. The other major threat is falling into a hole to the plane of Limbo. Such holes are undetectable. A creature may attempt a DC 25 Wisdom saving throw to realize it is falling into Limbo and pull back, but escape at this point is not guaranteed as the creature has no idea how large the hole is or where exactly it covers. Another misstep results in the creature making a

new saving throw.

For a dreamer or a visitor to the Dreamscape, escape from the Gray Void only requires waking up. Doing so will result in the creature gaining one level of exhaustion. For a denizen of the Dreamscape, however, the only escape is to enter a dream. Since a denizen can't awaken to escape, it will be forced to wander the void until it stumbles upon the boundary of a dream. A hole to Limbo is fatal to a dream denizen since under normal circumstance, a dream denizen can't exist outside the Dreamscape.

GRAY VOID ENCOUNTERS

2D10

Result Encounter

2 The creature encounters a hole to Limbo, a space comprised of 1d100 x 1d10 5-foot cubes that must be contiguous but can have any arrangement. Each minute, 10% of the cubes shift to an adjacent space, or a section of the hole changes position. Whenever a creature attempts to enter a space containing the hole, it must make a DC 25 Wisdom saving throw. If it succeeds, it returns to its previous space and has its movement speed set to 0 until the start of its next turn. If the save fails, the creature is dumped to a random spot in Limbo.

3-5 Over the horizon, a shimmering boundary of a dream can be seen. It is 300 + 3d10 x 10 feet away. When any creature approaches within 200 feet of the boundary the dream and its boundary vanishes.

6-13 The creature enters the same place in the Gray Void it previously occupied within the last hour.

14-17 Over the horizon, a shimmering boundary of a dream can be seen. It is 300 + 3d10 x 10 feet away. A creature can cross the boundary by using its action and passing a DC 10 Charisma check. If successful, the creature breaches the boundary and enters the dream. The dream boundary will persist for 5d6 minutes.

18-19 A shimmering dream boundary appears within 30 feet. A creature can cross the boundary by using its action and passing a DC 10 Charisma check. If successful, the creature breaches the boundary and enters the dream. The dream boundary will persist for 2d6 minutes.

20 1 (70%) or 1d6 (30%) creatures wandering the Gray Void are spotted 300 feet away. The creature is a dream actor (95%) or a **storyteller*** (5%). Only one storyteller is present, and if it is part of a group, the storyteller is escorting the other creatures. A storyteller can be persuaded to guide a lost group to a dream. In the presence of a storyteller, make a new encounter roll every 10 minutes and roll 5d4 instead of 2d10.

Once each hour when a creature wanders the expanse of the Gray Void roll 2d20. On a 40, roll 2d10 and consult the Gray Void Encounters table.

DREAM FEATURES

Adventures in the Dreamscape can lead to all manner of fantastic encounters and unique environments. Following

are several of the possible encounters that voyagers on the Plane of Dreams may encounter.

If a monster appears in bold, it is in the *Monster Manual* unless it's followed by an asterisk, in which case it's in chapter 5.

DREAM PRISON

A unique dream creates a deceptive prison for a creature. In most cases the trapped creature has no idea it is trapped, as the dream creates a compelling vision of reality, often satisfying the trapped creature's every desire. Freeing a trapped dreamer is a difficult task. The dream needs to be collapsed, as reducing the dreamer's hit points to 0 just results in the dreamer resurrecting within one round at full strength. The dream often has logic that creates one or more "keys" to unlock the prison. As a dream, such keys are likely tied to extreme allegory and completely counterintuitive. If intruders attempt to free the trapped soul, the dream logic also is likely to contain countermeasures with deadliness proportional to the value of the captured creature.

TRAPPED CREATURES

d100 Effect

- | | |
|-------|--|
| 01-10 | A humanoid is trapped within the dream of its own volition. It had garnered the power to create its own dream world to escape from reality. So long as intruders don't threaten its serenity, the trapped creature will remain friendly, but it will meet any threat to its false serenity with deadly force. The creature acts as a dream architect within its dream prison and will have powers beyond what most mortals are capable. An especially sadistic soul may attempt to bind intruders to its dream prison to torment for eternity. |
| 11-25 | A creature which has been imprisoned by magic or psychic means haunts the dream. It has been forced into another form and may lack any recollection of who it was or why it was imprisoned. Its real body may have long since passed (40%), and its only salvation will mean its demise. |
| 26-35 | A creature imprisoned by spell or power roams the dream. It has been driven insane and seeks only to hunt intruders to bring a moment's respite from its eternal boredom. |
| 36-45 | A humanoid has been placed under a power enchantment to slumber eternally. The dream changes every 2 to 4 hours as if the dreamer enters a new sleep. The dream prison is inescapable for the trapped creature as the means to free it lie in the enchantment that bound it here. |
| 46-75 | A powerful spirit which can be a celestial (15%), elemental (30%), fey (30%), or fiend (25%) resides in the prison. It will either attempt to use intruders to help free it (70%) or attack them to drive intruders away (30%). It acts as a dream actor. |
| 76-95 | The dream appears to be a serene dream, but is actually the domain of a dreamstalker* that has been confined to prevent it from doing further harm. It will seek to isolate and slay intruders using all manner of tricks at its disposal. |

d100 Effect

- | | |
|-------|--|
| 96-00 | A divine power has been trapped in the dream. It may be long forgotten, and may have forgotten itself. Its dream's nature often betrays its nature as a prison, as its boundaries are clearly defined. Whenever a creature intrudes upon this prison, there is a 20% chance that another god or its agents becomes aware of the intrusion. Should any attempt be made to liberate the trapped divinity, any divine power aware of the imprisonment becomes immediately aware is likely to dispatch its agents to thwart such attempts. |
|-------|--|

REVELATION

Knowledge from the Collective Conscious takes shape as a dream revealing information.

REVELATIONS

d12 Effect

- | | |
|-------|--|
| 1-2 | A scene from the distant past is replayed. It acts as an illusion that completely ignores the presence of creatures as its dream constructs enact history as it exactly happened. |
| 3-4 | A scene from the recent past is displayed. A creature can interact with the dream, but any attempt to change it will lead to the dream correcting the course so what happened in memory happens again. |
| 5-6 | A scene from a nearby creature's memory is enacted. It is possible to interact with the dream, but after the interaction, the dream will reset to the point of variance and proceed as normal. It is possible to see content in the dream from outside the creature's memory, allowing others to see things from different perspectives. |
| 7-8 | The dream shows a scene that is happening now somewhere in the multiverse. The dream ignores all attempts to interfere as it displays events exactly as they unfold. If a creature is capable of transitioning from the Dreamscape to another plane, it can attempt to cross over to the location of the event. |
| 9-10 | The Collect Conscious creates a display of a possible near future based on the course set into motion by current events. A creature can interact with the dream, and it's unusually real in how it feels. |
| 11-12 | A distant future is enacted. It isn't possible to interact with the dream, and it tends to be short, a portent on things to come. |

SPIRIT GUIDES

A dream denizen that takes the form of a familiar creature appears in the distance. It stares at one particular creature. If any other creature approaches it, it dashes off and disappears. If the creature approaches it, it makes a friendly gesture and attempts to lead the creature into a dream.

SPIRIT GUIDES

d12 Effect

- | | |
|-------|---|
| 1-4 | The spirit shows the creature the result of a possible choice it must make within the next day. |
| 5-7 | The spirit takes the creature to a reflecting pool. If the creature looks into the pool, it sees a reflection of its true self or one bearing an exaggeration of a character trait it possesses that it causing it conflict. |
| 8-10 | The spirit will answer 1d4 questions posed to it. It answers as if the creature cast <i>divination</i> . |
| 11-12 | The spirit rapidly leads the creature away from any allies. It is a dream form kelpie* (70%) or nightmare (30%) that seeks to harm the creature. If it reduces the dreamer to 0 hit points, the dreamer awakens with a level of exhaustion. |

SAMPLE DREAMS

The following section includes a number of dreams you can use directly or to inspire your own creations.

FURNACE

The agony of the past always tortures the lost soul.

Type. Nightmare

Description. The burning ruins of a home and the surrounding property hold unbearable heat. The dreamer can be seen walking the halls in simple attire, always drifting into the flames. If interacted with, the dreamer only replies that this is what they deserve, and hints that maybe the intruders deserve the same, because why else would they be here.

Amidst the wreckage are unidentifiable heirlooms and personal objects which symbolize all the people the dreamer has failed.

Dream Logic. The flames are normal fire hazards that damage any target that enters them except the dreamer. When the dreamer enters a fire, it vanishes at the end of the round and will reappear in 1d6 rounds in another place within the property before wandering into the fires again.

The entire area has a spiritwell haunting which will automatically generate an additional spiritfont haunting for each intruder in the dream. The haunting is active and hostile. So long as the haunting remains active, the dreamer can't exit the dream. It has air spots and uses the flames as spectral constructions. It will take the flare, grasping hands (fiery tendrils that attempt to pull targets into the flames), and haunting attack (animating the fire, creating back drafts or explosions) lair actions. If a spiritfont is rendered dormant, it will awaken within 1d6 rounds so long as the dreamer remains. While the haunting is dormant, the dreamer can be awakened normally, ending the dream.

MEMORIES

A single wall of a homestead overlooks changing scenes of a young man performing worthy deeds.

Type. Inspiration

Description. The dreamer is a woman standing "inside" the home by a large window, looking fondly at the youth. As the dream sequence advances, she ages from middle aged to old, and the youth ages from teenage to a young man in his prime.

The youth is seen building homes, passing out food, dancing, holding up a fallen beam, pushing through flames, handing a small child through a window. The woman looks on with pride and tears of joy at the son who made her proud, even though his time was short.

The woman will happily answer any question about the boy except how he died. She prefers to remember the good times. She draws hope from them, and encourages onlookers to do the same.

Dream Logic. The woman's home is only composed of part of a single wall and the immediate area of the floor. She doesn't notice this oddity. Interaction with the youth is not possible, as he is just an illusion fabricated by the dream. The woman ages in accordance with her son, over the course of about 15 years.

NEXUS OF WORLDS

A calming dream where people of many walks of life come together.

Type. Serene

Description. The landscape is a mishmash of places from various environments and planes that seem on one hand to be in conflict, but on another hand to fit together. Amongst the landscape are beings of all kinds interacting and socializing.

Dream Logic. All creatures speak the same language, but no one can identify it. The dreamer is vacant, appearing as a random cloud in the sky. So long as intruders remain peaceful, the dream will continue and its creatures remain friendly. If an intruder takes a hostile action or draws out the dreamer, the dream's landscapes begin to fracture and shatter as the world tumbles apart leaving only a dim gray light as the dream ends.

RUNNING OUT OF TIME

A dream foretelling of a kingdom in peril.

Type. Prophetic

Description. A silver fox carrying mistletoe in its mouth is chasing the sun as dark clouds pursue it on a verdant plain. The fox is clearly distressed, and every passing moment, the darkness gains ground on the fox and it's apparent the fox will not outrun it. If the darkness catches the fox, it will consume it until there is nothing left but bone.

The fox represents a kingdom under peril, and that soon it will be plunged in darkness. What form that darkness takes is unclear, but for the fox it is an ultimate doom.

Rescuing the fox by impeding the darkness will set it free to run beyond the horizon at unnatural speed, representing an uncertain future is possible if the fox (or the kingdom it represents) is saved from being consumed by the darkness.

Dream Logic. Dreamers are transformed into a form that matches the symbology of its nation or people. The darkness only harms the silver fox. It isn't possible to go beyond the horizon except for the fox.

THE DOLDRUMS

A repetitive dream where the dreamer is forced to repeat the same action endlessly.

Type. Restless

Description. In a nascent path alongside a cliff where flower blossoms dance in the air as trees loom overhead and shade the area. The dreamer is a lone swordsman who fights an opponent. The dreamer parries its attacker then counterattacks and runs its blade through the enemy's chest. The enemy drops and fades away as a new opponent appears rushing down the path. The foes' weapons and attire differ, but the dreamer's actions are identical for each enemy it dispatches.

As long as the dreamer dreams, it is forced to repeat the battles endlessly. If a dream actor attempts to intercede, it finds the dreamer's foe ignore damage unless they miss an attack against an opponent with a melee weapon, in which case they can be killed by a single attack on following round by the creature it missed.

If the dreamer is made aware of the dream, it realizes the only solution to escape the dream is to leave as the enemy will never change.

Dream Logic. Dream construct enemies have 1 hit point but can't be damage unless they are parried with a melee weapon first. Spells and other nonweapon attacks simply register no damage.

THE COLLECTIVE CONSCIOUS

The unifying force of the Dreamscape is the Collective Conscious. It is the shared memories and experience of all creatures capable of dreaming or imagination.

Ordinarily, the Collective Conscious is the province of divine powers, as it is the knowledge of the multiverse, but even gods may be unable to fully tap it as it would take infinite lifetimes to learn all within the Collective Conscious. When a creature queries the Collective Conscious, it probes select portions to find the relevant memory or thought, a process that can take days or years depending on whether the creature has a direction on where to search.

Some creatures have tapped portions of the Collective Conscious to share their memories among each other and through the generations. The aboleth are known to have their own avenues within the Collective Conscious in which they share the pathways with their descendents.

QUERYING THE CONSCIOUSNESS

A creature with the means to do so, can explore the Collective Conscious. Often, this means opening its perception to the Dreamscape and allowing dream logic to shape its investigation.

The knowledge within the Collective Conscious is connected through pathways, like fibers of the brain, intertwining and branching every which way. Memories are connected by temporal links, by the creatures that experience them, and by locations that they occurred upon. This is the fundamental principle behind psychometry, backtracing the memories connected to a location or object.

In order to successfully probe the Collective Conscious, the information seeker needs a starting point, and then must find pathways that connect that point to the desired information. A skilled delver will see fleeting images as it rapidly bypasses irrelevant information, while an unskilled delver can spend hours, days, or more observing garbled images and half stories while navigating to the desired knowledge.

UNRAVELING THE MIND

Delving within the Collective Conscious is not without risks. Prolong probing takes its toll on the mind of a creature. When attempting to seek information without normal means (spells, powers, etc.), such as using forbidden artifacts, reaching within the Far Realm, or twisting the Dreamscape to probe the Collective Conscious, many such delvers lose their minds.

Once each hour of tapping the Collective Conscious, the creature must make a DC 20 Intelligence saving throw. If the save is failed, the creature loses 1 point of Charisma. Every consecutive hour increases the save DC by 5. If the creature's Charisma reaches 0, the creature becomes insane. An insane creature adopts a long-term madness permanently. This madness can't be removed, even by *wish* or divine intervention. Finishing a long rest restores 1 points of Charisma lost from exploring the Collective Consciousness.

PSYCHIC EQUIPMENT

Psyched energy permeates all beings throughout the multiverse, much like magic. To most, psychic and magical energies are indistinguishable, while others can appreciate the nuance between the internal nature of psychic energies, such as ki, and external magical ones, such as a spell.

This chapter explores psychic items, both the mundane and the extraordinary. This chapter offers sections for spiritual tools and psychic items.

The DM decides how the options in this chapter appear in a campaign and may choose to use some, all, or none of them.

SPIRITUAL TOOLS

Various items are available to aid characters in interacting with psychic elements. Diviners use a number of tools to aid their trepanning, and professions that deal with spirits on a regular basis have a number of items they prefer to keep on hand.

ADVENTURING GEAR

Item	Cost	Weight
Ash, sacred (pouch)	125 gp	1 lb.
Dowsing bars	3 gp	2 lbs.
Dowsing rod (pair)	12 gp	1 lb.
Fortunetelling tools	25 gp	6 lbs.
Sacred thread (20 feet)	10 gp	—
Salt (pouch)	1 cp	1 lb.
Salt, Sanctified (pouch)	25 gp	1 lb.
Spirit Board	100 gp	3 lbs.

Ash, Sacred The ash of the remains of a martyr or spiritual leader serves as protection from the planes. No celestial or fiend can pass a barrier of sacred ash that is at least 4 inches thick. If placed on the threshold of a home or gate, such a spirit is unable to gain entry or pass the area protected by the gate.

Dowsing Bars. A pair of L-shaped metal rods used to detect psychic activity and anomalies. These rods can be used as a spellcasting focus. When with 60 feet of overt psychic energy, such as from an active spiritfont, these bars, when held one in each hand, will point in the direction of the spiritfont's center, crossing when the user is within 5 feet of it. This tool will also detect a spirit in the same way, but most spirits can mask their presence, preventing mundane detection.

Dowsing Rod This divination tool can be used to detect psychic activity by pulling the user in the direction of an actively manifest power. A character capable of casting a divination spell or manifesting a clairsentient power can also use it to locate a source of water or a missing object by succeeding on a Charisma check against a DC determined by the DM. This divination has a range of 60 feet.

Fortunetelling Tools. These tools include a set of runic dice, an assortment of avian bones, a tarot deck, and a small crystal or glass ball. A skilled fortuneteller can use these tools to read the portents of a creature, or at least pretend to read a fortune, drawing on vague generalizations. Real diviners may use these tools to aid in accurate reading of the future.

Sacred Thread This special thread, often dyed a deep red, is used to bind spirits. When woven between pillars of a doorway or gate, it can prevent spirit energy from spilling from one side to the other; ability checks made by a spirit to affect a target beyond the gate are at disadvantage. When tied to one or more creatures, it can be used to anchor the creature from being spirited away from psychic phenomena; the tied creature has advantage on ability checks made to resist being taken by psychic means.

Salt. A basic spice used to preserve food and add taste in cooking, salt is also a tool carried by many spirit hunters and holy persons seeking aid against spirits. Many spirits can't cross a barrier of salt, and a creature can encircle itself with salt to prevent a spirit from attacking it. Salt can also be thrown to disperse a spiritual construct or illusion.

Salt, Sanctified Specially blessed salt provides stronger protection against a spirit. An elemental or undead spirit attempting to pass a barrier of sanctified salt must succeed on a DC 15 Wisdom saving throw or take 2d8 radiant damage and have its movement speed reduced to 0 until the end of its next turn. A handful of sanctified salt thrown at an elemental or undead will harm it. On a successful attack roll the creature takes 2d8 radiant damage.

Spirit Board. This board has letters, numbers, symbols, and certain words painted or carved into it. It includes a placard with a glass eye. It can be used to perform a séance to communicate with spirits with some measure of safety for those skilled in the art. For novices, it can be a tool for amusement or one that leads to ruin.

PSYCHIC ITEMS

Psychic items are like magical items, but are created through psionic or spiritual means. Except where noted, psychic items use the same rules as magical items. The DM can easily change a psychic item to a magical item or vice versa as desired.

A psychic item isn't detected through means to detect magic, but is detected by means that reveal auras and psionic effects.

ATTUNEMENT

Psychic items that require attunement are attuned in the same way a magical item is. A creature can be attuned to no more than three items, regardless of whether the items are psychic or magical.

If an item requires the character attuning the item be psychic, a character which has at least one class level in a class with the ability to manifest a power or use a psychic feature can attune the item. If attunement requires manifesting ability, only a character with the ability to manifest a psionic power can attune the object.

SENTIENT PSYCHIC ITEMS

Like a magic item, a psychic item can possess sentience and personality. It is more common when an item is created through psionic energies that it develops these traits, often infused with a portion or a reflection of its creator's soul. A spirit or curse can also infuse sentience into an item.

The rules for sentient magic items applies to psychic ones, but psychic items also have a power point reserve equal to the sum of its Intelligence, Wisdom, and Charisma modifiers (minimum 0 power points). If the item has at least 1 power point, it is psionic.

PSIONIC ITEMS

A psychic item with a power point reserve knows at least one power. It uses its highest ability as its manifesting ability score. Consult the Item Powers and Discipline table to see how many powers it knows and how many disciplines it can access to determine its power. The following tables can be used to determine which powers it knows.

A creature in aligned with a psionic item's purpose will find it can use these powers. The psionic item will maintain the psionic power, but will never exceed its maintenance time. A creature opposed to the psionic item's purpose will find the item tries to stymie its actions or coerce it, and in extreme cases the item may attempt to possess the creature. A psionic item acting wild will use its powers at an initiative count of 20, losing a tie.

A creature can only expend a number of power points equal to its level to augment the sentient item's powers. When free willed, the psionic item can expend up to half its total power point reserve to augment a single power. It regains all its power points daily at dawn.

A free willed sentient psychic weapon can move independently, has a flying speed of 10 feet, and can hover. If it is a weapon, it can make attacks as a weapon, otherwise it acts as an object manipulated by the puppetry power. It uses its Charisma modifier on attack and damage rolls and has a proficiency bonus determined by the DM.

A sentient psychic item with a power point reserve of at least 5 can possess a creature as a controller. It uses its highest ability score as its possession ability. See chapter 4 for possession rules.

ITEM POWERS AND DISCIPLINES

Power Point Reserve	Powers Known	Disciplines
1	1	1
2	2	1
3 to 4	3	1
5 to 6	3	2
7 to 9	4	2
10 to 12	5	2
13 to 15	5	3
16 or more	6	3

CLAIRSENTIENCE POWERS

d8 Roll	Power
1	<i>dissonant destiny</i>
2	<i>extrasensory perception</i>
3	<i>glimmer</i>
4	<i>martial insight</i>
5	<i>probability manipulation</i>
6	<i>remote sight</i>
7	<i>spirit ward</i>
8	<i>trauma infusion</i>

PSYCHOKINESIS POWERS

d12 Roll	Power
1	<i>animate electricity</i>
2	<i>control light</i>
3	<i>energy blast</i>
4	<i>flame manipulation</i>
5	<i>harmonics</i>
6	<i>hydrokinesis</i>
7	<i>inertial barrier</i>
8	<i>kinetic barrier</i>
9	<i>molecular agitation</i>
10	<i>suspension</i>
11	<i>telekinetic grasp</i>
12	<i>tremor</i>

PSYCHOMETABOLISM POWERS

d8 Roll	Power
1	<i>adaptability</i>
2	<i>biomorphic skin</i>
3	<i>blood tendril</i>
4	<i>body control</i>
5	<i>chameleon</i>
6	<i>decay</i>
7	<i>sap vitality</i>
8	<i>size alteration</i>

PSYCHOPORTATION POWERS

d8 Roll	Power
1	<i>crystalline construct</i>
2	<i>dimensional breach</i>
3	<i>dislocation</i>
4	<i>ectoplasmic creation</i>

d8 Roll	Power
5	<i>enveloping darkness</i>
6	<i>singularity</i>
7	<i>spatial void</i>
8	<i>stasis</i>

TELEPATHY POWERS

d12 Roll	Power
1	<i>apopsi</i>
2	<i>bastion of thought</i>
3	<i>ego whip</i>
4	<i>id insinuation</i>
5	<i>mind probe</i>
6	<i>mind spear</i>
7	<i>mind tap</i>
8	<i>muddle</i>
9	<i>psionic blast</i>
10	<i>psychic crush</i>
11	<i>shatter psyche</i>
12	<i>telepathic projection</i>

PSYCHIC ITEMS A TO Z

The following psychic items are presented in alphabetical order.

ARMOR OF AVERSION

Armor (any), uncommon (requires attunement)

While you wear this psychic armor, you can use your action to activate its power. It has 3 charges. Each creature you choose within 10 feet of you must make a DC 13 Wisdom saving throw. If the save is failed, the creature will refuse to be within 30 feet of you for 1 minute. On its turn a creature less than 30 feet from you must use its movement to withdraw at least 30 feet from you before it can take its action. If its movement is insufficient, it must take the Dash action if able to escape at least 30 feet away from you. If the creature is incapable of withdrawing, it will act normally. The creature makes a new saving throw at the end of each of its turns. The armor regains all charges daily at dawn.

ARROW OF RETURNING

Weapon (arrow), rare (requires attunement)

This +2 arrow, when fired, will return to its wielder's hand at the end of its turn. Only one of these arrows can be attuned at a time.

AXE OF KINESIS

Weapon (any axe), rare (requires attunement)

When you hit a target with this +1 axe, you can take a bonus action to deal an additional 1d8 (2d8 on a critical hit) bludgeoning damage to your target.

BAND OF BROTHERS

Ring, rare (requires attunement)

This ring always appears in a set of at least two but no more than five rings. When attuned by at least two creatures, each attuned creature has its mind linked to the others so long as they are on the same plane of existence. While linked, you and each linked creatures can send a telepathic message to each member of the link you choose by taking a bonus action. Members must share a common language to understand messages.

Each linked creature also gains the Hive Mind trait. Hive Mind grants each member of the link a +1 bonus on its first attack roll against a target another member has damaged until the start of its next turn.

Each day, each ring has 3 power points to spend to allow its user to manifest *mindlink*. Each creature wearing a ring from the same set receives the benefit and no other creature can be added. When augmented power effects end, the ring returns to granting its normal function. Each ring regains all its power points daily at dawn.

BARRIER SHIELD

Armor (shield), very rare (requires attunement)

By taking a bonus action, this shield generates a psychokinetic field that gives you resistance to acid, bludgeoning, fire, piercing, slashing, and thunder damage. You can dismiss the force barrier using a bonus action. The barrier takes the same damage that you do and can prevent up to 100 points of damage before it falls. If the barrier is hit by *disintegrate* or similar effect, it loses all its hit points and falls. Once the barrier has fallen, it can't be generated again until the next dawn.

BOOTS OF BUOYANCY

Wondrous item, uncommon (requires attunement)

While wearing these psychic boots, you can concentrate to allow you to walk on liquid surfaces as if they are solid ground. If you lose concentration while on a liquid surface, you will sink. These boots won't protect you from hazards from the surfaces you walk, such as molten lava. You can safely maintain concentration for 10 minutes, after which you gain the psychic strain condition for at least 1 minute.

BOOTS OF STOMPING

Wondrous item, uncommon (requires attunement)

While wearing these psychic boots, you can stomp the ground with them once per day by using your action, causing a tremor that splits the ground. Each creature on a solid surface in a path 30 feet long that is 5 feet wide must make a DC 12 Dexterity saving throw. If the save is failed, the creature takes 2d6 bludgeoning damage and is knocked prone. If the save is successful, the creature only takes half damage. You must wait until the next dawn to use these boots again.

BOUNDING SHIELD

Armor (shield), very rare (requires attunement)

While holding this shield you have a +1 bonus to AC. Once per round, when you make a melee weapon attack, you can, instead, throw the shield at a target within 30 feet of you by making a melee weapon attack. You are proficient with this attack and the shield counts as a magical weapon. The shield does 1d8+2 bludgeoning damage. If you make the attack on your turn, you can take a bonus action to have the shield bounce off your first target and attack another target within 30 feet of it. In any event, your shield returns to you immediately after making its last attack.

CLOAK OF CHARISMA

Wondrous item, uncommon (requires attunement)

Your Charisma score is 19 while you wear this cloak. It has no effect if your Charisma is 19 or higher without it.

CRYSTAL ANCHOR

Wondrous item, very rare

When thrown, this crystalline anchor emits psychic residue within a 10-foot radius sphere. Power attack rolls made by and against a creature within this area are made with disadvantage. Saving throws against psychic powers made by creatures within the area are made with advantage. The anchor will continue emitting until removed from the ground. Once retrieved, the anchor won't work again until the next dawn.

CRYSTAL OF REVELATION

Wondrous item, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a channeler)

While you are holding this mystical crystal, you can use it to enhance your channeler powers, and you gain a bonus to power attack rolls and to the saving throw DCs of your channeler powers. The bonus is determined by the crystal's rarity.

In addition, when you expend a Psychic Burst die to gain power points, you can increase the number rolled by 1. When you do so, your Preternatural Awareness trait lasts for one extra round. Once this property is used, it can't be used again until the next dawn.

DEMON-WROUGHT ARROW

Weapon (arrow), rare (requires attunement)

This fiendish arrow functions as an *arrow of returning*. However, it is cursed to harm creatures loved by the wielder. Whenever it is fired and a creature close to its wielder is within range and has fewer hit points than its maximum damage, it will change its trajectory to strike that creature. The wielder's attack roll is applied against the new target, and if the arrow hits, the creature takes normal weapon damage and must make a Constitution saving throw. If the save is failed, it takes an additional 6d10 weapon. On a successful saving throw it takes half the additional damage.

A creature slain by this arrow when its curse triggers can't be revived except by *true resurrection* or *wish*. If more than one creature meets the criteria for the curse to apply, it always chooses the closest relationship.

DIADEM OF OBJECT READING

Wondrous item, uncommon (requires attunement)

While wearing this crown, you can discern the past of an object you can hold in your hands. For every minute you concentrate on the object, you perceive one hour into its past, starting with the most recent hour. You can concentrate up to 1 hour per Wisdom bonus you possess (minimum 1 hour).

While perceiving an object's past, you can see and hear from the object's perspective up to 60 feet. You are treated as having blindsight when doing so.

You can attempt to look into a specific timeframe of an object's history by making an Intelligence (Investigation) check with a DC based on how far in the past the events occurred.

DC	Timeframe
12	Up to 1 year ago
16	Up to 10 years ago
20	Up to 100 years ago
24	No limit

DORJE

Dorje, varies

A dorje is a slender crystal that contains a single power and a power point reserve. If the power is on your class list, it can be used to manifest its power. Otherwise, the dorje is beyond your understanding. Manifesting a power through a dorje requires the same manifesting time as the power does normally.

If you attempt to spend more power points than you can normally spend on your powers, you must make an ability check using your manifester ability to determine whether you can manifest it successfully. The DC equals 10 + one half the power point cost. On a failed check, the power points are deducted from the dorje's reserve with no other effect.

DORJE

Maximum Power Point Expenditure	Power Point Reserve	Rarity	Save DC	Attack Bonus
1	1d4	Common	13	+5
2	2d4	Common	13	+5
4	2 + 2d4	Uncommon	13	+5
6	4 + 2d4	Uncommon	15	+7
8	6 + 2d6	Rare	15	+7
10	8 + 2d6	Rare	17	+9
12	9 + 3d6	Very rare	17	+9
14	11 + 3d8	Very rare	18	+10
16	12 + 4d8	Very rare	18	+10
18	13 + 5d8	Legendary	19	+11

Each power consumes 1 + augmentation cost power points from its reserve. Once a dorje's power point reserve is reduced to 0, it crumbles to dust. Each dorje has a maximum amount it can spend to augment and empower its powers.

FLAILING FLAIL

Weapon (any flail), rare (requires attunement)

You gain a +1 bonus on attack and damage rolls with this psychic weapon. Whenever you hit with this weapon, you may take a bonus action to make an extra attack. This extra attack is made with advantage, and if it hits deals an additional die of damage.

FORCE BOLT

Weapon (bolt), uncommon

These are usually found in a batch of 2d4 bolts. This bolt deals an additional 1d6 (2d6 on a critical hit) force damage. Once it hits, the bolt is no longer psychic.

FORCE SHIELD

Shield, very rare (requires attunement)

This item appears as an ornate bracer that can be worn over a gauntlet. By using a bonus action and a mental command, you can cause a shield of force to emanate from the bracer, allowing you to wield it as a +1 shield. You can use your bonus action to dismiss the shield, and return it to a bracer.

Additionally, while wielding this shield when you are targeted by *magic missile*, you can use your reaction to negate the damage from the spell. If you are targeted by *disintegrate* or a similar effect, you can use your reaction to block the effect, but your shield will revert to a bracer and can't be called upon again until the next dawn.

GLOVES OF DEXTERITY

Wondrous item, rare (requires attunement)

Your Dexterity score is 19 while you wear these gloves. It has no effect if your Dexterity is 19 or higher without it.

HAUNTED DOLL

Wondrous item, rare

This item appears as a child's doll made of cloth or porcelain. The doll is haunted by an Intensity 20 haunting that is dormant when first obtained. When carried for at least an hour by a creature, the creature must make a Charisma saving throw. If the save is failed, the creature becomes possessive of the doll and will not willingly part with it, except if it knows a child to which it can give the doll. Children make their Charisma saving throw with disadvantage.

Once the doll is placed in a location where a creature lives within 50 feet of it, it will awaken every night at midnight and remain awake until morning's light. The haunting will become hostile if a creature attempts to remove the doll or attempts to suppress it.

IMMACULATE STOLE

Wondrous item, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a savant)

While you are wearing the stole, you can grip it to enhance your savant powers, and you gain a bonus to power attack rolls and to the saving throw DCs of your savant powers. The bonus is determined by the stole's rarity.

In addition, when you use your psicrystal to manifest a power, you can restore 2 power points to it. Once this property is used, it can't be used again until the next dawn.

LOUN STONE

Wondrous item, rarity varies (requires attunement)

The following are psychic loun stones. They behave like their magical counterparts.

Aura Sense (Very Rare). You can sense auras while concentrating to do so. You can perceive spiritforms and the emotional state of each creature within 60 feet of you that you can see. A creature must make a DC 12 Charisma saving throw. If the save succeeds, you can't determine its emotional state. While concentrating on this ability, you have the psionic focus condition.

Bladed (Very Rare). When you are attacked by a melee weapon attack, you can use your reaction to make a melee power attack against your attacker. If you don't have a manifesting ability, Intelligence is your manifesting ability for this attack. You deal 1d8 slashing damage to your target and add half the damage to your AC against the attack which triggered your reaction.

Deflection (Legendary). When you are hit by a ranged weapon, power, or spell attack, you can use your reaction to reduce the damage dealt by 10 + 2d8.

Glowing (Rare). When you concentrate, this stone glows, illuminating up to 30 feet in bright light and an equal distance of dim light beyond that. While concentrating on this ability, you have the psionic focus condition.

Power Reserve (Legendary). This stone grants you an additional 7 power points. The power points refresh daily at dawn.

LENS OF REVELATION

Wondrous item, very rare (requires attunement)

When you wear these glasses, you can see in all directions. An attacker gains no benefit from having an ally within 5 feet of you and you have advantage on Wisdom (Perception) checks to see within 30 feet of you.

You can take a bonus action to concentrate to grant you blindsight up to 60 feet. While concentrating to do so you have the psionic focus condition.

LIVING TATTOO

Tattoo, rarity varies (requires attunement)

When etched into your skin, this psychic ink appears as a beast with a certain color. The tattoo will cover an arm, leg, or half your torso.

By using your action, you can awaken the creature inked on your skin, and the tattoo will come to life, sliding from your skin and transforming into a creature. It will appear in the nearest unoccupied space adjacent to you.

The creature acts on your turn, and is controlled by your will. So long as you aren't incapacitated, it will act as you mentally command. It will continue to exist for 10 minutes, until you use an action to recall it, or it is reduced to 0 hit points. When the creature is reduced to 0 hit points, it immediately returns to you, appearing as a faded tattoo. The creature regains all lost hit points daily at dawn. While the creature is awake, you have the psionic focus condition, but don't have to concentrate to maintain it.

A living tattoo is a construct that has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and immunity to poison and psychic damage, otherwise it has statistics identical to a normal creature. See the bestiary for statistics to run the creature.

Amber Hornets (Very Rare). This yellow tattoo is of a trio of hornets. When awakened, it transforms into three dire wasps.

Mauve Serpent (Rare). This violet tattoo is of a coiled serpent, ready to strike. When awakened it transforms into a dire viper.

Ebony Turtle (Very Rare). This black tattoo is of a massive turtle. When awakened it transforms into a dire snapping turtle.

Emerald Mantis (Very Rare). This green tattoo is of a praying mantis. When awakened it transforms into a dire mantis.

Azure Long (Legendary). This blue tattoo is of a wingless dragon. When awakened, it transforms into a sacred serpent.

Russet Ape (Rare). This brown tattoo is of a great ape with its arms raised in anger. When awakened, it transforms into a dire ape.

Satin Tiger (Legendary). This white tattoo is of a regal tiger. When awakened it transforms into a sacred tiger.

Vermillion Hawk (Legendary). This red tattoo is of a fiery hawk swooping to grab its prey. When awakened it transforms into a sacred fire bird.

MARTIAL MASTER SPEAR

Weapon (spear), very rare (requires attunement)

You gain a +2 bonus on attack and damage rolls while wielding this psychic weapon. When you hit a target with this weapon, you can choose to deal bludgeoning damage instead of piercing damage.

You gain three martial dice, which are a d8. The spear regains all martial dice daily at dawn. You can spend one die to perform one of the following maneuvers:

Demon Dive. You throw your spear at a foe up to 15 feet away, adding 1d8 to your attack roll. If you hit, your foe is pushed 5 feet and you automatically move into its former space. This movement doesn't draw opportunity attacks. If the throw misses, the spear returns to you.

Exchange. When you are attacked by a melee weapon attack from a foe within 5 feet of you, you add 1d8 to your AC against that attack. If the attack misses, you swap places with the attacker.

Rapid Thrust. You attack with disadvantage, but if you hit you deal an additional 2d8 piercing damage.

Sweep. A creature hit by this weapon must make a Strength (Athletics) or Dexterity (Acrobatics) check against a DC equal to 8 + your Strength modifier + your proficiency

bonus + 1d8. If the check is failed, the creature takes weapon damage + 1d8 bludgeoning damage and is knocked prone.

Vault Kick. When you hit, your target must make a Strength (Athletics) or Dexterity (Acrobatics) check against a DC equal to 8 + your Strength modifier + your proficiency bonus + 1d8. If the check is failed, the creature takes weapon damage + 1d8 bludgeoning damage and is pushed 10 feet away from you.

MIND ARMOR

Armor (padded), very rare (requires attunement)

While wearing this armor you gain a +5 bonus to AC against telepathic attacks and abilities that deal psychic damage. You also gain a +5 bonus on saving throws against telepathic powers and abilities and enchantment spells and abilities.

MIRROR OF DISPLACEMENT

Wondrous item, rare (requires attunement)

You can use your action to hold this mirror up to another creature within 40 feet of you. The creature must make a DC 16 Dexterity saving throw or be relocated to another space within 40 feet of you. The new space must be on a solid surface.

PEBBLE OF THOUGHTS

Wondrous item, uncommon

When you crush this pebble, you gain the effect of the *telepathic projection* power as if augmented to allow you to transmit thoughts without sharing a language with your target. The pebble is pale purple with the texture of a dried sponge.

PERIAPT OF WISDOM

Wondrous item, rare (requires attunement)

Your Wisdom score is 19 while you wear this pendant. It has no effect if your Wisdom is 19 or higher without it.

PSICROWN

Wondrous item, rare (requires attunement)

This crown can store psionic powers, holding an augmented power until the attuned wearer uses them. The crown can store up to 9 power points of powers at a time. When found, it contains 1d10 – 1 power points worth of stored powers chosen by the DM.

Any creature can manifest a power with 1 to 9 power points of augmentations into the crown by touching it as the power is manifest. The power has no effect except being stored in the crown. If the crown can't hold the power, the power points are expended without effect. A power must be augmented to be stored in the crown.

While wearing this crown, you can manifest any power stored in it with the augmentations used in the original manifestation. The power uses the power save DC, power attack bonus, and manifesting ability of the original manifest, but otherwise treated as if you manifested the power. The manifested power used from the crown is no longer stored in it, freeing up space.

PSI-LEECH

Weapon (dagger), very rare (requires attunement)

You gain a +1 on hit and damage rolls with this psychic weapon. When you hit a creature that has the psionic focus condition, you deal an additional 1d10 force damage. This force damage can't be regained until the creature completes a long rest or benefits from *lesser restoration* or *remove curse*.

PSYCHOACTIVE SKIN

Wondrous item, rarity varies (requires attunement)

This appears as a fist-sized globule of ectoplasm until attuned to a creature of Medium size or smaller. Once attuned, it bonds with the flesh of its user. By using an action, the skin can be activated, and expands to cover the creature and its worn items as a second skin. By using another action, the skin can be retracted.

While active, the wearer can breathe and detect its surroundings as normal. The psychoactive skin rolls away from parts of the body when the wearer needs to access its inventory or perform normal functions such as eating. Only one skin can be attuned at a time.

Chameleon Skin (Rare). While active, this skin changes in response to its environment giving its wearer nearly perfect camouflage. You have advantage on Dexterity (Stealth) checks to be hidden and treat each roll below 12 as a 12 when motionless.

Eldritch Skin (Legendary). While active, this skin reveals hundreds of eyes and tiny slithering tentacles. Each creature that is within 10 feet of you when you activate this skin or which ends its turn within 10 feet of you while it remains active must make a DC 15 Intelligence saving throw. If the save is failed the creature is frightened for 1 minute and is at disadvantage on attack rolls so long as it remains within 30 feet of you as long as it remains frightened.

While active, you can take a bonus action to use the eyes on the skin to see in all directions until the start of your next turn. When you do so, you have a +2 bonus on Wisdom (Perception) checks that rely on sight, and foes gain no benefit from having an ally within 5 feet of you.

Hardened Skin (Very Rare). When you activate this skin, it surrounds you in biomorphic armor taking on a unique style based on the skin, such as rock, steel, or wood. You have AC equal to 14 + your Constitution modifier if it is greater than your current AC.

Monstrous Skin (Legendary). While active, this skin enshrouds you in dark fibers. You have advantage on Strength checks and saving throws. You can lift three times your normal lift weight and jump five times your normal jump distance. You take half damage from falling and no damage from a fall less than 50 feet. When you take fall damage, including from psychokinetic slams, you make a Dexterity check against a DC 10. If successful, you don't fall prone. If you take no fall damage, you are never knocked prone from falling.

When you make an unarmed attack, you deal 1d6 damage if you don't already deal more. Whenever you deal enough damage to a creature within 5 feet of you to reduce it to fewer hit points than your Strength score, you can

automatically grapple it if you choose. If you choose to throw a creature grappled in this manner, you push them twice the normal distance.

Proteus Skin (Very Rare). While active, you gain the ability to change your appearance. By using an action, you can change your appearance to another creature of the same size as you, including any worn attire and gear. The appearance is completely cosmetic, and any gear so created isn't functional. You may also alter your voice to match the visual form. When used as a disguise, you have advantage on any check to deceive that relies on sight.

RIBBON OF SEVERENCE

Wondrous item, legendary (requires attunement)

This red velvet ribbon is worn around the neck. When attuned and worn, its wearer must make a DC 18 Wisdom saving throw. If the save is failed, the wearer's head is severed from its body, but the wearer isn't slain.

Once its head has been removed, the wearer can place any head on its severed neck and affix it with the ribbon. The head must be from a creature of the same size as the attuned creature. On wearing another head, the user can use its action to probe the memories of the new head.

Severed heads, including the creature's own head, will rot and decay as normal when not attached to the body with the ribbon. While wearing the ribbon and a head, the creature can't be beheaded by any means except untying the ribbon. If the creature has no head, it can continue to see and hear through the last head it possessed for up to one hour, after which time it is blinded and deafened until it attaches a new head.

RINGING MACE

Weapon (mace), very rare (requires attunement)

You gain a +2 bonus on attack and damage rolls with this psychic weapon. When you hit a creature, it must make a DC 12 Wisdom saving throw or be deafened until the end of its next turn. When you hit a creature concentrating on a spell, power, or other ability, its concentration DC is increased by 10 and it makes its Constitution save with disadvantage. If a psychic power or ability is disrupted, the creature gains the psychic strain condition until the end of its next turn, unless it manifests a psionic power, in which case it has psychic strain until the condition ends normally.

ROD OF THE DEPTHS

Wondrous item, rare

This rod is topped with a writhing mass of tentacles. You can strike a creature with the rod by making a melee weapon attack. The rod counts as a club for proficiency but does no damage. Instead, a creature hit by the rod is ensnared as the tentacles detach and wrap around the target. An ensnared creature is restrained for 1 minute. Another creature can use its action to attempt to remove the tentacles, but must succeed a DC 15 Strength check.

If the ensnared creature is in water, it will sink 30 feet each round unless held aloft by magical or psychic means. Each round, it will suffocate unless it can breathe in water. Once used, the rod can't be used again until the next dawn.

SEXTANT OF CALMING

Wondrous item, very rare

This navigation tool grants advantage on tool proficiency checks made with it while in the open sea.

Three times each day, when the user is within the area of a rain, sleet, snow, hail, or lightning storm, including spells and powers that duplicate a storm, it can take a reaction to create a cylinder with a 20-foot radius that is 20 feet tall centered on it that suppresses the storm and any effect of the storm. The cylinder lasts for 1 hour and requires concentration to maintain.

The user can expend additional uses during activation to double the size of the cylinder (40-foot radius and 40 feet tall for 2 uses or 80-foot radius and 80 feet tall for all 3 uses. The sextant regains all uses daily at dawn.

SHADOW DUST

Wondrous item, uncommon

When this dust is thrown against a surface, wall, or unattended object of Large size or smaller, it transforms the consistency of the target to shadow, allowing a creature to pass through it for 10 minutes. Only a 10-foot cube section of a wall or surface will be affected. Attended objects aren't affected. When the effect ends, any creature or object within its space is safely moved to the nearest unoccupied space.

SHOES OF SAFEFALL

Wondrous item, uncommon

While wearing this pair of shoes, when you fall from a height greater than 30 feet, your decent slows and you safely land. When falling 30 feet or less, any damage from falling you take is halved.

SHROUD OF FLAMES

Wondrous item, very rare (requires attunement)

While wearing this cloak, you can use a bonus action to wreath yourself in flames for 1 minute. Each creature within 5 feet of you at the start of its turn must make a Constitution saving throw. If the save is failed, it takes 2d8 fire damage. If the save succeeds the creature takes half damage.

While wreathed in the flames, you have resistance to cold and fire damage and are immune to the flames from the shroud. Additionally, each melee weapon attack you make while wreathed in flames deals an additional 1d8 fire damage. After using this item, it can't be used again until the next dawn.

SPIRIT RECEIVER

Wondrous item, very rare

This curious item can be used to connect with spirits and their realms. When activated, it will pick up on lingering thoughts from spirits and allow them to speak through the receiver. Outside a séance, the sounds are heavily distorted.

A creature with the ability to augment a psionic power or cast a 1st-level or higher spell can use this item as part of a séance to allow a spirit to communicate clearly and without risk of the séance failing or the spirit harming the participants. In addition, the receiver provides a spellcaster

or manifest a +2 bonus on checks to conduct a séance.

When a creature within 60 feet is on the border Ethereal Plane, its sounds can be heard through the receiver while it is on a plane that overlaps the Ethereal Plane.

The receiver can also be used within 30 feet of a spiritfont to pick up sounds from the past that created the spiritfont or a creature's thoughts which created it. Similarly, spiritual residue placed within 5 feet of the receiver can also transmit similar thoughts from the past.

SPIRIT SIEVE

Wondrous item, very rare

This item appears as a floating orb about one foot in diameter. When a psionic power is manifested targeting a creature within its space or an area including its space, the manifestor must make an ability check using its manifesting ability against a DC of 15. If failed, the spirit sieve absorbs the psionic power, causing it to have no effect. Only three powers can be absorbed until the next dawn. Each time it absorbs a power, it glows, increasing intensity with each additional power. For each power absorbed, it sheds dim light in a 5-foot radius. The light fades upon the next dawn.

STORM GLAIVE

Weapon (glaive), legendary (requires attunement)

You can use your bonus action to have this weapon cackle with electricity for 1 minute or until you use your bonus action to dismiss it. You deal an additional 1d12 lightning damage on a hit with it.

Once per hour, you can use your action to spin the glaive in a continuous circle, creating a tempest in a 5-foot radius. Each creature within the tempest must make a DC 16 Strength saving throw. If the save is failed, the creature is pushed 30 feet away from you and tossed in the air 10 feet. It will fall, taking 1d6 fall damage and is knocked prone. If a creature is flung into a wall or other solid obstruction, it takes 1d6 bludgeoning damage per 10 feet it can't be pushed.

THE BULWARK

Armor (shield), legendary (requires attunement)

This massive shield grants you half cover. You can use your action to duck behind the shield, granting you full cover. When you are attacked by a melee weapon attack, you can use your reaction to create a psychokinetic thrust. The creature must make a DC 14 Strength saving throw. If the save is failed, the creature is pushed 10 feet and knocked prone and its attack deals no damage. When you use this function more than once each dawn, you suffer a level of exhaustion.

THIRD EYE

Wondrous item, very rare (requires attunement)

This circlet allows you to use your action to gain enhanced visual detection for 1 minute. It has three uses. You can see up to 120 feet in magical and nonmagical darkness, sense auras and spiritfonts, detect magical and psychic effects, perceive into the Ethereal Plane, and are aware of secret and concealed doors hidden by both mundane and supernatural means. You are also immune to blindness and gaze attacks while using this item. The circlet regains all uses daily at dawn.

VIAL OF ECTOPLASM

Potion, uncommon

This metal decanter contains ectoplasm from the Astral Plane. When rubbed over a weapon or armor, it becomes a psychic item for 1 hour. Weapons gain a +1 bonus on attack and damage rolls. Armors and shield gain a +1 bonus to AC. If the item is already magical or psychic and has a bonus of +1 or better, the ectoplasm has no effect.

CHAPTER 5: BESTIARY

ALP

An alp is a fey creature similar to a gnome, but often with animalistic features. It is mostly encountered while in the form of an animal and is an expert at behaving as if a common beast. If an alp is attacked, it will attempt to flee and hide.

Emotion Eater. An alp feeds on the emotions of humanoids. It prefers to feed on its targets at night when they sleep, often in the guise of a beast. Once it is upon its sleeping victim, the alp will siphon its spirit and emotions to for sustenance. This process often results in a nightmare and can leave the victim feeling drained. An alp rarely kills its victim, content to feed once and withdraw.

ALP

Small fey (shapechanger, spirit), chaotic neutral

Armor Class 11

Hit Points 24 (7d6)

Speed 25 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	15 (+2)

Damage Resistances psychic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses truesight 120 feet, passive Perception 14

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Psychic Attack. The alp uses its Charisma modifier on attack and damage rolls. Each creature hit by an alp must make a DC 12 Charisma saving throw or become unfeeling for 1 minute. Any effect that relies on emotion is suppressed for the duration, such as Rage, Bardic Inspiration, and *trauma infusion*.

Shapechanger. The alp can use its action to polymorph into a boar, cat, dog, or poisonous snake, or back to its true form. It takes on the statistics of the creature whose form it takes but retains its own Intelligence, Wisdom, and Charisma scores and can use its siphon action. It can also assume the form of a white butterfly. While in butterfly form it maintains its own stats, but can't use its other features. If it is reduced to 0 hit points while polymorphed, it reverts to its true form.

Sickness Gaze. When a creature that can see the alp's eyes starts its turn within 30 feet of the alp, the alp can force it to make a DC 11 Constitution saving throw if the alp isn't incapacitated and can see the creature. If the save is failed, the creature is poisoned for 1 minute.

Actions

Siphon. *Melee Power Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) psychic damage, and the target's Wisdom score is reduced by 1d4 if it is incapacitated. The target dies if this reduces its Wisdom to 0. Otherwise the reduction lasts until the target finishes a long rest.

Invisibility. The alp becomes invisible for 1 minute or until it makes an attack. While it is invisible, it can't use its Sickness Gaze trait.

ASTRAL SHAMBLER

The astral shambler is a creature composed of writhing tendrils of ectoplasm. Nearly mindless, the creature has no custom, nor does it feature as a natural part of ecology anywhere. Instead it roams at random, attacking any creature that gets too close. The creature walks along multiple limbs consisting of arms, legs, and tendrils.

Endless Consumption. An astral shambler attacks and attempts to absorb each creature it finds, except another astral shambler.

Ectoplasm Nature. An astral shambler doesn't require air, food, drink, or sleep.

ASTRAL SHAMBLER

Huge monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 152 (16d12 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	4 (-3)	11 (+0)	8 (-1)

Saving Throws Con +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned, restrained, unsettled
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +4

Ectoplasm Form. The astral shambler can move through a space as narrow as 1 foot without squeezing.

Actions

Tendril. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 18 (4d6 + 4) acid damage and the target is grappled (escape DC 16). The shambler can create a new tendril to attack a different target while it grapples a creature; each tendril can grapple one creature.

Bonus Actions

Engulf. The shambler engulfs a Large or smaller creature grappled by it. The engulfed creature is restrained and must make a DC 15 Constitution saving throw at the end of each of its turns. It takes 14 (4d6) acid damage on a failed save or half as much on a successful one. A creature reduced to 0 hit points while engulfed dies and its body is completely absorbed by the shambler. If the shambler moves, engulfed targets move with it.

ASURA

Asura are celestials that call the Astral Plane home, but predominately dwell on the Material Plane. They are drawn to mortal societies, as asura need to inhabit mortal bodies to achieve their goals. Asura are disembodied spirits and are often treated the same way as ghosts and fiends.

An asura is a spiritual entity that has no solid body. In its spirit form, the asura is incorporeal and nearly undetectable, even by magic. Whenever an asura is in its spirit form, it will seek to retreat to the Astral Plane until it can locate a suitable host body.

Possessors of the Dead. An asura can't possess a living creature. Whether through lack of ability or some long held code, an asura can only possess a dead body, and it will be selective about what it picks, unless no option is available. Most commonly, an asura will possess a stillborn infant in the womb of a humanoid. In this way, an asura grows up with mortal parents and is disguised among mortals to develop skills and connections to serve it during its time on the Material Plane. An asura can possess any corpse, provided rot hasn't set in, but any injuries or ailments the corpse sustained are still present, which may cause the body to die again.

Asura most commonly inhabit the bodies of humans, elves, and related races as they find these bodies most serviceable for their purpose, but can inhabit the body of any humanoid.

Driving Purpose. Asura are celestials with a mission, the particulars of which depend on the individual asura. Many serve as emissaries between divine authorities and mortals, while others take the task of protecting mortals from threats greater than most can handle. Asura are fearless combatants on the battlefield and the debate forum. When an asura intervenes on the behalf of mortals, it attempts to keep a low profile as mortals can be unpredictable in their response to the revelation of an asura.

When an asura possesses a host, it gains access to the memories of that host. When an asura leaves its host, it also loses most of its memories during the time it was within the host. An asura only permanently remembers its purpose and the skills and knowledge connected to that purpose. When an asura is forced to change bodies, it can generally resume its goals without missing a beat, but at times where its purpose has become unclear it can drift through its new life without recollection of what it is until its purpose has been reawakened.

Fundamentally Eternal. An asura matures like a member of the race of its host body, but ages much slower. Asura host bodies never reach physical middle age always keeping the veneer of youth. Unless slain, an asura never dies from aging and is immune to magical or supernatural aging. When an asura's possessed body is killed, the asura exits the corpse and assumes its spirit form. In such an event, an asura on a mission may attempt to inhabit another corpse or linger in the hopes its host body can be restored; otherwise it will be forced to flee to the Astral Plane to probe the Material Plane to find a new body. If an asura is slain in its spirit form, it is forever slain.

Asura Taboos. An asura can't imbibe alcohol or consume cherries, and attempting to do so will cause the asura toretch. Cherry wood is painful to the asura, and cherry wood dust can be used to create a ward against the celestial.

Creature of Spirit. An asura in spirit form can't be polymorphed against its will. It also doesn't require air, food, water, or sleep.

ASURA, SPIRIT FORM

Medium celestial (spirit), any

Armor Class 15

Hit Points 45 (10d8)

Speed fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	17 (+3)	22 (+6)	19 (+4)

Saving Throws Wis +8, Cha +6

Damage Resistances cold, fire, radiant

Damage Immunities acid, lightning, necrotic, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, deafened, frightened, grappled, petrified, poisoned, prone, restrained, stunned, unconscious

Senses blindsense 300 ft., passive Perception 16

Languages can understand any language it knows but can't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Astral Probe (psionic). While on the Astral Plane, the asura can peer into the Material Plane at will, using a sensor similar to the *clairvoyance* spell.

Body Dependent. While the asura doesn't possess a body it is unable to manifest psionic powers or cast spells.

Incorporeal Existence. The asura can move through objects and surfaces as if they were difficult terrain. An asura can't pass through wood, lead, or rotten organic material.

Actions

Possess (psionic). The asura's possession save DC is 17 (Charisma based). It is a Controller that can possess a dead humanoid within 10 feet of it. When the asura possesses a target, its body assumes a spiritual form and is subsumed by its host. The host must be reasonably intact and can't be decayed. When a corpse is possessed, it regains 1 hit point. As long as the asura possesses the host, the original soul connected to the body can't be raised without providing it a new body.

Translocate (psionic). The asura travels to another plane of existence from the Astral Plane or returns to the Astral Plane.

CELESTIAL MINISTER

Making up the halls of deities or serving as advisors to mortal kings, are the celestial ministers. Masters of debate and philosophy, the calling of these asura is learning and understanding. They attempt to preserve lore, sometimes running libraries, and sometimes serving as living memories of events long past.

Celestial ministers are fond of mortal kind, and tend to speak out on the behalf of mortals. They typically have a roster full of mortal and immortal contacts they can call upon when needed.

FIEND SLAYER

The purpose of these asura is to protect the Material Plane and the upper planes from fiends and other unholy abominations. They take to training as warriors to hone the necessary skills and build fortitude. They often possess centuries of experience and expertise with all manner of arms and tactics, but many have preferred weapons and combat styles.

When engaging high profile dangers in battle, a fiend slayer will attempt to keep the strongest foe's attention focused on itself while its allies flank the enemy. When possible, an asura will quickly dispatch or scatter weaker foes; otherwise it will attempt to disable the greatest threat.

INFILTRATOR

These asura generally act as undercover agents, but sometimes just like to live among the mortal races. An infiltrator will go to lengths to develop a mortal persona so as to fit in mortal society, and when it reaches a point where its lack of aging would betray its nature, it will move on and create a new identity. For this reason, infiltrators prefer the bodies of elves and other long lived races.

ASURA, CELESTIAL MINISTER

Medium celestial (humanoid), lawful neutral

Armor Class 18

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	17 (+3)	22 (+6)	19 (+4)

Saving Throws Int +7, Wis +10, Cha +8

Skills Arcana +7, History +7, Persuasion +8, Religion +7

Damage Resistances lightning, poison, radiant

Condition Immunities frightened

Senses passive Perception 16

Languages Abyssal, Celestial, Common, Infernal

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Elemental Mastery. The asura has the fire, lightning, and radiant energy types. It can only use one at a time when it manifests an energy power.

Knowledgeable. The asura has advantage on Intelligence checks to recall information.

Possessor. If the asura is reduced to 0 hit points or outright killed, it ejects from its host and assumes its spirit form. It can't attempt to possess the same host until at least 1 minute has passed.

Power Manifesting. The asura is a 12th-level manifester. Its manifesting ability is Wisdom (power save DC 18, +10 to hit with power attacks). It has 90 power points to spend on the following powers: *adaptability, control light, deflection, ego whip, energy blast, extrasensory perception, glimmer, hypercognition, mental barrier, muddle, remote sight.*

Spiritual Defense. The asura adds its Wisdom modifier to its unarmored AC and uses its unarmored AC when it is higher than its armor.

Spiritual Strikes. The asura's unarmed strikes and held weapons are treated as magical for the purpose of overcoming damage resistance and immunity.

Actions

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) bludgeoning damage.

Energy Blast. *Ranged Power Attack:* +10 to hit, range 60 ft., one target. *Hit:* 13 (3d8) bludgeoning, fire, lightning, or radiant damage.

ASURA, FIEND SLAYER

Medium celestial (humanoid), neutral good

Armor Class 20 (shield)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	17 (+3)	22 (+6)	19 (+4)

Saving Throws Str +9, Con +10, Wis +11, Cha +9
Skills Athletics +9, Insight +11
Damage Resistances lightning, poison, radiant
Condition Immunities frightened
Senses passive Perception 16
Languages Abyssal, Celestial, Common, Infernal
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Agile Mind. The asura can maintain concentration on up to two psionic powers. Additionally, its energy type is radiant.

Possessor. If the asura is reduced to 0 hit points or outright killed, it ejects from its host and assumes its spirit form. It can't attempt to possess the same host until at least 1 minute has passed.

Power Manifesting. The asura is a 9th-level manifester. Its manifesting ability is Wisdom (power save DC 19, +11 to hit with power attacks). It has 45 power points to spend on the following powers: *accelerated healing, adaptability, body control, energy cloak, glimmer, kinetic barrier, probability manipulation, speed of thought*.

Spiritual Defense. The asura adds its Wisdom modifier to its unarmored AC and uses its unarmored AC when it is higher than its armor.

Spiritual Strikes. The asura's unarmed strikes and held weapons are treated as magical for the purpose of overcoming damage resistance and immunity. Once per turn, when the asura hits with a melee weapon attack, it deals an additional 18 (4d8) radiant damage.

Actions

Multiattack. The fiend slayer makes three attacks: two with its longsword and one unarmed strike.

Longsword +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

ASURA, INFILTRATOR

Medium celestial (humanoid), neutral

Armor Class 19
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	17 (+3)	22 (+6)	19 (+4)

Saving Throws Dex +7, Con +5, Wis +9
Skills Deception +7, Perception +9
Damage Resistances lightning, poison, radiant
Condition Immunities frightened
Senses passive Perception 19
Languages Celestial, Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +3

Possessor. If the asura is reduced to 0 hit points or outright killed, it ejects from its host and assumes its spirit form. It can't attempt to possess the same host until at least 1 minute has passed.

Power Manifesting. The asura is a 5th-level manifester. Its manifesting ability is Wisdom (power save DC 17, +9 to hit with power attacks). It has 45 power points to spend on the following powers: *adaptability, apopsi, body control, chameleon, control light, dislocation, muddle, psychic domination, suspension*.

Spiritual Defense. The asura adds its Wisdom modifier to its unarmored AC and uses its unarmored AC when it is higher than its armor.

Spiritual Strikes. The asura's unarmed strikes and held weapons are treated as magical for the purpose of overcoming damage resistance and immunity. Once each turn, when the asura hits with a melee weapon attack, it deals an additional 9 (2d8) radiant damage.

Actions

Multiattack. The infiltrator makes two attacks: one with its shortsword and one unarmed strike.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

BRAIN MOLE

A brain mole appears much like a normal mole. While it can maintain a similar diet to a normal mole, a brain mole prefers to eat psionic energy, and will attempt to ambush creatures with power points to sustain itself when able.

Burrowing Vermin. A brain mole will never allow itself to be encountered above ground, instead preferring to only burrow close enough to the surface to target its prey with its powers. It will lie in wait, using its powers to survey its surroundings. Once it has located potential prey, it will use power leech to feed before retreating. If threatened, it will target the strongest threat with aversion to drive it away from the area. It will then retreat, possibly targeting a creature a power before burrowing to safety, reactivating the power to discourage pursuit.

BRAIN MOLE

Tiny Monstrosity, Neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 15 ft. burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	11 (+0)	5 (-3)	15 (+2)	11 (+0)

Skills Stealth +6

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Hidden Mind (Psionic). The brain mole can't be detected by clairsentient powers and divination magic.

Innate Powers. After manifesting a psionic power, the brain mole can take a bonus action to regain half of the power points spent on that power (rounded up).

Power Conversion. For every power point the mole drains with power leech, it regains 1 hit point.

Power Manifesting. The brain mole is a 1st-level manifester. Its manifesting ability is Wisdom (power save DC 12, +4 to hit with power attacks). It has 1 power point to spend on the following powers: *hypercognition*, *mind tap*.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target has disadvantage on Constitution saving throws to maintain concentration, and each time the target manifests a psionic power or uses a psychic ability it must succeed on a DC 10 Wisdom saving throw or become psychic strained.

Power Leech (psionic). The brain mole attempts to drain a creature with power points it can sense within 30 feet of it. The target must succeed on a DC 12 Wisdom saving throw or lose 3 (1d6) power points.

Aversion (1/Day, Psionic). The brain mole creates a deep sense of disgust or fear in a creature toward a certain location. The target must succeed on a DC 12 Wisdom saving throw or it must move away from the location. It can only take the Dash action until it ends its turn at least 300 feet away from the center of the chosen location. The effect ends after 1 hour.

CRYSMAL

The crysmal is a scorpion-like creature from the Elemental Plane of Earth.

Gemlike Appearance. Each crysmal has a unique appearance. While each are created from gems or crystals, each has different patterns, edges, and consistency based on the stones used to create it.

Driven to Propagate. The crysmal seeks to create more of its kind by converting gems and crystals into new crysmals. It may seek conflict with adventurers, knowing they often carry valuable stones. It takes the crysmal an hour with 8 or more gems worth at least 25 gp each to create a new crysmal. If forced to use other minerals, the creation of a new crysmal takes significantly more time.

Elemental Nature. The crysmal doesn't require air, food, drink, or sleep.

CRYSMAL

Small elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 58 (13d6 + 13)

Speed 30 ft., burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	6 (-2)	13 (+1)	14 (+2)

Skills Perception +5

Damage Vulnerabilities thunder

Damage Resistances lightning, piercing, slashing

Damage Immunities cold, fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages Terran

Challenge 3 (700 XP)

Proficiency Bonus +2

Innate Powers. After manifesting a psionic power, the crysmal can take a bonus action to regain half of the power points spent on that power (rounded up).

Power Manifesting. The crysmal is a 2nd-level manifester. Its manifesting ability is Charisma (power save DC 12, +4 to hit with power attacks). It has 3 power points to spend on the following powers: bastion of thought, extrasensory perception, harmonics, puppetry.

Actions

Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Mind Thrust (Psionic). The crysmal assaults the mind of a creature it can see within 60 feet of it. The target must succeed on a DC 12 Wisdom saving throw or take 11 (2d10) psychic damage.

DEMON

Creatures of chaos and misery, demons are frequent adversaries to creatures of all kinds.

DEMONIC ARMAMENT

Appearing as a magical weapon, the demon reveals its horrific nature once a creature attunes to it. A demonic armament appears to be a +2 magical weapon, and fully functions as one. If its nature is discovered, the demonic armament will act like a sentient weapon. However, if this ploy fails, the demon will attempt to withdraw and find a new host.

Unholy Corruptor. Shortly after attuning the weapon, the demon will begin to contact its wearer through dreams aimed to inspire the creature to develop greater ambitions. Once coerced, it will begin to speak to its user through whispers, second guessing the creature's better intentions and sowing paranoia and delusion. It will use its powers to convince its wielder that any who would separate it from the weapon is a threat and jealous of its wielder's power.

The demonic armament's sole goal is to corrupt the soul of its wielder. It prods the host down dark paths, seeking to cause as much misery and death as possible before its wielder dies, after which the demon drags the soul to the depths of the Abyss. If it can't coerce its wielder, it will resort to directly controlling it and forcing it to perform evil acts, all the while goading it as if such acts are what its wielder truly desires.

DEMONIC ARMAMENT

Tiny fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 130 (20d4 + 80)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	13 (+1)	14 (+2)	17 (+3)

Saving Throws Con +8, Wis +6, Cha +7

Skills Deception +7

Damage Resistances acid

Damage Immunities cold, fire, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 12

Languages telepathy while held

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Demonic Favor. At will, the demonic armament grants its host an extra 14 (4d6) necrotic damage with each attack it makes with it. When it has usurped its host, each attack it makes also gains this bonus damage.

Innate Powers. After manifesting a psionic power, the demonic armament can take a bonus action to regain half of the power points spent on that power (rounded up). It can target its host with any power it knows with a range of self.

Power Manifesting. The demonic armament is a 7th-level manifester. Its manifesting ability is Charisma (power save DC 15, +7 to hit with power attacks). It has 14 power points to spend on the following powers: *apopsi*, *harmonics*, *deflection*, *mental barrier*, *shadow shape*, *telepathic projection*.

Magic Weapon Mimicry. Until the demonic armament begins to influence its wielder, it appears identical to a magical weapon, and can't be revealed by divination spells, clairsentient powers, and similar abilities.

Supernatural Resistance. The demonic armament has advantage on saving throws against spells, psionics, and other magical and psychic effects.

Actions

Multiattack. The demonic armament makes two strike attacks.

Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) weapon damage plus 14 (4d6) necrotic damage.

Devour Light. The demon transforms all bright light into dim light and all dim light into darkness within 120 feet of it. It can selectively choose which light is diminished. Light remains diminished for 1 minute, and the demon can repeat this action to diminish light an additional step.

Possess. The demonic armament's possession save DC is 15 (Wisdom based). It is a Usurper that can possess a creature who attunes to it, which causes it to automatically fail its save against the demon's possession.

KUKUDHI

Preferring to lurk in the most haunted locales, the kukudhi savors tormenting the living. It will possess an object, such as a statue or structure, and lie in wait for victims, relying on its spiritfont abilities to destroy trespassers. A kukudhi appears like a ghastly specter with savage claws and a visage eternally twisted in torment.

Seeker of Misery. The kukudhi will seek out a location already haunted to make its domain, seizing control of each spiritfont within the area. If it hasn't found a location, it may possess an innocuous object likely to be carried by a traveler so it can find a suitable lair. Failing this, it will possess a host and convert the surroundings into a haunting.

KUKUDHI

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

11 (+0) 17 (+3) 15 (+2) 18 (+4) 12 (+1) 21 (+5)

Saving Throws Int +7, Cha +8

Skills Stealth +6

Damage Vulnerabilities radiant

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned, unsettled

Senses blindsight 400 ft., passive Perception 11

Languages telepathy 100 ft.

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Haunting Presence. While possessing a host, the kukudhi can create an Intensity 21 spiritfont with range of 100 feet by concentrating for 1 hour. The kukudhi can create up to 5 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 100 feet of another one. Alternately, the kukudhi can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 16 Intensity saving throw or become controlled. The kukudhi can control no more than 5 spiritfonts at once.

Innate Spellcasting. The kukudhi's spellcasting ability is Charisma (spell save DC 16). It can also cast its spells while possessing a host. The kukudhi can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *compulsion*, *dancing lights*

3/day: *animate dead*, *darkness*, *dissonant whispers*, *invisibility*

1/day: *antipathy/sympathy*, *dream*, *modify memory*, *symbol*

Haunting and poltergeist phenomena are already dangerous on their own, but a kukudhi's presence amplifies the threat to deadly levels. It will employ spiritfont actions, innate spellcasting, and its slam legendary action to trap and isolate targets to torment and torture.

Entrenched Horror. Knowing it is nearly unstoppable while possessing a host and controlling a spiritfont, the kukudhi will try to hide its true nature. It will set traps using its abilities to contain its victims and defend itself. It fears exorcism and will murderously target those who threaten it so. Failing that it will attempt to shut them out of its domain.

Lingering Death. Each creature killed by a kukudhi or a spiritfont it controls can't be revived for 1 hour.

Spirit Rip. Once each turn, a creature hit by the kukudhi's claw attack must succeed on a DC 16 Charisma save or take 16 (3d10) force damage and be unsettled for 1 minute.

Supernatural Resistance. The kukudhi has advantage on saving throws against spells, psionics, and other magical and psychic effects.

Actions

Multiattack. The kukudhi makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) necrotic damage. It can't make a claw attack while it possesses a target.

Possess (psionic). The kukudhi's possession save DC is 16 (Charisma based). It is a Controller that can possess an object within 5 feet of it. When the kukudhi possesses a target, its body assumes a spiritual form and is subsumed by its host.

Legendary Actions

While the kukudhi controls at least one spiritfont, it can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kukudhi regains spent legendary actions at the start of its turn.

Demonic Gust. The kukudhi summons a strong wind that extinguishes all exposed flames within its possessed location. Shielded flames have a 50% chance to be extinguished.

Slam. The kukudhi shuts any door, shutter, chest, cabinet, or similar object within 400 feet of its host. The shut object can only be opened by a creature using its action and succeeding on a DC 24 Strength check. The kukudhi can release the shut object at will during its turn.

Spiritfont Action. The kukudhi uses an action from one of its controlled spiritfonts. Once it uses a spiritfont, it can't use that spiritfont again until the start of its next turn.

DIRE ANIMAL

Dire animals are massive versions of common beasts. They tend to be more violent than other animals, and will attack humanoids without fear.

DIRE APE

Large beast, unaligned

Armor Class 12

Hit Points 76 (8d10 + 32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (–2)	12 (+1)	7 (–2)

Skills Athletics +8, Perception +4

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +3

Actions

Multiattack. The dire ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 25/50 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

DIRE MANTIS

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	2 (–4)	11 (+0)	4 (–3)

Skills Acrobatics +5, Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 3 (700)

Proficiency Bonus +3

Actions

Multiattack. The dire mantis makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) slashing damage, and the target is grappled (escape DC 13). The mantis has two claws, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

DIRE SNAPPING TURTLE

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (–3)	11 (+0)	5 (–3)

Senses passive Perception 10

Languages —

Challenge 4 (1,100)

Proficiency Bonus +3

Hold Breath. The dire snapping turtle can hold its breath for 1 hour.

Actions

Multiattack. The dire snapping turtle makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

DIRE VIPER

Large beast, unaligned

Armor Class 14

Hit Points 45 (6d10 + 12)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +3

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much on a successful one.

DIRE WASP

Medium beast, unaligned

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 2 (200 XP)

Proficiency Bonus +2

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

DREAMSTALKER

A creature of nightmare, the dreamstalker enters the dreams of humanoids to feed on their fear and life essence. It is believed to have entered the Material Plane from the Far Realm.

Its presence causes bad dreams and horrific nightmares in creatures near its lair. The nightmares are followed by illusions only the dreamstalker's victims can see, culminating in the death of the monster's target while it slumbers bearing wounds with no logical cause. After it feeds, the dreamstalker rests, resulting in a period of calm until it wakes to hunt again.

Dream Hunter. Fear is like nectar to the dreamstalker, it seeks to terrify its prey before killing it. Once the creature has embedded itself in its fertile hunting ground, it will leverage its dream walking trait to make first contact with a creature. In doing so, it marks that creature and will begin to use its walking nightmare action to harass and fatigue its quarry.

It delights in layering waking nightmares over reality to blur reality and illusion. This harassment tends to exhaust the victim, and when it succumbs to sleep, the dreamstalker continues the assault. Once the dreamstalker has tired of playing with its food, it stalks it one final time in the Dreamscape where it kills the creature and consumes its psyche.

Eater of Dreamers. Within the Dreamscape, the dreamstalker will transform its victim's dream into a playground of the dreamstalker's own desire to torment the dreamer. The dreamstalker will often visit a dozen or so potential victims, causing nightmares and sowing frightful delusions, before slaughtering a number of them one by one each night.

If a target of its assault manages to survive it, the dreamstalker will likely abandon that creature as prey, especially if the creature proved capable of harming it. Should the creature should ever seek the dreamstalker again, the creature will resume the hunt.

Lives within the Dream. The dreamstalker spends nearly all its time within the Dreamscape. Its real form is that of a putrescent maggot or grub with numerous long insectoid legs. It selects a suitable, discrete lair before hunting, traversing the Ethereal Plane to gain access to the most secure spots. It exudes a smell that repels animals, preventing it from being disturbed.

DREAMSTALKER, PHYSICAL FORM

Large Aberration, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 113 (15d10 + 30)

Speed 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	14 (+2)	19 (+4)	21 (+5)

Saving Throws Int +6, Wis +8, Cha +9

Skills Deception +9, Insight, +8, Intimidation +9, Perception +8, Stealth +4

Damage Resistances cold, fire, psychic

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned, unsettled

Senses truesight 60 ft., passive Perception 18

Languages telepathy 1 mile

Challenge 13 (10,000 XP)

Proficiency Bonus +4

Diminutive Frame. The dreamstalker is treated as Small to determine the spaces it can occupy.

Lexicon of Fear. Once the dreamstalker has invaded a creature's dream, it is aware of that creature's fears, and can use this knowledge to create compelling illusions. That creature has disadvantage on its saving throws and ability checks against the dreamstalker's deceptions and illusions.

Marked Prey. After the dreamstalker has invaded a creature's dream, it can freely sense through its victim's senses and knows exactly where the target it is provided the target is within the same plane of existence or on the Ethereal Plane.

Whispering Mind. The dreamstalker's telepathy is perceived as speech in a language its target can understand and it can use telepathy on any number of creatures within range, transmitting unique messages to each. It can pair this trait with its waking nightmare action to make an illusion it creates the source of its "voice."

Actions

Multiattack. The dreamstalker makes two spike attacks.

Spike. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 12 (3d6 + 2) piercing damage.

Break Resolve. The dreamstalker taunts a creature it can see within 120 feet. The target must succeed on a DC 15 Wisdom saving throw or become frightened of the dreamstalker and any illusion it chooses for 1 minute. If the target is already frightened and fails its save, it is stunned until the start of its next turn.

Etherealness. The dreamstalker enters the Ethereal Plane, as if it cast the *etherealness* spell.

Waking Nightmare. The dreamstalker creates an illusion in the mind of a creature within 1 mile whose dream it has invaded. The illusion can take any form, affecting any of the victim's senses, and endures as long as the dreamstalker is conscious or until it ends the effect. The dreamstalker can change the form of the illusion at will.

DREAMSTALKER, DREAM AVATAR

Any size aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 143 (15d10 + 60)
Speed 50 ft., climb 50 ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	14 (+2)	19 (+4)	21 (+5)

Saving Throws Int +6, Wis +8, Cha +9
Skills Deception +9, Insight, +8, Intimidation +9, Perception +8, Stealth +6
Damage Resistances cold, fire, lightning, psychic, thunder
Damage Immunities necrotic; bludgeoning; bludgeoning, piercing, slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned, unsettled
Senses truesight 300 ft., passive Perception 18
Languages telepathy unlimited range
Challenge 13 (10,000 XP) **Proficiency Bonus** +4

Architect Immunity. The dreamstalker can't be altered by a dream architect. It can still be attacked.

Deadly Dream. A dreamer reduced to 0 hit points must succeed on a DC17 Constitution saving throw or die. The creature's actual body also dies, and it suffers the same injuries that the dreamstalker inflicted upon its dream avatar.

Dream Architect. The dreamstalker counts as a dream architect within the Dreamscape.

Legendary Resilience. At the start of each of its turns while within the Dreamscape, the dreamstalker removes all harmful conditions affecting it.

Powerful Dream Logic. The dreamstalker's critical hits deal one additional die of damage.

Unawakened Immunity. A dreamer that isn't in control of its dream self can't harm the dreamstalker.

Whispering Mind. The dreamstalker's telepathy is perceived as speech in a language its target can understand and it can use telepathy on any number of creatures within range, transmitting unique messages to each.

Actions

Multiattack. The dreamstalker makes two dream logic strike attacks.

Dream Logic Strike. *Melee Power Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 18 (4d8) psychic damage. This manifests as a physical attack using dream logic.

Break Resolve. The dreamstalker taunts a creature its can see within 120 feet. The target must succeed on a DC 15 Wisdom saving throw or become frightened of the dreamstalker and any illusion it chooses for 1 minute. If the target is already frightened and fails its save, it is stunned until the start of its next turn.

Dreamshape. The dreamstalker can assume the form of a creature, object, or section of a surface with any shape to a maximize size of a 40-foot cube.

Meld. The dreamstalker hides. If it succeeds, it vanishes from sight, melding into the Dreamscape. While melded, it can't be detected by any means and regains 1d4 hit points at the end of each of its turns. If it hits with an attack while melded, that attack is automatically a critical hit. If it takes any action while melded, it stops hiding.

Legendary Actions

The dreamstalker can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dreamstalker regains spent legendary actions at the start of its turn. It can only use legendary actions while within the Dreamscape.

Dreamshape. The dreamstalker uses its dreamshape action.

Dreamshift. The dreamstalker teleports up to 50 ft.

Dream Action. The dreamstalker can use any of the dream actions available to a dream architect.

Rend Dreamscape (Costs 2 actions). The dreamstalker alters the dream in way that defies dream logic, changing the theme of the dream instantly.

Slay Dreamer (Costs 3 actions). The dreamstalker makes a dream logic attack. After taking this damage, a dreamer with less than 25 hit points dies. A dream architect doesn't die unless reduced to 0 hit points.

DROMITE

Dromites are hive-dwelling, insect-like humanoids that harmoniously work within their clan, specializing in important tasks to maintain the hive's wellbeing. Individually, a dromite's contributions seem inconsequential, but the sum total of the efforts of all members of the hive is truly magnificent.

Caste Society. Dromites have a rigid caste system based on contributions to the hive. Each caste is equal, as it serves a vital role to the hive, as dromites don't believe in hierarchy outside the leadership of the Grand Queen. The castes are arranged based on guiding principles. The Fire Caste is made up of those fueled by passion, which take up arms to defend the hive or scout for dangers or resources. The Ice Caste is comprised of analytical thinkers that plan overarching strategies for the hive as well as meeting at hives crafting needs. The Voice Caste contains the more social dromites, which delight in performance and interacting with others, consequentially fulfilling the hive's diplomatic function. The Glimmer Caste's members are always on the move, providing the hive's courier service as well as operating as merchants and explorers.

Industrious. All dromites of a hive are mentally linked to each other through a hivemind, allowing members to telepathically communicate with one another. This level of communication is the key to dromites coordination.

Hiveminded. All dromites of a hive are mentally linked to each other through a hivemind, the centers on its Grand Queen, allowing members to telepathically communicate with one another. This level of communication is the key to how dromites are able to so easily coordinate efforts.

Artisans. As a whole, dromites are intricate builders, leveraging the strengths of each caste to create beautiful works in architecture, handicrafts, and entertainment. When constructing items, dromites band together to specialize in each facet, so that the final work is immaculate.

Grand Queen. Leading each hive is the Grand Queen, a female dromite that is the mother of all the dromites. She is aided by the Elected Consort, a dromite selected by the hive to serve as her second. The Grand Queen is treated as if divine, and the Elected Consort is her herald, and in a way serve as god and high priest to the otherwise secular dromites. When the Grand Queen's time has come she selects a new queen from the young dromites who will develop the necessary characteristics to serve as queen of the hive.

DROMITE HIVEWATCHER

These dromites are tasked with protecting the hive. They act was guards and soldiers, working in conjunction with each other and other dromites tasked with defense and war as well as evacuation and bunkering.

They will split into squads when practical with some squads focused on limiting enemy movement, others acting as barriers, and the remainder focused on eliminating the threats systematically. At a moment, these roles can change thanks to the hivemind.

DROMITE TASKDIRECTOR

Certain dromites fulfill managerial roles, focusing their efforts to coordinate other dromites. The taskdirectors are always busy, even when they seem idle, as they process the requests and situation updates from the dromites under their direction and other taskdirectors.

DROMITE WAYFINDER

A wayfinder serves as an advanced scout to locate water and valuables, as well as to navigate new paths and leave scent trails for hive members to follow.

In battle, the wayfinder prefers to support its allies by using its telepathic powers to empower its allies or to disrupt its enemies.

DROMITE HIVEWATCHER

Small humanoid, typically lawful neutral

Armor Class 17 (natural armor)
Hit Points 52 (8d6 +24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Athletics +6
Senses blindsight 30 ft., passive Perception 11
Languages Common, Terran
Challenge 2 (450 XP) **Proficiency Bonus** +3

Hivemind. The dromite can communicate with other dromites via telepathy up to 300 feet. Additionally, the dromite has advantage on attack rolls against a creature if at least one other dromite is within 5 feet of the creature and isn't incapacitated.

Keen Smell. The dromite has advantage on Wisdom checks that rely on smell.

Power Manifesting. The dromite is a 4th-level manifester. Its manifesting ability is Charisma (power save DC 13, +5 to hit with power attacks). It has 9 power points to spend on the following powers: *ectoplasmic creation, kinetic barrier, suspension.*

Actions

Multiattack. The dromite makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d4 + 3) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DROMITE TASKDIRECTOR

Small humanoid, typically lawful neutral

Armor Class 15 (natural armor)

Hit Points 60 (11d6 +22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	15 (+2)	14 (+2)	19 (+4)

Skills Perception +5

Senses blindsight 30 ft., passive Perception 15

Languages Common, Terran

Challenge 2 (450 XP)

Proficiency Bonus +3

Hivemind. The dromite can communicate with other dromites via telepathy up to 300 feet. Additionally, the dromite has advantage on attack rolls against a creature if at least one other dromite is within 5 feet of the creature and isn't incapacitated.

Keen Smell. The dromite has advantage on Wisdom checks that rely on smell.

Power Manifesting. The dromite is a 7th-level manifester. Its manifesting ability is Charisma (power save DC 15, +7 to hit with power attacks). It has 16 power points to spend on the following powers: *bastion of thought*, *ego whip*, *glimmer*, *mindlink*, *probability manipulation*, *psychic crush*.

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

DROMITE WAYFINDER

Small Humanoid (Savant), Typically Lawful Neutral

Armor Class 15 (natural armor)

Hit Points 18 (4d6 +4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	12 (+1)	13 (+1)	14 (+2)

Skills Perception +5, Stealth +4, Survival +3

Senses blindsight 30 ft., passive Perception 15

Languages Common, Terran

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Hivemind. The dromite can communicate with other dromites via telepathy up to 300 feet. Additionally, the dromite has advantage on attack rolls against a creature if at least one other dromite is within 5 feet of the creature and isn't incapacitated.

Keen Smell. The dromite has advantage on Wisdom checks that rely on smell.

Power Manifesting. The dromite is a 3rd-level manifester. Its manifesting ability is Charisma (power save DC 12, +4 to hit with power attacks). It has 7 power points to spend on the following powers: *id insinuation*, *mindlink*, *remote sight*.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DUERGAR

Many duergar exhibit remarkable control over psychic energies.

DUERGAR MINDBENDER

A duergar mindbender is often employed in breaking slaves and interrogating prisoners. It can also be deployed as an envoy in order to double as a diplomat and spy, using its powers to get its way.

During a fight, the mindbender prefers to let others attack while it utilized its ego whip power to weaken its foes.

DUERGAR VANISHER

The vanisher is a duergar spy and infiltrator, using its psionic powers to slip in and out unnoticed. It prefers to use hit and run tactics, leaping between areas of darkness to strike a foe, and then retreating into the shadows. In an open fight, it leverages its *martial insight* power and focus on tearing weaker foes apart first.

DUERGAR MINDBENDER

Medium humanoid (Dwarf), typically lawful evil

Armor Class 15 (studded leather and shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	15 (+2)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1/2 (100 XP) Proficiency Bonus +2

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Power Manifesting. The duergar is a 3rd-level manifester. Its manifesting ability is Intelligence (power save DC 12, +4 to hit with power attacks). It has 15 power points to spend on the following powers: *apopsi*, *ego whip*, *mind probe*, *psychic domination*, *telepathic projection*.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) bludgeoning damage, or 8 (2d6 + 1) bludgeoning damage when enlarged.

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 4 (1d6 + 1) piercing damage, or 8 (2d6 + 1) piercing damage when enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR VANISHER

Medium humanoid (dwarf), typically lawful evil

Armor Class 14 (chain shirt)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +3 (+5 with shadow shape)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 14

Languages Dwarvish, Undercommon

Challenge 1 (200 XP) Proficiency Bonus +2

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Power Manifesting. The duergar is a 4th-level manifester. Its manifesting ability is Wisdom (power save DC 12, +4 to hit with power attacks). It has 21 power points to spend on the following powers: *accelerated healing*, *adaptability*, *deflection*, *martial insight*, *shadow shape*.

Actions

Multiattack. The duergar makes two living weapon attacks.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Living Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage when enlarged. A living weapon can't be disarmed.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage when enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Ectoplasmic Swarm

This extraplanar swarm is composed of countless 6 inch diameter spiders comprised of Astral goo, called ectoplasm, hardened into chitin.

Astral Pests. These spiders come from the depths of the Astral Plane where vast ectoplasmic webs cover the area, unanchored but given form through continual motion. These webs ensnare unwary travelers, signaling an endless stream of spiders to devour the unfortunate creature.

All Consuming. The swarm will quickly overcome and devour living creatures, transforming their remains into ectoplasm, from which more of the spiders are created, adding to the swarm. When a swarm grows large enough, it splits in two, with each swarm voraciously seeking new prey to consume so it can further reproduce.

Ectoplasmic Swarm

Medium swarm of Tiny monstrosities, unaligned

Armor Class 16 (natural armor)
Hit Points 40 (9d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	19 (+4)	10 (+0)	3 (-4)	10 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unsettled
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Ectoplasmic Cocoon. A creature damaged by the swarm is restrained by ectoplasmic webbing. A creature can use its action to make a DC 14 Strength saving throw, freeing the restrained creature on a success. The webbing can also be attacked: it has AC 10 and 20 hit points. The swarm can only restrain one creature at a time.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny spider. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) force damage, or 7 (2d6) force damage if the swarm has half of its hit points or fewer.

GLAISTIG

The glaistig is a solitary fey creature that feeds on blood. It appears as a beautiful woman, often with long blond hair, that has the lower body of a goat. The glaistig will conceal her goat nature with long, flowing robes.

While a glaistig may prefer to live near water, it isn't bound to a body of water, and may prefer to live in a cottage. The glaistig will probably still choose to be close to a body of water simply as a means to escape should it be attacked by a strong foe.

Blood Drinker. The glaistig drinks blood, predominantly from mortals it lures with song, dance, and the promise of romantic liaison. It will attempt to isolate its prey before making its attack. Once disabled, it will slit the victim's throat and drain it of all its blood.

Protector of Herds. The glaistig isn't always malevolent, and can be benign when properly treated. It is protective of herded animals such as cattle, goats, and sheep, and the herders who tend them. The glaistig can be placated by a herder with an offering of milk each morning. So long as this arrangement is met, the fey will watch over the herd from afar.

Traveler's Bane. At times, the glaistig is less deadly in its malevolence, opting to use its powers to misdirect and confuse travelers in its domain. The glaistig may simply aim to leave travelers lost in the wilderness, but might also lead the travelers to the domain of another creature.

The Green Maiden. Legends tell of a woman who met with a violent end and was abandoned who transformed into a glaistig known as the Green Maiden. Often she is depicted as benevolent, watching over mothers of newborn babies. The Green Maiden can be appealed to for mercy, and may even enter a pact with a prospective warlock.

GLAISTIG

Medium fey, chaotic neutral

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7

Skills Deception +7, Performance +7

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1 (200 XP)
+3

Proficiency Bonus

Amphibious. The glaistig can breathe air and water.

Bloodsucker. Whenever the glaistig deals damage with its bite attack, it regains hit points equal to the damage dealt.

Innate Spellcasting. The glaistig's spellcasting ability is Charisma (spell save DC 15). The glaistig can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *dancing lights*, *disguise self*, *fog cloud*

3/day: *clairvoyance*, *control water*, *enthrall*, *hypnotic pattern*, *major image*, *suggestion*

1/day: *bestow curse*, *view dream*

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) damage from blood loss. Against a charmed target, the glaistig automatically hits with this attack and each hit is a critical hit.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Beguiling Performance. The glaistig sings or dances. Each creature within 120 feet that can hear or see it must make a DC 15 Wisdom saving throw. On a failed save, the creature is charmed by the glaistig for 1 hour. It will use its movement to move toward the glaistig each turn. While charmed, the creature will not defend itself from the glaistig's attacks. At the end of each of its turns the creature makes a new saving throw. On a successful save, the creature is immune to further attempts by the glaistig to beguile it for 24 hours.

Calm. Each beast with Intelligence less than 5 that can see the glaistig must succeed on a DC 15 Wisdom saving throw or become calm and unaggressive for 1 hour. If the beast is attacked, the calm is broken.

Goblin

Psionic expression is rare among goblins, but when it does happen, it results in the birth of a blue goblin. Goblin tribes often have trouble integrating blues, lacking the understanding on how to properly utilize them. Tribes that have mastered using their blue goblin population, however, tend to be far more effective.

Blue

This goblin is noted by being somewhat smaller than other goblins and having a blue sheen to its skin. The blue goblin has innate psionic powers.

Blue Savant

Some blue goblins amass power and become powerful psychics, often ruling other goblins directly or indirectly. They are master strategists, able to maximize the efforts of other goblins.

GOBLIN, BLUE

Small humanoid (goblin), typically neutral evil

Armor Class 13 (leather armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	15 (+2)	10 (+0)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Power Manifesting. The goblin is a 3rd-level manifester. Its manifesting ability is Intelligence (power save DC 12, +4 to hit with power attacks). It has 5 power points to spend on the following powers: *biomorphic skin*, *mind spear*, *psychic domination*.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Mind Spear. *Ranged Power Attack:* +4 to hit, range 120 ft., one target. *Hit:* 4 (1d8) psychic damage.

GOBLIN, BLUE SAVANT

Small humanoid (goblin), typically neutral evil

Armor Class 13 (leather armor)
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	17 (+3)	10 (+0)	8 (-1)

Skills Perception +8, Stealth +10
Senses darkvision 60 ft., passive Perception 18
Languages Common, Goblin
Challenge 5 (1,800 XP) **Proficiency Bonus** +4

Mental Commands. The goblin can telepathically direct and alert allied goblins within 60 feet.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Power Manifesting. The goblin is a 9th-level manifester. Its manifesting ability is Intelligence (power save DC 15, +7 to hit with power attacks). It has 19 power points to spend on the following powers: *biomorphic skin*, *energy storm*, *mind spear*, *mind tap*, *psychic domination*.

Actions

Short Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) damage.

Mind Spear. *Ranged Power Attack:* +7 to hit, range 120 ft., one target. *Hit:* 9 (2d8) psychic damage.

Legendary Actions

The goblin can take 2 legendary actions, using the Reactivate Power option below. It can take only one legendary action at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Reactivate Power. The goblin reactivates any psionic power it has in effect, such as *mind tap*.

GOLEM, CRYSTAL

Shaped from jagged, blood red crystal, this golem is created to combat psionic threats. It has a vaguely humanoid form with the bulk and stature of an ogre.

A crystal golem is constructed to overcome psionic-using foes, and psychic creatures feel a tug on their core as if the golem's spirit is trying to draw it in. The golem is very direct, unsubtle, and takes commands quite literally, whether a quirk of creation or a disdain for its creator and function.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

CRYSTAL GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Psionic Immunity. The golem is immune to psionic powers, ki abilities, and other psychic effects.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Static Burst (Recharge 5–6). The golem creates psychic noise in a 30-foot radius sphere centered on it. Psionic and ki effects are disrupted and end unless the manifester succeeds on a DC 17 Wisdom saving throw. A power disrupted this way can't be restored through any means short of manifesting it again. Features without a duration or maintenance stop functioning for 1 minute on a failed save.

GRAY GLUTTON

A gray glutton is a magically mutated hulking creature with a rough, warty hide. It runs on all four limbs, but rears up on its legs to attack with its sharp claws. Needlelike teeth fill its maw.

Magically Created. Gray gluttons were created by transforming another creature through dark magic rituals, stripping it of its intellect. It is believed that the transformed creatures bore a grudge against psychics and accepted magical mutation as they share a single-minded hatred for any creature that taps psychic energy.

Psychic Hater. A gray glutton know no fear, desiring only to tear psionic creatures apart. It willingly dives into combat even against numerous foes when it detects psychically able creatures. It will also attack nonpsionic creatures as well, but will attack a psychic before any other target, switching and moving to that target the moment it uses a psychic ability or spends ki or power points.

GRAY GLUTTON

Huge monstrosity, neutral

Armor Class 16 (natural armor)
Hit Points 126 (12d12 +48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	19 (+4)	5 (-3)	15 (+2)	20 (+5)

Senses darkvision 60 ft., passive Perception 12
Languages can understand Common but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Hostile Mind. When the gray glutton is the target of telepathy power or a spell or feature that targets its mind, such as telepathy, the creature targeting the gray glutton must succeed on a DC 16 Charisma saving throw or take 7 (2d6) psychic damage.

Psionic Hole. Whenever a creature hits the gray glutton with a melee attack, it loses concentration unless it succeeds on a DC 15 Constitution saving throw. A creature which succeeds on the save is immune to this effect for 1 minute.

Psionic Resistance. The gray glutton has advantage on saving throws against psionics and other psychic effects.

Actions

Multiattack. The gray glutton makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Nullifying Exhalation (Recharge 6). The gray glutton exhales poisonous gas in a 15 foot cone. Each creature within that area must make a DC 15 Constitution saving throw. On a failed save, the target takes 20 (8d4) poison damage and loses 5 (2d4) power or ki points (power points lost first). On a successful save, the target only takes half of the damage.

HOBGOBLIN

Among the hobgoblins are warriors empowered by psionic prowess.

HOBGOBLIN STRIDENT

Stridents are skilled at breaking from rank to quickly reach high valued targets or to rout foes into the reach of hobgoblin formations. They typically maintain *speed of thought* to maintain speed, and use *glimmer* to increase their odds for success.

HOBGOBLIN STRIDENT

Medium humanoid (goblinoid), typically lawful evil

Armor Class 16 (chain mail)

Hit Points 19 (3d8 + 6)

Speed 30 ft. (40 speed of thought)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	9 (–1)

Senses darkvision 60ft., passive Perception 11

Languages Common, Goblin

Challenge 2 (450 XP) Proficiency Bonus +2

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of any ally of the hobgoblin that isn't incapacitated.

Power Manifesting. The hobgoblin is a 2nd-level manifester. Its manifesting ability is Wisdom (power save DC 11, +3 to hit with power attacks). It has 3 power points to spend on the following powers: *glimmer*, *speed of thought*.

Actions

Multiattack. The hobgoblin makes two greatsword attacks when it maintains speed of thought.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Hand Axe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

KELPIE

Kelpies are malevolent fey that feed on the flesh of humanoids. A kelpie appears as a black horse with black eyes. It can also assume the form of a humanoid, often appearing as a disheveled man in need of assistance or a woman who bids its target to come close. Once its target is within range, the kelpie will drop its act and savagely attack.

Water Lurker. Kelpies prefer to live near a body of water, particularly a lake or pond. As it can breathe both air and water, the kelpie will spend its resting time underwater and out of sight. It rises when it senses prey or to hunt.

Malevolent Trickster. A kelpie targets lone travelers or unsuspecting victims such as children. It can appear as a horse or as a human, using its various abilities to deceive and lure prey as close to the water as possible.

If a creature enters the water, the kelpie will attempt to drown the creature. When possible, it will tempt a victim to try to ride it, plunging itself and the rider deep into the water.

KELPIE

Large fey (shapechanger), neutral evil

Armor Class 15

Hit Points 114 (12d10 + 48)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	13 (+1)	13 (+1)	14 (+2)

Saving Throws Str +10, Con +8, Cha +6

Skills Deception +6, Insight +5, Perception +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 16

Languages Common, Sylvan

Challenge 8 (3,900)

Proficiency Bonus +4

Amphibious. The kelpie can breathe air and water.

Mimicry. The kelpie can mimic the voice of a humanoid. If it has heard a specific voice, it can attempt to mimic it by succeeding a Charisma (Deception) check against the Wisdom (Insight) of a creature which can hear it and recognize the voice.

Power Manifesting. The kelpie is an 8th-level manifester. Its manifesting ability is Charisma (power save DC 14, +6 to hit with power attacks). It has 48 power points to spend on the following powers: *body control, chameleon, control light, decay, hydrokinesis, mind probe, muddle, telepathic projection.*

Shapechanger. The kelpie can use its action to polymorph into a humanoid or horse. Aside from size and attacks, it retains its own statistics. It can assume its true form by taking a bonus action.

Trapped Steed. A living creature that mounts the kelpie must succeed on a DC 16 Charisma saving throw to dismount.

Actions

Multiattack. The kelpie makes two hoof and one bite attack.

Hoof. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

PUPPETEER

The leech-like puppeteer is a psionic parasite. It is driven to find and control a host, functionally piloting it.

Parasite. The puppeteer feeds on its host's blood. It will latch onto a nondescript location of its host, and hide itself among clothing or hair.

Enthraller. When it discovers a lone creature, typically a humanoid, the puppeteer will attempt to charm the target. If successful, the puppeteer will ask its charmed target to pick it up so the puppeteer can latch onto the host and assert total dominance.

Plague of Dominance. Puppeteers are known to work together and usurp control over a number of hosts in a society to gain control. This provides them apply bodies to use as host, and can spread their influence over greater areas.

PUPPETEER

Tiny monstrosity, lawful evil

Armor Class 12

Hit Points 30 (12d4)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	11 (+0)	14 (+2)	16 (+3)	17 (+3)

Skills Stealth +6

Senses blindsight 60 ft., passive Perception 13

Languages telepathy 20 ft.

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Hide Mind. The puppeteer can't be detected by clairsentient powers or divination spells.

Host Protection. While in control of a host, the puppeteer is unaffected by spells, powers, and effects that don't target only the puppeteer, and half of all damage it takes is transferred to its host. Attack rolls to hit the puppeteer have disadvantage, and if they have disadvantage from another source, they automatically miss.

Power Manifesting. The puppeteer is a 1st-level manifester. Its manifesting ability is Charisma (power save DC 13, +5 to hit with power attacks). It has 6 power points to spend on the following powers: *extrasensory perception*, *mental barrier*, *psychic domination*.

Actions

Enthrall. When the puppeteer is in contact with a creature it charms, it dominates the creature, causing it to act as if under the *dominate monster* spell, except that it is a psionic effect. The domination remains until the puppeteer is removed or killed. Removing the puppeteer requires a successful attack against its host followed by a successful DC 15 Strength check. The host takes 15 (6d4) necrotic damage if the puppeteer is removed without first killing the puppeteer.

RAGAMUFFYN

Created by magical means, the ragamuffyn is a creature composed of animated rags. A ragamuffyn has no will of its own beyond seeking to wrap itself around a creature, only responding to commands from its creator. A ragamuffyn without a master will continue to attempt to enshroud other creatures.

Cloth Construct. The ragamuffyn is composed of scraps of cloth, leather, and other worn materials. While at rest, it is completely undetectable as a creature without the use of magical or psychic detection. Once a creature comes within range, often when stepping on the ragamuffyn, it becomes active and attacks.

Enshrouding Possessor. The ragamuffyn isn't interested in killing its foes. Rather, it attempts to wrap itself around the creature to control it. It will use the controlled creature to disable any allies it has until they too become controlled by a ragamuffyn, killing any excess creatures. When it has no remaining threats, the ragamuffyn will stand idle awaiting commands from its creator. It will defend itself if disturbed.

Constructed Nature. A ragamuffyn doesn't require air, food, drink, or sleep.

RAGAMUFFYN

Small construct, unaligned

Armor Class 13

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	4 (-3)	11 (+0)	2 (-5)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances cold, lightning

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP) Proficiency Bonus +2

Damage Transfer. While wrapped around a creature, the ragamuffyn takes only half of the damage dealt to it (rounded down), and that creature takes the other half.

Actions

Swipe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a DC 11 Strength saving throw or be grappled by the ragamuffyn (escape DC 11).

Wrap. When the ragamuffyn starts its turn grappling a Medium or smaller creature, it can wrap itself around the target to take control of the target's body. The target becomes incapacitated until the ragamuffyn is removed. The ragamuffyn can make attacks using the creature's weapons, but uses its attack modifier in place of its target's and adds its Dexterity modifier on damage rolls instead of its target normal damage ability modifier.

Another creature can use its action to attempt to remove a ragamuffyn. On a successful DC 13 Strength check, the the ragamuffyn remains grappled to its target but no longer is wrapped around it.

Multiple ragamuffyns can grapple and wrap the same target. Four or more ragamuffyns can work together to wrap around a Large creature, and ten or more can wrap around a Huge one. A Gargantuan creature requires forty or more ragamuffyns. When working together, one ragamuffyn acts as the leader, and the others are incapacitated for the duration of the wrapping. On the leader's turn, the ragamuffyn group acts to control the target.

SACRED BEAST

A sacred beast is a creature blessed by the divine that is descended from the guardian beasts.

Blessed by Gods. Sacred beasts are often kept by gods and celestials as prized beasts. They are typically found in the upper planes, but some have been transported to the Material Plane.

Noble Spirit. Each sacred beast traces its ancestry to a divine creature and retains some measure of nobility. Unlike mortal beasts, sacred beasts are neither aggressive nor afraid of humanoids. They will tend to go about their business unless disturbed, while observing any intruders.

SACRED BLACK TURTLE

Rare among the sacred beasts are the massive turtles. They have a passing resemblance to a dragon turtle, but many possess some fish-like qualities as well. The black turtles are reclusive, preferring to remain submerged than to interact with other creatures.

SACRED BLACK TURTLE

Large celestial, neutral good

Armor Class 18 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	6 (-2)	14 (+2)	11 (+0)

Saving Throws Str +6, Con +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 4 (1,100)

Proficiency Bonus +3

Amphibious. The sacred black turtle can breathe air and water.

Magic Resistance The sacred black turtle has advantage on saving throws against spells and other magical effects.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3).

SACRED BLUE SERPENT

These majestic creatures are more akin to a wingless dragon than a snake, but behave similar to their beast cousins. Sacred snakes are the more temperamental of the sacred beasts, often rising up when intruders are present, and making it clear the serpent is willing to strike if provoked.

SACRED RED BIRD

These fiery red birds are found in sacred mountains or lost jungles. They tend to soar high in the sky, only flying low to catch prey such as pigs and lizards.

SACRED WHITE TIGER

The sacred white tigers are noble cats found roaming their plains and forests with their lesser kin. They are among the strongest of hunters, but tend to leave humanoids in peace unless threatened.

SACRED BLUE SERPENT

Large celestial, neutral

Armor Class 16 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Saving Throws Str +7, Dex +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100)

Proficiency Bonus +3

Magic Resistance The sacred blue serpent has advantage on saving throws against spells and other magical effects.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) damage plus 22 (4d10) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.

Constrict. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) damage, and if the target is the same size or smaller than the sacred serpent, it is grappled (escape DC 15). Until the grappled ends, the target is restrained and the sacred serpent can't constrict another target.

SACRED RED BIRD

Medium celestial, neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	8 (–1)	13 (+1)	11 (+0)

Saving Throws Dex +7

Skills Perception +7

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 240 ft., passive Perception 17

Languages —

Challenge 4 (1,100)

Proficiency Bonus +3

Fiery Feathers. Whenever a creature within 5 feet of it makes a melee attack against the sacred fire bird, it must make a DC 13 Dexterity saving throw. If the save is failed, the creature takes 4 (1d8) fire damage.

Magic Resistance The sacred red bird has advantage on saving throws against spells and other magical effects.

Actions

Keen Sight. The sacred fire bird has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack. The sacred fire bird makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 4 (1d8) fire damage.

Talons. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage, and if the target is smaller than the sacred fire bird, it is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the sacred fire bird can't use its talons attack.

SACRED WHITE TIGER

Large celestial, neutral

Armor Class 13

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	8 (–1)	14 (+2)	10 (+0)

Saving Throws Str +7, Dex +6

Skills Perception +5, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 4 (1,100)

Proficiency Bonus +3

Keen Smell. The sacred white tiger has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance The sacred white tiger has advantage on saving throws against spells and other magical effects.

Pounce. If the sacred white tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the creature must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the sacred white tiger can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) damage.

SHADE

A shade is an undead creature that is spawned by the remnants of corrupted memory or emotion. It is most often associated with a haunting, and a shade almost always is encountered while it possesses a target. A shade is very territorial, and it will use its host to assault the living when threatened.

Haunting Dweller. A shade typically possesses a haunted area which is normally dormant. When a shade is angered or threatened, its haunted environment will awaken and become hostile. A shade will always have control over a spiritwell or as many spiritfonts it can control in its abode. It may also be the source of a spiritwell.

Creature of Spirit. A shade can't be polymorphed against its will.

Undead Nature. A shade doesn't require air, food, drink, or sleep.

APPARITION

An apparition is conscious ectoplasm that appears ghostlike with skeletal features. It is content to roam its haunt at night, but may attack if a living creature gets close to it.

The Eerie Dead. An apparition will wander around its abode as if it were a living creature, hovering over the ground and following paths as a humanoid would. When a living creature is detected by the apparition, it will begin to observe the creature, preferring to do so while hidden.

Ghostly Assailant. Once an apparition is angered, it will begin to move like the spirit it is, floating off the ground and passing through solid surfaces. The apparition will direct a controlled spiritfont against its weakest foe aiming to restrict its movement and isolate it. While the creature contends with the haunting, the apparition will attack from behind or beneath the creature, retreating afterwards.

Manifest Haunting. Certain hauntings can create apparitions. An apparition created by a haunting can't possess.

APPARITION

Medium undead (spirit), unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft, fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	10 (+0)	11 (+0)	15 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Haunting Presence. While possessing a host, the apparition can create an Intensity 15 spiritfont with range of 40 feet by concentrating for 1 hour. The apparition can create up to 2 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 50 feet of another one.

Alternately, the apparition can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 12 Intensity saving throw or become controlled. The apparition can control no more than 2 spiritfonts at once.

Spirit Boundary. The apparition can't cross a barrier made from salt, powdered iron, or blessed ash.

Incorporeal Existence. The apparition can move through objects and surfaces as if they were difficult terrain.

Actions

Spectral Claw. Melee Power Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) necrotic damage.

Ghostly Stare. A nonundead creature which meets the apparition's gaze must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute.

Possess (psionic). The apparition's possession save DC is 12 (Charisma based). It is a Rider that can possess an object within 5 feet of it. When the apparition possesses a target, its body assumes a spiritual form and is subsumed by its host.

COMPOSITE SHADE

The first warning a composite shade is present is the sound of a myriad of muffled screams. The area it dwells will always be haunted and frequently is a spiritwell with many connected spiritfonts of every kind. The creature itself is a horrible fusion of spirits, each trying in vain to escape the whole. Several long, skeletal ectoplasmic arms and limbs jut from its core.

COMPOSITE SHADE

Large Undead (Spirit), Neutral Evil

Armor Class 11

Hit Points 147 (14d10 + 70)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	21 (+5)	8 (-1)	14 (+2)	17 (+3)

Saving Throws Cha +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses blindsight 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 14 (11,500 XP) Proficiency Bonus +4

Chaotic Mind. The composite shade is immune to effects that contact or manipulate the mind such as *telepathy* and *confusion*.

Haunting Presence. The shade can create an Intensity 17 spiritfont with range of 100 feet by concentrating for 1 hour. The apparition can create up to 9 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 100 feet of another one.

Alternately, the shade can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 15 Intensity saving throw or become controlled. The shade can control no more than 9 spiritfonts at once.

Tormented Souls. An amalgamation of spirits that met a torturous end, the composite shade seeks to torment the living. It will use any spiritfont it controls to harass and harm the living. It will use hauntings and poltergeists, as well as any undead creatures in the vicinity, to funnel a creature into a corner or dead end. Once trapped, the composite shade will manifest itself from its haunt and savagely attack the creature.

Spirit Boundary. The composite shade can't cross a barrier made from salt, powdered iron, or blessed ash.

Incorporeal Existence. The composite shade can move through objects and surfaces as if they were difficult terrain.

Cacophonous Wailing. Each living creature which starts its turn within 20 feet of the composite shade must make a DC 15 Wisdom saving throw. If the save is failed, it is at disadvantage on attack rolls made against the composite shade and is at disadvantage on Intelligence saving throws until the end of its next turn.

Actions

Multiattack. The composite shade makes four spectral claw attacks.

Spectral Claw. Melee Power Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Maddening Cacophony. One creature within 20 feet of the composite shade must make an Intelligence saving throw. If the save is failed, the creature takes 28 (8d6) psychic damage and is confused as if under the effects of the *confusion* spell for 1 minute.

Possess (psionic). The shade's possession save DC is 15 (Charisma based). It is a Puppeteer that can possess an object within 5 feet of it. When the shade possesses a target, its body assumes a spiritual form and is subsumed by its host.

Soul Absorption (Recharge 6). One creature with 0 hit points within 5 feet of the shade must make a DC 15 Charisma saving throw. If the save is failed, the creature is killed and its spirit is absorbed into the shade. The shade regains hit points equal to four times the absorbed creature's hit dice and may take another action this turn. An absorbed creature can't be restored to life until the shade is slain.

HAUNT

A haunt is an undead creature created at the same time as a haunting. The event requires the death of a living creature, whose soul becomes the haunt. The haunt isn't necessarily violent. It bears an emotion from a psychic impression. A haunt is usually formed from despair, grief, or hatred, but terror and joy haunts aren't unusual. A haunt spawned from love or jovialness is exceptionally rare. When a haunt is encountered, it will already possess an object or a structure and have set up a spiritwell and connected spiritfonts.

Unresolved Issues. A haunt exists because of some attachment that remains in the world which denies the haunt rest. It may seek justice for a passed transgression or simply wants to know the whereabouts of someone or something it cherished in life. Resolving the issue of the haunt's past will allow it to finally rest.

Mischievous Ghost. Normally, a haunt isn't violent to an unknown creature, but its haunting is frequently awake, and could pose a threat to the living. A haunt will use its controlled spiritfonts to either drive away creatures from its abode or to amuse itself.

Deadly When Angered. A haunt will drop its playful demeanor in an instant when a living creature takes some action that sets it off. This could be picking up some object or attempting to enter a certain room. Once angered, a haunt will try and slaughter any living creature within its haunting, only resting its efforts when no living creature remains in the vicinity of the haunting.

Mobile Shade. A haunt usually possesses an object, such as a locket or a statue. If the object is moved, the haunt and its haunting will move with it. A haunt is reluctant to haunt a new object or location, preferring to retain one connected to its original creation.

HAUNT

Medium Undead (Spirit), Neutral Evil

Armor Class 12

Hit Points 54 (12d8)

Speed 30 ft., fly 30 ft (hover)

STR

DEX

CON

INT

WIS

CHA

11 (+0) 14 (+2) 10 (+0) 13 (+1) 15 (+2) 18 (+4)

Saving Throws Wis +5, Cha +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 6 (2,300 XP) Proficiency Bonus +3

Haunting Presence. While possessing a host, the haunt can create an Intensity 18 spiritfont with range of 50 feet by concentrating for 1 hour. The haunt can create up to 4 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 50 feet of another one.

Living Impression. The haunt is the point of origin of a traumatic psychic impression spiritfont with a radius of 10 feet. Its emotion is determined by the haunt's origin. It is dormant when the haunt's controlled spiritwell is dormant.

Spirit Boundary. The haunt can't cross a barrier made from salt, powdered iron, or blessed ash.

Incorporeal Existence. The haunt can move through objects and surfaces as if they were difficult terrain.

Immortal. When a haunt is reduced to 0 hit points, its essence fades away. Within 24 hours the haunt will reform within its spiritwell at full hit points. If its spiritwell is suppressed, the haunt will not reform until the spiritwell is no longer suppressed. If the spiritwell is destroyed, the haunt is destroyed and its soul is trapped in the lower planes.

Actions

Multiattack. The haunt makes two necrotic touch attacks.

Necrotic Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) necrotic damage.

Possess (psionic). The haunt's possession save DC is 15 (Charisma based). It is a Puppeteer that can possess an object within 5 feet of it. When the haunt possesses a target, its body assumes a spiritual form and is subsumed by its host.

LURKER

The lurker is a ghost which haunts an object that can reflect an image, most often a mirror. At times it may briefly manifest its form or a twisted version of the reflected onlooker, but normally keeps quiet until riled. Its true appearance is a humanoid with darkened features and bleeding eyes.

Summoned Spirit. Normally docile, the lurker can be agitated by summoning its attention. Often this is done by repeating its name or reciting a chant, but some lurkers are agitated by touching certain objects or the presence of fire.

Relentless Killer. Once summoned, the lurker will seek to kill any who summoned it. It will rapidly transfer itself to any object in range until close to its victim and then lash out, hoping to blind or disorient its target so as to trap it and finish it off.

LURKER

Medium Undead (Spirit), Chaotic Evil

Armor Class 17

Hit Points 72 (16d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	11 (+0)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Cha +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses truesight 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 9 (5,000 XP) Proficiency Bonus +4

Haunting Presence. While possessing a host, the lurker can create an Intensity 17 spiritfont with range of 100 feet by concentrating for 1 hour. The lurker can create up to 3 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 100 feet of another one.

Lurking Strike. While the lurker possesses an object and a creature is within 5 feet of it, the lurker can make an attack against that creature. If the first attack it makes against the creature hits, it is automatically a critical hit. The lurker must immediately manifest itself within the closest unoccupied space after making the attack.

Agony. A creature responsible for summoning or angering the lurker which takes damage from its Lurking Strike trait must make a DC 15 Charisma saving throw. If failed, it takes an additional 21 (6d6) psychic damage and is frightened while it can see the lurker for 1 minute. If the save succeeds, the creature only takes half the damage.

Actions

Multiattack. The lurker makes two claw attacks or two dagger attacks. It can only make a dagger attack if it's armed.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) necrotic damage.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 9 (2d8) necrotic damage.

Possess. The lurker's possession save DC is 15 (Charisma based). It is a Rider that can possess an object within 10 feet of it. When the lurker possesses a target, its body assumes a spiritual form and is subsumed by its host.

NIGHTSHADE

The nightshade is an unusual undead creature created from intense emotions from creatures, often animals, which have died horrible deaths. It possesses plants in a location and animates them to capture the living and drain their blood. When in its true spirit form, it is an amorphous blob of ectoplasm filled with gapping jaws.

Nocturnal Predator. So long as the sun shines on the nightshade's possessed plants, it sleeps. Once the sun has set the nightshade awakens and attacks any living creature in its presence. It will focus on one target at a time, sending vines and undergrowth to restrain its movements so its branches and tendrils can tear it apart and bathe the ground in its blood.

NIGHTSHADE

Large Undead (Spirit), Neutral Evil

Armor Class 16

Hit Points 176 (32d10)

Speed 0 ft., fly 20 ft. (hover)

STR

DEX

CON

INT

WIS

CHA

12 (+1) 19 (+4) 11 (+0) 10 (+0) 12 (+1) 16 (+3)

Saving Throws Con +4, Wis +5, Cha +7

Damage Vulnerabilities fire

Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses blindsight 120 ft., passive Perception 11

Languages —

Challenge 15 (13,000 XP) Proficiency Bonus +4

Haunting Presence. While possessing a host, the nightshade can create an Intensity 16 spiritfont with range of 50 feet by concentrating for 1 hour. The nightshade can create up to 6 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 50 feet of another one. The nightshade can use its Innate Spellcasting feature while it possesses a host.

Animate Plants. The nightshade has control of every plant rooted within its haunting and can animate one of them at will in place of a spiritfont lair action. An animated plant is treated as an animated object but is unable to move from its space. It uses the nightshade's Charisma bonus on attack and damage rolls and AC if the object's Strength or Dexterity scores are less than 16.

Restore Essence. At the start of each of its turns while within its haunting, the nightshade regains 10 hit points provided any plant life remains within the haunting.

Plant Dependency. If each plant within its haunting is destroyed, the nightshade is forced from its possession and can't use its possess action until 24 hours have passed.

Putrefy. Within the nightshade's spiritwell, all food rots and all water becomes befouled. A living creature which consumes putrefied food and water must make a DC 13 Constitution saving throw or be poisoned for 24 hours and gains no benefit from consuming the food or water.

Innate Spellcasting. The nightshade's spellcasting ability is Charisma (spell save DC 15). It can also cast its spells while possessing a host. The nightshade can innately cast the following spells, requiring no components:

At will: *create or destroy water*, *druidcraft*, *fog cloud*, *ray of sickness*, *thorn whip*

3/day: *arms of hadar*, *blight*, *darkness*, *entangle*, *grasping vine*, *spike growth*, *wall of thorns*

1/day: *awaken* (plants only), *plant growth*

Sunlight Vulnerability. The nightshade takes 20 radiant damage when it starts its turn in sunlight and must make a DC 15 Charisma saving throw or be stunned until the start of its next turn.

Actions

Withering Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage. The nightshade can't use this attack while it possesses.

Direct Plants. The nightshade can make four attacks using controlled plants while it possesses a target. It must have plants under its control capable of making the attack.

Branch Rake. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Root Trip. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage, and the creature is knocked prone.

Vine Grasp. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) poison damage, and the creature is grappled (escape DC 15). On its next turn, the nightshade can make an attack roll to strangle its target, dealing 10 (2d6 + 3) bludgeoning damage.

Limb Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 3) bludgeoning damage.

Possess. The nightshade's possession save DC is 15 (Charisma based). It is a Puppeteer that can possess one or more plants simultaneously within 50 feet of it, controlling each plant within a 50 foot radius and any within the range of a spiritfont it controls. When the nightshade possesses a target, its body assumes a spiritual form and is subsumed by its host.

PHANTOM

A phantom is an undead spirit that seeks to regain its life by possessing a living humanoid. Since it can't easily possess a creature, it possesses an object in the hopes of getting close to its target.

Haunting Killer. A phantom will seek to isolate one humanoid creature to reduce it to 0 hit points so it can possess it, and in the process regain its former life. It prefers to target the unsuspecting, particularly children, often possessing a toy or a doll. Once in is in a stable location, it will create a spiritwell in order to trap and subdue its target while keeping intruders away.

PHANTOM

Medium Undead (Possessor, Spirit), Chaotic Evil

Armor Class 13

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	14 (+2)	11 (+0)	18 (+4)

Saving Throws Wis +3, Cha +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 7 (2,900 XP) Proficiency Bonus +3

Haunting Presence. While possessing a host, the phantom can create an Intensity 18 spiritfont with range of 20 feet by concentrating for 1 hour. The phantom can create up to 4 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 20 feet of another one.

Controlled Object. While the phantom possesses an object, it acts like an animated object, using the animated object's Strength and Dexterity scores and AC in place of its own. It uses the object's hit points in place of its own. The phantom retains its movement, traits, and Intelligence, Wisdom, and Charisma scores. When the object is reduced to 0 hit points, the phantom is forcibly removed from possessing it and the object is destroyed.

Cursed and Damned. At some point in its life, the phantom made a pact with an evil creature. Whether its fate as a phantom was the fulfillment of that pact or because it betrayed it, the phantom is a creature of pure hate.

Cowardly Spirit. The phantom will only attack while it possesses an object, relying on the object's attacks and its haunting abilities. If it is driven from its host, it will attempt to flee. If it can hide in a new object, it will do so, but if it is pursued by a creature capable of revealing it, it will withdraw as far as possible.

Actions

Multiattack. The phantom makes two slam attacks when possessing an object.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning, piercing, or slashing damage as appropriate to the host.

Uncontrollable Dread. One creature within 30 feet of the phantom must make a DC 15 Wisdom saving throw. If failed, the creature is incapacitated for 1 minute. So long as the creature has at least 1 hit point, at the end of each of its turn it makes a new saving throw.

Possess. The phantom's possession save DC is 15 (Charisma based). It is a Controller that can possess an object or within 15 feet of it. It can also possess a living creature with 0 hit points by concentrating for 10 minutes. When the phantom possesses a target, its body assumes a spiritual form and is subsumed by its host. The phantom can use its Uncontrollable Dread action while possessing an object.

If the phantom successfully possesses a creature, the phantom becomes that creature, using its statistics, but retains its own Intelligence, Wisdom, and Charisma scores. If the host is slain, the phantom is forced out, using its normal statistics. A phantom's spiritfonts are destroyed when it possesses a creature.

SPIRIT OF THE LAND

Spirits of the land inhabit regions throughout the world, acting as caretakers of their environment. They are often held in regard by druidic circles and sometimes worshipped by nature priests. Spirits of the land in their true forms appear as translucent fog that it can shape to its will, sometimes taking on humanoid or beast shapes.

Environmental Possessor. Spirits of nature possess the very land, water, and sky. As possessors, spirits of the land can be forced out of their hosts, forcing them into their true forms. When in their true form, spirits of the land reduced to 0 hit points are killed. When possessing a host, spirits of the land can animate their host to create a elemental-like form.

Spirits in All Things. In certain worlds, spirits of the land inhabit every location and natural feature from glaciers and riverbeds to standing stones and volcanoes. In other worlds they are rare icons of nature, often staunchly protected by those who revere them. The spirits of the land detailed below aren't the only kinds that exist, spirits of the forests, oceans, fields, tundra, swamps, and more can be encountered.

Spirit Nature. The spirit of the land doesn't require air, food, drink, or sleep.

Creature of Spirit. A spirit of the land can't be polymorphed against its will.

MOUNTAIN

Mountain spirits tend to solemn and patient. They are slow to judge and slower to act, but once they are determined, they are decisive and powerful in their response. They prefer to drive intruders away, reserving the force of their mountains for only the most dire of threats.

Mountain spirits create massive titans of earth and stone from their hosts when dealing with creatures. If angered, these forms make powerful war machines.

RIVER

Always seeking to be in motion, river spirits are temperamental. They tend to become aggressive with little prodding, and equally quick to calm down when their anger has been stilled. River spirits frequently establish relationships with humanoids which live near its riverbed, and when on good terms can grant boons in fish and clean water. When angered, their waters become inhospitable rapids that drown those foolish enough to approach.

When a river spirit takes on a shape, it transforms the water into a shape, often serpentine in nature. While in the water, they are exceptionally hard to detect.

SKY

Sky spirits are oppressive spirits when roused from their slumbers. Normally, a sky spirit will be dormant, content to contemplate the currents of the air and the traffic of birds. However, when disturbed by creatures, often through psychic or magical means, they are swift to scatter and strike their transgressors. Placated sky spirits can be boons to seafarers.

An angered sky spirit summons forth thunder clouds and high wind, appearing as a dark tornado pulsing with electricity.

TRUE FORM, SPIRIT OF THE LAND

Gargantuan Fey (Spirit), Neutral

Armor Class 13

Hit Points 210 (20d20)

Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	20 (+5)	23 (+6)	19 (+4)

Saving Throws Dex +8, Wis +11

Skills Perception +11

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses aurasight 300 ft. blindsight 300 ft., passive Perception 21

Languages telepathy 300 ft.

Challenge 14 (11,500 XP) Proficiency Bonus +5

Incorporeal Existence. The spirit of the land can move through objects and surfaces as if they were difficult terrain.

Intangible. Attack rolls made against the spirit of the land, except those that target the mind or soul, are made with disadvantage. The spirit of the land makes saving throws against damaging effects, except those targeting the mind or soul, with advantage.

Actions

Spirit Blast. Ranged Power Attack: +11 to hit, range 100/400 ft., one target. Hit: 20 (4d6 + 6) force damage. This attack ignores cover.

Possess. The spirit's possession save DC is 18 (Intelligence based). It is a Puppeteer that can possess an area of nature within 5 feet of it occupying a space of no larger than a 5,000-foot cube. An area of nature can be an object such as a boulder, or a swath of terrain such as a river, mountain, or section of the sky. When the spirit possesses a target, its body assumes a spiritual form and is subsumed by its host.

MOUNTAIN SPIRIT OF THE LAND

Gargantuan fey (possessor, shapechanger, spirit), neutral

Armor Class 22 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	23 (+6)	20 (+5)	23 (+6)	19 (+4)

Saving Throws Dex +5, Wis +11

Skills Perception +11

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses aurasight 300 ft. blindsight 300 ft., passive Perception 24

Languages telepathy 300 ft.

Challenge 21 (33,000 XP)

Shapechanger. The mountain spirit can shape its host into a massive form up to 100 feet tall or long. It typically fashions a humanoid form, but can take any shape so long as it's a singular mass. It can use its action to create or alter this shape or return it to normal rock and dirt.

Manifesting. The mountain spirit is a 15th-level manifester. Its manifesting ability is Wisdom (power save DC 19, +11 to hit with power attacks). It has 345 power points to spend on the following powers: *chameleon*, *energy storm*, *kinetic barrier*, *telekinetic grasp*, *tremor*.

Greater Telekinesis. Psychokinetic powers deal an additional die of damage and have their save DCs increased by 1.

Force of the Mountain. The mountain spirit scores a critical hit with melee weapon attacks on an 18-20.

Actions

Slam. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 37 (6d8 + 10) bludgeoning damage.

Boulder. Ranged Weapon Attack: +15 to hit, range 200/800 ft., one target. Hit: 31 (6d6 + 10) bludgeoning damage.

Land Slide (Recharge 5-6). The mountain spirit temporarily becomes a mass of rock and mud and attacks a space within 50 feet of it. Each creature on the ground within a 50-foot cube it chooses must make a DC 19 Dexterity saving throw. If the save is failed, the creature takes 33 (6d10) bludgeoning damage and is knocked prone and grappled (escape DC 18) by the mountain spirit. On a successful saving throw, the creature's movement is reduced by half until the end of its next turn.

Transmute Rock (Recharge 6). The mountain spirit chooses a space up to 100 feet from it and transmutes up to a 50-foot cube of rock into mud. Each creature standing within the transmuted sinks into it. Each foot of movement through the mud costs 4 feet of movement. A creature that begins its turn within the mud must make a DC 17 Strength saving throw. If the save is failed, the creature is restrained until the start of its next turn. The mountain spirit can use a bonus action at any time after this ability to restore the earth to normal. Trapped creatures are expelled safely from the transmuted mud.

Legendary Actions

The mountain spirit can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The mountain spirit regains spent legendary actions at the start of its turn.

Attack. The mountain spirit makes one slam or one boulder attack.

Manifestation. The mountain spirit manifests *tremor*. If it is already maintaining a power, it won't maintain *tremor*.

Ground Slam (Costs 2 Actions). The mountain spirit leaps in the air and crashes down to the earth. Each creature on the ground within 50 feet of the mountain spirit must make a DC 23 Dexterity saving throw. If the save is failed, the creature is knocked prone and restrained until the end of the mountain spirit's next turn.

Rumble (Costs 3 Actions). The mountain spirit causes an earthquake as the spell. Its save DC is 17. The earthquake lasts for 1 minute or until the mountain spirit dismisses it and doesn't require concentration. It is centered on the mountain spirit, and the mountain spirit is immune to its effects.

RIVER SPIRIT OF THE LAND

Gargantuan fey (possessor, shapechanger, spirit), neutral

Armor Class 18 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 30 ft., swim 90 ft.

STR

DEX

CON

INT

WIS

CHA

20 (+5) 20 (+5) 25 (+7) 20 (+5) 23 (+6) 19 (+4)

Saving Throws Dex +10, Wis +11

Skills Perception +11

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses aurasight 300 ft. blindsight 300 ft., passive Perception 21

Languages telepathy 300 ft.

Challenge 21 (33,000 XP)

Shapechanger. The river spirit can shape its host into a massive form up to 100 feet tall or long. It typically fashions a serpentine form, but can take any shape so long as it's a singular mass. It can use its action to create or alter this shape or return it to normal water.

Manifesting. The river spirit is a 15th-level manifester. Its manifesting ability is Wisdom (power save DC 19, +11 to hit with power attacks). It has 345 power points to spend on the following powers: *elastic body*, *energy cloak*, *energy storm*, *hydrokinesis*, *telekinetic grasp*.

Cold Energy Type. The river spirit can imbue telekinetic powers with the cold subtype, dealing an additional 2d8 cold damage. If the power is an energy power, it can change the damage type to cold and increase the damage by one die. Each creature that takes cold damage from an imbued power or fails its saving throw against it has a -2 penalty on weapon attack rolls, ability checks, and AC until the end of its next turn.

Restore Volume. At the start of each of its turns while in water, the river spirit regains 2d10 + 7 hit points.

Freeze. If the river spirit takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Slam. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 23 (4d8 + 5) bludgeoning damage.

Control Water. The river spirit moves water as *control water*. It lasts for 1 minute and doesn't require concentration.

Deluge (Recharge 6). The river spirit becomes a crashing wave and covers a 50-foot square surface adjacent to the river spirit. Each creature within the area must make a DC 18 Constitution saving throw. If the save is failed, the creature takes 21 (6d6) bludgeoning damage and 21 (6d6) cold damage, is knocked prone, and has its movement speed reduced by half until the end of its next turn. If successful, the creature only takes half the damage. The river spirit can choose any adjacent space to the affected area to reform within.

Water Breath (Recharge 6). Each creature within a 60-foot cone originating from the river spirit must make a DC 19 Dexterity saving throw. On a failed save the creature takes 21 (6d6) bludgeoning damage plus 21 (6d6) cold damage and is pushed 20 feet. On a successful save, the creature takes only half the damage and is pushed 10 feet.

Legendary Actions

The river spirit can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The river spirit regains spent legendary actions at the start of its turn.

Attack. The river spirit makes one slam attack or can use its water breath attack if available.

Manifestation. The river spirit manifests *hydrokinesis*.

Envelop. The river spirit targets one creature within 10 feet of it. The creature must make a DC 18 Strength saving throw or be grappled and restrained. It may use its action to attempt the Strength saving throw again. If successful, the river spirit must choose a space within 10 feet of it to deposit the escaped creature.

Drown (Costs 2 Actions). The river spirit causes a creature it grapples to drown. So long as the creature remains grappled, it must hold its breath.

Restore Volume (Costs 2 Actions). The river spirit regains 2d10 + 7 hit points. It must be within 20 feet of a source of water.

SKY SPIRIT OF THE LAND

Gargantuan *fey* (possessor, shapechanger, spirit),
neutral

Armor Class 19

Hit Points 250 (20d20 + 40)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	28 (+9)	14 (+2)	20 (+5)	23 (+6)	19 (+4)

Saving Throws Dex +14, Wis +11

Skills Perception +11

Damage Resistances acid, cold, fire

Damage Immunities lightning, necrotic, poison, thunder;
bludgeoning, piercing, and slashing from nonmagical
weapons

Condition Immunities charmed, exhaustion, frightened,
grappled, paralyzed, petrified, poisoned, prone,
restrained

Senses aurasight 300 ft. blindsight 300 ft., passive
Perception 21

Languages telepathy 300 ft.

Challenge 21 (33,000 XP)

Shapechanger. The sky spirit can shape its host into a massive form up to 100 feet tall or long. It typically fashions a funnel form, but can take any shape so long as it's a singular mass. It can use its action to create or alter this shape or return it to normal wind and air.

Manifesting. The sky spirit is a 15th-level manifester. Its manifesting ability is Wisdom (power save DC 19, +11 to hit with power attacks). It has 345 power points to spend on the following powers: *energy cloak*, *energy storm*, *harmonics*, *telekinetic grasp*, *weather manipulation*.

Storm Energy Type. The sky spirit can imbue telekinetic powers with the storm subtype, dealing an additional 1d8 lightning damage and 1d8 thunder damage. If the power is an energy power, it can change the damage type to lightning or thunder and deals an additional 1d8 damage of the other type.

Perpetual Gale. Each creature that starts its turn within 5 feet of the sky spirit must make a DC 15 Strength saving throw or become restrained and carried by the sky spirit. The creature or another creature that can reach it can use its action to repeat the saving throw to escape. The sky spirit can move without penalty when carrying such a creature. During its turn, the sky spirit can release any creature restrained this way.

Actions

Electric Bolt. Ranged Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 41 (5d12 + 9) lightning damage.

Thunder Bolt. Ranged Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 30 (6d6 + 9) thunder damage and the creature must make a DC 19 Constitution saving throw or be deafened until the end of its next turn.

Windsnap. Each creature within a path that is 5 feet wide and 20 feet long must make a DC 19 Strength saving throw. If the save is failed, the creature is pushed 20 feet and knocked prone. If the save succeeds, the creature is pushed 10 feet.

Transfer (Recharge 5-6). The sky spirit moves in a straight line up to 50 feet in a 20-foot wide path. Each creature within the area must make a DC 19 Constitution saving throw. If the save is failed, the creature takes 10 (3d6) bludgeoning damage, 21 (6d6) lightning damage, and 21 (6d6) thunder damage, and is deafened for 1 minute. If the save succeeds, the creature only takes the bludgeoning damage.

Legendary Actions

The sky spirit can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sky spirit regains spent legendary actions at the start of its turn.

Attack. The sky spirit makes one electric bolt or one thunder bolt attack.

Manifestation. The sky spirit manifests *harmonics*.

Gust. The sky spirit creates a gust of wind within 120 feet of it. It lasts 10 minutes and doesn't require concentration. Its save DC is 19.

Surge (Costs 2 Actions). The sky spirit can move using its flying speed. This movement doesn't trigger opportunity attacks.

Hurricane (Costs 3 Actions). Each creature within a 50-foot cube adjacent to the sky spirit must make a DC 19 Strength saving throw. If the save is failed, the creature is pushed 20 feet and knocked prone.

STORYTELLER

A storyteller, sometimes called a dream warden or fate master, is a creature of the Collective Conscious that roams the Dreamscape. A storyteller prefers to merely observe a dreamer, but may intervene against unnatural threats to the Dreamscape.

Lore Keeper. A storyteller observes the dreams of a dreamer and records it within the Collective Conscious. It will alter the dream to uncover the dreamer's story to record its deeds and knowledge so that eternity never loses the memory of the dreamer's influence on creation.

Guiding Spirit. When a creature worthy of interest to the multiverse is at a crossroad, unsure what path to take, a storyteller will alter its dreams to offer guidance on the paths it can take.

Eternal Watcher. A storyteller is a chronicler and as such prefers to never get directly involved with the story other creatures weave. If encountered by a dream actor, the storyteller will be honest but evasive, never revealing truths that could change the course the dreamer is upon. This detachment is sometimes forgone if another creature is attempting to twist the dreams of the dreamer to alter the natural course of the present. A storyteller will aid dreamers when confronted with a creature such as a dreamstalker or night hag, but a storyteller is not well equipped to defeat such creatures alone.

STORYTELLER

Medium fey, neutral

Armor Class 10

Hit Points 180 (40d8)

Speed 40 ft., fly 40 ft. (hover)

STR

DEX

CON

INT

WIS

CHA

10 (+0) 11 (+0) 10 (+0) 18 (+4) 24 (+7) 21 (+5)

Saving Throws Int +9, Wis +12, Cha +10

Damage Resistances psychic

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses truesight 500 ft., passive Perception 17

Languages all, telepathy no limit

Challenge 10 (5,900 XP)

Creature of Dream. The storyteller only exists within the Dreamscape. It is incapable of moving into another plane of existence and any effect that would do so fails.

Dream Architect. The storyteller is a dream architect and can alter the dream of a dreamer using dream logic.

Legendary Resistance (3/Day). If the storyteller fails a saving throw, it can choose to succeed instead.

Architect Immunity. The storyteller can't be altered by a dream architect. It is still vulnerable to being attacked.

Unawakened Immunity. A dreamer that isn't in control of its dream self can't harm the storyteller.

Dream Fabric. The storyteller regains 10 hit points at the start of each of its turns provided it has at least 1 hit point.

Actions

Dream Staff. Melee Power Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) psychic damage.

Change Dream. The storyteller changes a facet of a dreamer's dream or links the dream of two or more dreamers by creating a common point.

Awaken Dreamer. The storyteller causes a dreamer to become aware it is within a dream and it becomes a dream actor.

Still Dreamer. A dream actor within 60 feet of the storyteller must make a DC 18 Charisma saving throw. If the save is failed, the creature becomes an unaware dreamer.

Peaceful Slumber. A dreamer within 5 feet of the storyteller enters a deep slumber and fades from the Dreamscape. It can't be affected by an effect that will spoil its rest.

Legendary Actions

The storyteller can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The storyteller regains spent legendary actions at the start of its turn.

Change Dream. The storyteller uses its change dream action.

Alter Dream Reality. The storyteller alters the dream or dreamer as an architect. It can also give itself knowledge of any spell or power and uses a 7th-level spell slot or 15 power points to cast or manifest it. Knowledge of this spell or power lasts until the end of its next turn. The spell or power takes on dream logic and any damage is converted to psychic damage.

THOUGHT EATER

A thought eater is an ethereal stalker that feeds on the minds of other creatures. It especially savors the minds of psychic creatures and will target them above nonpsychic creatures.

It has transparent, ethereal flesh that makes it look skeletal. It's head is chicken like, but its body is more like a predatory mammal.

Ethereal Striker. The thought eater waits on the Ethereal Plane until it finds prey. It will swiftly enter the Material Plane to attack its target's mind. If it feels it has the advantage, it will use its powers to subdue threats to continue feasting on the mind of its prey. If pressed, it will retreat to the Ethereal Plane and rely on hit and run attacks until it is sated or driven away.

THOUGHT EATER

Small aberration, neutral

Armor Class 15 (natural armor)
Hit Points 24 (7d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	7 (-2)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Ethereal Sight. The thought eater can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Manifestation. The thought eater's manifesting ability is Charisma (power save DC 12). The thought eater can innately manifest the following powers:

At will: *ego whip* (up to 1 power point), *extrasensory perception* (up to 2 power points), *muddle* (up to 1 power point), *precognition* (up to 0 power points)

3/day: *bastion of thought* (up to 2 power points), *chameleon* (up to 2 power points), *mental barrier* (up to 1 power points)

1/day: *precognition* (up to 5 power points)

Actions

Eat Thoughts. Melee Power Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) psychic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Ethereal Jaunt. The thought eater enters the Ethereal Plane from the Material Plane, or vice versa. When exiting the Ethereal Plane, the thought eater can use eat thoughts against a creature within 5 feet of it.

THRI-KREEN

The mantis warriors roam across various terrains in the hunt for food with little regard for the civilization advances of the other races. In these efforts, the thri-kreen specialize in numerous ways to become most effective at surviving in the environs they hunt. While warriors are the most common along with hunters, sappers and scouts aren't unusual, and many psionic thri-kreen also specialize to meet the needs of the tribe, such as the scanner and thumper.

THRI-KREEN SCANNER

On the occasions the thri-kreen take interest in other races, the scanner is brought to fore in order to strip prisoners of secrets in order to help thri-kreen hunters and sappers to capture prey or neutralize enemy defenses. On the rare instance that potential prey proves too strong for the tribe, the scanner leads communication efforts to arrive at a favorable outcome for its kind.

When pressed into battle, the scanner prefers to stay in the rear ranks and besiege targets with psionic attacks or to counter psionic attacks from its foes. If stripped of its psionic edge, it fights as well as any other thri-kreen.

THRI-KREEN THUMPER

Thri-kreen are adaptive hunters across dozens of environments. In desert and rocky terrains, the thri-kreen thumpers are psionic thri-kreen trained at detecting resources and threats beneath sand and stone.

In battle, thumpers will take the vanguard to drive opponents back or knock them prone so other thri-kreen can tear them apart. They begin with manifesting their tremor power and aim to knock down the most imposing threats while serving as barriers to absorb missile attacks.

THRI-KREEN SCANNER

Medium Monstrosity (Savant), Typically Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +4

Senses darkvision 60ft., passive Perception 14

Languages Thri-kreen, telepathy 60 ft.

Challenge 1 (200 XP)

Proficiency Bonus +2

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Manifesting. The thri-kreen is a 4th-level manifester. Its manifesting ability is Wisdom (power save DC 12, +4 to hit with power attacks). It has 7 power points to spend on the following powers: *mind probe*, *psychic crush*, *psychic static*.

Standing Leap. The thri-kreen's long jump is up to feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws or two with its chatkcha.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Chatkcha. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

THRI-KREEN THUMPER

Medium Monstrosity (Transcendent), Typically Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60ft., tremorsense 30 ft., passive Perception 13

Languages Thri-kreen

Challenge 2 (450 XP)

Proficiency Bonus +2

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Manifesting. The thri-kreen is a 3rd-level manifester. Its manifesting ability is Constitution (power save DC 12, +4 to hit with power attacks). It has 5 power points to spend on the following powers: **deflection, harmonics, tremor.**

Rapid Stomp. As long as the thri-kreen maintains its tremor power, it can reactivate the power using a bonus action when it hits with its gythka.

Standing Leap. The thri-kreen's long jump is up to feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws or two with its gythka.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned this way. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Gythka. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

WENDIGO

A wendigo is a spirit bound to flesh with a hatred of the living that delights in corruption. Ever hungry, the wendigo seeks humanoid prey to consume or transform into a wendigo spawn. Crafty, a wendigo will have its spawn take most of the risk, striking from surprise with shocking speed. A wendigo prefers to use psionic powers and its scream before engaging in melee combat with its claws. Even then, it prefers to ambush prey.

Foul Transformation. A wendigo will occasionally attempt to corrupt a humanoid into becoming a cannibal. A creature which succumbs to the wendigo is transformed into a wendigo spawn under the control of its maker. A creature transformed into a wendigo spawn can only be

rescued by *wish* or by *dispel evil and good* cast before the creature has consumed a creature of the same race. If the controlling wendigo is slain, its spawn will mature into full wendigo during the next new moon after consuming a creature of the same race.

Spirit Nature. The wendigo is a creature of spirit and can't be slain through normal ways. If reduced to 0 hit points, the wendigo merely dissipates and will reform on the next new moon. Casting *dispel evil and good*, *divine word*, or *wish*, manifesting *spirit ward* against fey, or exorcising it through Banish Spirits or Channel Divinity after it has been reduced to 0 hp will forever kill it.

Creature of Spirit. A wendigo can't be polymorphed against its will.

WENDIGO

Large fey (spirit), chaotic evil

Armor Class 17 (natural armor)

Hit Points 138 (12d10 + 78)

Speed 40 ft.

STR

DEX

CON

INT

WIS

CHA

19 (+4) 18 (+4) 22 (+6) 16 (+3) 14 (+2) 16 (+3)

Saving Throws Str +8, Con +10, Wis +6, Cha +7

Skills Perception +6, Stealth +12

Damage Vulnerabilities fire, radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages the languages of the surrounding area and any it knew prior to its existence as a wendigo, its whispers are heard by any humanoid it targets as if from the target creature's native language

Challenge 12 (8,400 XP)

Innate Manifestation. The wendigo's innate manifester ability is Charisma (power save DC 15). It can innately manifest the following powers:

At will: *mental barrier* (up to 3 power points), *mind probe* (up to 3 power points), *telekinetic grasp* (up to 3 power points)

3/day: *chameleon* (up to 5 power points), *ego whip* (up to 4 power points)

1/day: *muddle* (up to 5 power points), *shatter psyche* (up to 5 power points), *telekinetic flight* (up to 5 power points)

Dark Whisper. The wendigo can whisper to an unsuspecting humanoid once each night. The creature must make a Charisma saving throw against a DC of 15. If the creature fails three successive saving throws, the creature transforms into a wendigo spawn. If the wendigo is unable to whisper to a creature on one night, all progress to transforming the creature is lost.

Ambush. If the wendigo is undetected, each claw attack deals an additional 10 (3d6) slashing damage.

Actions

Multiattack. The wendigo makes two claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) slashing damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage, and the target must make a DC 15 Wisdom saving throw or be frightened for 1 minute.

Cold Stare. A frightened creature within 60 feet of the wendigo must make a DC 18 Constitution saving throw. If the save is failed, the creature takes 36 (8d8) cold damage and is restrained until the end of its next turn. If the save succeeds, the creature takes half the damage.

Frightening Scream (recharge 6). The wendigo wails and each living creature within 60 feet of the wendigo must make a DC 15 Wisdom saving throw or become paralyzed with fear for one minute. At the end of each or its turns, the creature makes a new saving throw. If the creature succeeds a saving throw it can no longer be paralyzed by the wendigo's scream, but is frightened by it instead.

WENDIGO SPAWN

Medium humanoid, chaotic evil

Armor Class 14 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Wis +3, Cha +3

Skills Perception +3, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages any language it knew before transformation

Challenge 4 (1,100 XP)

Ambush. If the wendigo spawn is undetected, each claw attack deals an additional 7 (2d6) slashing damage.

Actions

Multiattack. The wendigo spawn makes two claw attacks. If the wendigo spawn has a weapon, it can substitute its weapon in place of its claws.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage and the target must make a DC 11 Wisdom saving throw or be frightened for 1 minute.

YUKI-ONNA

A yuki-onna is a creature of frost that haunts frozen lands and mountains. The male version of this spirit is called Jack Frost. The yuki-onna is a terrifying monster that freezes its victims and is said to summon blizzards to trap humanoids to mercilessly slaughter them. A yuki-onna appears as a very tall humanoid with ice-like skin and breath like frost, usually wearing white.

YUKI-ONNA

Medium fey (shapechanger, spirit), chaotic evil

Armor Class 14

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	17 (+3)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +7, Con +6, Wis +4

Damage Resistances fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Shapechanger. The yuki-onna can use its action to polymorph into a cloud of icy vapor or back into its true form. While in vapor form, the yuki-onna can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the vapor can do so without squeezing. It has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to nonmagical damage.

Innate Manifestation. The yuki-onna's innate manifester ability is Charisma (power save DC 16). It can innately manifest the following powers:

Cruel Spirit. An encounter with a yuki-onna is usually fatal, as the fey seems to take sick delight in killing mortals and causing destruction. It isn't content to wait in its frozen domain and will enter homes using its psychic powers or by slipping inside while in vapor form.

Mercy Killer. If a yuki-onna discovers a traveler dying in the snows, it may show mercy and give the traveler a quick and painless end. Some stories say a yuki-onna may also take mercy on a creature which invokes it for aid if it is found worthy of the yuki-onna's mercy.

At will: *accelerated healing* (up to 3 power points), *extrasensory perception* (up to 5 power points), *hydrokinesis* (up to 5 power points), *weather control* (up to 1 power point; wind, snow, ice, and fog only)

3/day: *ego whip* (up to 9 power points), *energy blast* (up to 9 power points; cold damage only), *muddle* (up to 5 power points)

1/day: *energy cloak* (up to 9 power points; cold damage only), *sap vitality* (up to 4 power points), *weather control* (up to 15 power points; wind, snow, ice, and fog only)

Actions

Frost Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 18 (4d6 + 4) cold damage.

Chilling Embrace. Melee Weapon Attack: +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the yuki-onna, incapacitated, or restrained. Hit: 11 (2d6 + 4) cold damage. The target's hit point maximum is reduced by an amount equal to the cold damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Frozen Breath (recharge 5-6). Each creature within a 30-foot long line originating from the yuki-onna must make a DC 16 Constitution saving throw. If the save is failed, the creature takes 39 (6d12) cold damage and is frozen in a thin sheet of ice, incapacitating it for 1 minute. The ice can be attacked and has AC 10, 25 hit points, vulnerability to fire and thunder damage, and immunity to cold, necrotic, poison, and psychic damage. If the save is successful the creature only takes half the damage.

YUREI

A yurei is a ghost which died in a horrible way and has unbridled resentment for the living. It is defined by both its thirst for vengeance and its willfulness to wreak its malice on any creature it comes across. Resolving its underlying issue that spawned its resentment can put a yurei to rest, but the passage of time can make such efforts impossible.

Undead Nature. A yurei doesn't require air, food, drink, or sleep.

Creature of Spirit. A yurei can't be polymorphed against its will.

BHUT

A bhut is the spirit of a creature killed violently that never received proper funeral rites. As such, it is unable to move on and plagues the living in its hatred. A bhut is likely to observe others while in the guise of a beast, only to assume its true form when it encounters a lone humanoid.

Foul Shapechanger. The area around a bhut is blighted and creatures which come into contact with the spirit often catch disease. It can assume the form of any common beast and does so to move about without drawing attention. A bhut can also possess a corpse, including its own, to confront its killers or their descendants. It prefers to initiate combat while possessing the corpse of a recently killed creature.

BHUT

Medium Undead (Shapechanger, Spirit), Neutral Evil

Armor Class 10

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	13 (+1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +4, Wis +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 3 (700 XP) Proficiency Bonus +3

Shapechanger. The bhut can use its action to polymorph into any beast with a challenge rating no higher than 3, or back to its true form. It takes on the statistics of its new form, except it maintains its own Intelligence, Wisdom, and Charisma scores and has its Foul Presence trait. If its hit points are reduced to 0, it returns to its true form.

Spirit Boundary. The bhut can't enter a room with burning incense.

Incorporeal Movement. The bhut can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Foul Presence (psionic). Each creature that ends its turn within 5 feet of the bhut must make a DC 12 Constitution saving throw. If the save is failed, the creature is poisoned for 1 minute and is infected with rotting flesh.

Rotting flesh is a disease that takes 1d12 + 12 hours to develop symptoms. Symptoms include feeling chilled, a wheezing breath, and seeing hallucinations of the bhut. The infected creature gains one level of exhaustion that can't be removed until the disease is cured. After completing a long rest, an infected creature must make a DC 12 Constitution saving throw. If this save is failed, the creature's Constitution is reduced to half until the disease is cured. If a creature succeeds its saving throw against being poisoned, it can't be affected by the bhut's Foul Presence again until 1 hour has passed.

Actions

Desiccated Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) necrotic damage plus 10 (3d6) poison damage. The target's hit point maximum is reduced by an amount equal to the poison damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A target slain in this manner can't be raised until the bhut is destroyed.

Etherealness (psionic). The bhut enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Possess (psionic). The bhut's possession save DC is 1 (Charisma based). It is a Controller that can possess a dead beast or humanoid within 5 feet of it. When the bhut possesses a target, its body assumes a spiritual form and is subsumed by its host.

The bhut takes on the statistics its host had in life, and its hit points are restored immediately after possession. It maintains its own Intelligence, Wisdom, and Charisma scores and can use its Foul Presence trait.

LOST ONE

The lost one is a spirit that wanders the roads asking to join other travelers or posing a question to a wayfarer. This is the pretense the spirit uses to attack the living. It may carry a weapon such as a razor, riding crop, or pair of shears, or it may attack with elongated claws.

Unassuming at a Glance. Before it attacks, the lost one appears like a normal humanoid, but often is wearing worn or soiled clothes. Some wear veils or masks, or otherwise hide their faces which may be horribly scarred. Before attacking, it drops this veneer and reveal its ghastly true forms. It doesn't always seek to kill, but will make sure it leaves its mark.

LOST ONE

Medium Undead (Spirit), Chaotic Evil

Armor Class 11

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

17 (+3) 13 (+1) 15 (+2) 11 (+0) 10 (+0) 15 (+2)

Saving Throws Dex +4, Cha +5

Skills Deception +5 (disguise)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 6 (2,300 XP)

Ethereal Sight. The lost one can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Questioning Traveler. Most often encountered along roads and paths, often in gloomy weather, the lost one appears to be traveling to a destination. In actuality, it wanders an area searching for victims. When encountered, a lost one will often ask its potential victim a question. In most cases, it doesn't matter how one answers, as the spirit will reveal its true nature and attack. The nature of its attack may differ depending on the answer given. In rare cases a neutral or noncommittal answer may result in the spirit simply fading away.

Ambusher. During the first round of combat, the lost one has advantage on attack rolls against a creature that hasn't taken a turn.

Surprise Attack. If the lost one has advantage on its attack roll against a creature and hits with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Multiattack. The lost one makes two withering touch attacks.

Withering Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (4d8 + 3) necrotic damage.

Mad Cackle. A creature within 10 feet of the lost one must make a DC15 Wisdom saving throw or be restrained for 1 minute. It makes a new saving throw at the end of each of its turns.

Etherealness (psionic). The lost one enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

VENGEFUL GHOST

Bound to the mortal realm by a curse from the method of its death, the vengeful ghost harbors immense hatred toward the living. It appears much like it did in life, but with pallid skin and an unnatural gauntness.

Wrongfully Killed. In life, the vengeful ghost was betrayed by someone close, often a spouse, and killed by that person's hands. Prior to death, the vengeful ghost was a dutiful partner and friend with no suspicion for the cause of its demise.

Deep Animosity. The vengeful ghost seeks to inflict suffering on the living, choosing to torment its victim by focusing on killing everyone close to it. It will then push its victim to commit suicide from guilt and grief. The vengeful ghost will then move on to another victim to continue the cycle.

VENGEFUL GHOST

Medium undead (shapechanger, spirit), neutral evil

Armor Class 12

Hit Points 135 (18d8 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Str +4, Dex +6, Cha +8

Skills Deception +8, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 8 (3,900 XP) Proficiency Bonus +2

Shapechanger. The vengeful ghost can use its action to polymorph into any beast or humanoid it has seen or is aware of, such as through *mind probe*, or back to its true form. Its statistics, other than its size, are the same in each form.

Ethereal Sight. The vengeful ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa. It can manifest powers on the other plane.

Incorporeal Movement. The vengeful ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Haunting Presence. The ghost can control up to 4 connected spiritfonts.

Immortal. When a vengeful ghost is reduced to 0 hit points, its essence fades away. Within 1d6 days the vengeful ghost will reform on the Ethereal Plane within 30 feet of the last creature to damage it, at full hit points. In order to kill it permanently, the vengeful ghost must be trapped with an area affected by *forbiddance*, *hallow*, *magic circle*, or *spirit ward* and reduced to 0 hit points. Using Channel Divinity or Banish Spirits on the creature which last dealt damage to the vengeful ghost during the 1d6 day period will also destroy the vengeful ghost if the banisher wins a contest of wills as if driving out a possession.

Innate Manifestation. The vengeful ghost's innate manifester ability is Charisma (power save DC 16). It can innately manifest the following powers:

At will: *blood tendril* (up to 4 power points), *control light* (up to 1 power point), *flame manipulation* (up to 3 power points), *harmonics* (up to 3 power points), *telepathic projection* (up to 1 power point)

3/day: *animate electricity* (up to 9 power points), *decay* (up to 9 power points), *mind probe* (up to 5 power points), *mislead* (up to 5 power points)

1/day: *apopsi* (up to 9 power points), *ectoplasmic creation* (up to 5 power points)

Actions

Multiattack. The vengeful ghost can make one withering touch attack and direct or create one poltergeist, or it can direct two poltergeists.

Withering Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) damage.

Direct Poltergeist. The vengeful ghost uses a power from one of its controlled poltergeist spiritfonts within 100 feet.

Create Poltergeist. The vengeful ghost creates a poltergeist spiritfont within 100 feet with an Intensity 19 that it controls. While it has at least one poltergeist under its control, it can use a poltergeist to make lair actions.

Etherealness (psionic). The vengeful ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

WEeping SOUL

Murdered without just cause, a weeping soul haunts the perpetrators of misery or those who anger it. It appears disheveled, with long, unkempt hair that obscures its twisted face. Often, a weeping soul will seek to confuse and frighten rather than physically harm a creature. When it does attack, it does so swiftly and savagely.

Curse Binder. A weeping soul can be content to merely curse a creature that drew its ire. Due to the nearly permanent nature of these curses, the creature is likely to end in conflict with the weeping soul to remove the curse. It will also use its illusions to trick a creature to harm other creatures, especially those close to it, and especially if its target has done the weeping soul wrong.

WEeping SOUL

Medium undead (spirit), chaotic neutral

Armor Class 17

Hit Points 170 (20d8)

Speed 50 ft., climb 50 ft., swim 50 ft.

STR

DEX

CON

INT

WIS

CHA

17 (+3) 18 (+4) 18 (+4) 13 (+1) 15 (+2) 17 (+3)

Saving Throws Str +6, Dex +7, Con +7, Cha +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unsettled

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 10 (5,900 XP)

Ethereal Sight. The weeping soul can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa. It can manifest powers on the other plane.

Innate Manifestation. The weeping soul's innate manifester ability is Charisma (power save DC 14). It can maintain up to three powers at once. It can innately manifest the following powers:

At will: *ectoplasmic creation* (up to 3 power points), *elastic body* (up to 3 power points), *inertial barrier* (up to 1 power points)

3/day: *accelerated healing* (up to 9 power points), *dislocation* (up to 5 power points), *empathic transference* (up to 7 power points), *telekinetic grasp* (up to 3 power points)

Frightening Combatant. When enraged, a weeping soul is as likely to crawl on its hands and knees as it is to run normally, and is equally fast either way. It can climb on walls and ceilings as if they were ground and can move through water without impediment. It will take its actions to focus its attacks on a single creature, seeking to kill it. If additional enemies remain, the weeping soul will curse one and retreat to the Ethereal Plane where it may lose interest in further attack or plot a series of hit and run encounters to kill one target each pass until its thirst for vengeance is quenched.

1/day: *glimmer* (up to 7 power points), *mind probe* (up to 5 power points)

Actions

Multiattack. The weeping soul makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Etherealness. The weeping soul enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Curse. The weeping soul curses one living creature within 30 feet as if it cast *bestow curse*. The creature must make a DC 15 Wisdom saving throw to avoid it. Until the weeping soul is slain or chooses to end the curse, the curse will automatically resume 24 hours after being removed.

Major Image. The weeping soul duplicates the *major image* spell, but can only project an image over an existing object or another creature. The weeping soul often uses images to project its own visage or the face of a foe to incite violence against the target the image is projected upon.

Legendary Actions

The weeping soul can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The weeping soul regains spent legendary actions at the start of its turn.

Dash. The weeping soul takes the Dash action.

Etherealness. The weeping soul uses its etherealness action.

Multiattack (Costs 2 Actions). The weeping soul makes two claw attacks.

NON-PLAYER CHARACTERS

CULT SAVANT

These occultists lead others in unraveling esoteric mysteries. What they do with the secrets they uncover depends on the individual, but these savants are extremely guarded in their keepings.

CULT SAVANT

Medium humanoid (Savant), neutral

- Armor Class 11
- Hit Points 68 (11d8 + 19)
- Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	17 (+3)	12 (+1)	15 (+2)

Saving Throws Con +6, Int +7, Wis +5
Skills Arcane +7, Insight, +5, Perception +5, Religion +7
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 2 (450 XP) Proficiency Bonus +4

Manifesting. The savant is a 9th-level manifester. Its manifesting ability is Intelligence (power save DC 15, +7 to hit with power attacks). It has 24 power points to spend on the following powers: *dissonant destiny*, *psionic blast*, *psychic domination*, *puppetry*, *shatter psyche*, *suspension*.

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 or 5 (1d6 or 1d8) bludgeoning damage.

Telekinetic Slam. One creature within 60 ft. must make a 15 DC Strength saving throw. On a failed save, the target is pushed 30 feet away from the savant and knocked prone, and if it is pushed into a wall or object larger than it, it takes 10 (3d6) bludgeoning damage. On a successful save, the creature is only pushed 10 feet.

EGOIST

Egoists are novice manifesters specializing in metabolic powers. They tend to operate as rank of file members of psionic cults and esoteric orders.

EGOIST

Medium humanoid (any race), any alignment

Armor Class 10 (13 with biomorphic skin)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +2
Skills Athletics +2, Insight +4, Survival +4
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1 (200 XP)

Shapechanger. The egoist can assume a metaform or return to its true form by taking an action. While in its metaform, the egoist has Strength of 16 and can use its multiattack and metaform attacks. All other statistics remain the same.

Manifesting. The egoist is a 3rd-level manifester. Its manifesting ability is Constitution (power save DC 13, +5 to hit with power attacks). It has 4 power points to spend on the following powers: *accelerated healing*, *biomorphic skin*, *dislocation*.

Actions

Multiattack. While in metaform the egoist can make one bite and one spear attack.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 0) piercing damage.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. Use this version when the egoist is in its metaform.

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

Power Flux (Recharge 6). The egoist regains 1d4 – 1 power points (minimum 0).

EXORCIST

Exorcists are practitioners of evicting spirits. They are often solitary hunters who travel from place to place to offer their services in battling fiends and other threats to protect the Material Plane.

EXORCIST

Medium Humanoid (Any Race, Channeler), Any Non-Chaotic Alignment

Armor Class 12 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Wis +7, Cha +8

Skills Insight +7, Investigation +5, Perception +7, Religion +5

Senses passive Perception 17

Languages any two languages (one is usually Common)

Challenge 2 (450 XP) Proficiency Bonus +2

Manifesting. The exorcist is a 9th-level manifester. Its manifesting ability is Charisma (power save DC 16, +8 to hit with power attacks). It has 24 power points to spend on the following powers: *extrasensory perception, muddle, precognition, psychic static, psychometry, spectral armament*.

Evict Spirit. The exorcist attempts to rip a spirit possessing a host from its host by performing a 10 minute ritual. The spirit must make a DC 16 Charisma saving throw. If the save is failed, the spirit is removed from its host and stunned until the end of its next turn.

Actions

Flail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d8) damage.

Bonus Actions

Spectral Armament. Ranged Power Attack: +8 to hit, range 30/120 ft., one target. Hit: 9 (2d4 + 4) force damage. The spectral armament can be attacked, it has AC 13 and 30 hit points. The exorcist must manifest the spectral armament before it can use this action.

KINETIC GUARD

Kinetic guards learn to manipulate telekinetic energy for protection and to maneuver hostile targets. They are often intermixed with regular guards to provide support and to control the battlefield where ever it may spring.

KINETIC GUARD

Medium Humanoid (Any Race, Transcendent), Any Alignment

Armor Class 18 (scale mail, kinetic barrier)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1 (200 XP) Proficiency Bonus +2

Manifesting. The kineticist is a 5th-level manifester. Its manifesting ability is Intelligence (power save DC 13, +5 to hit with power attacks). It has 10 power points to spend on the following powers: *deflection, energy blast, kinetic barrier, suspension*.

Actions

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Energy Blast. One creature within 60 feet must make a DC 13 Strength saving throw. If failed, the creature takes 7 (2d6) bludgeoning damage and is pushed 10 feet.

MENTALIST

Mentalists are telepathic practitioners often in the employ of a group to help screen potential clients or threats. They tend to keep a low profile, instead focusing on reading their targets.

MENTALIST

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	13 (+1)

Saving Throws

Int +6, Wis +4

Skills

History +6, Insight, +4, Investigation +6

Senses

passive Perception 11

Languages

any one language (usually Common)

Challenge

1 (200 XP)

Manifesting.

The mentalist is a 5th-level manifester. Its manifesting ability is Intelligence (power save DC 14, +6 to hit with power attacks). It has 9 power points to spend on the following powers: *apopsi*, *bastion of thought*, *mind probe*, *mind tap*, *psychic crush*, *telepathic projection*.

Actions

Dagger.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Psychic Crush.

One creature within 120 feet must make a DC 14 Intelligence saving throw. If failed, the creature takes 7 (2d6) psychic damage.

ORACLE

Oracles peer into the future to reveal potential outcomes from future actions. They ply their trade to those who seek them out and can afford their fee.

ORACLE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	11 (+3)	18 (+4)	18 (+4)	15 (+2)

Saving Throws

Int +8, Wis +8

Skills

Arcana +8, Insight +8, Perception +8, Performance +8

Senses

passive Perception 18

Languages

any one language (usually Common)

Challenge

3 (700 XP)

Manifesting.

The oracle is a 12th-level manifester. Its manifesting ability is Wisdom (power save DC 16, +8 to hit with power attacks). It has 33 power points to spend on the following powers: *deflection*, *dissonant destiny*, *forethought*, *glimmer*, *hypercognition*, *psionic blast*, *remote sight*, *trauma infusion*.

Actions

Staff.

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d8) bludgeoning damage.

Trauma Infusion.

One creature within 60 feet must make a DC 14 Wisdom saving throw. If failed, the creature takes 10 (3d6) psychic damage.

PSYCHIC ADEPT

Psychic adepts are warriors who use psionic powers to defeat their enemies. They tend to be mercenaries and often work with other groups.

PSYCHIC ADEPT

Medium humanoid (any race), any alignment

Armor Class 18 (chainmail, shield)

Hit Points 52 (7d8 + 21)

Speed 30 ft. (40 ft. speed of thought)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +6, Con +6, Wis +5

Skills Athletics +6, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 3 (700 XP)

Manifesting. The psychic adept is a 4th-level manifester. Its manifesting ability is Wisdom (power save DC 13, +5 to hit with power attacks). It can maintain two powers at once. It has 6 power points to spend on the following powers: *adaptability*, *deflection*, *inertial barrier*, *speed of thought*.

Actions

Multiattack. The psychic adept makes two battleaxe attacks.

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 2 (1d4) psychic damage.

APPENDIX A: RACES

DROMITE

Beneath the land are hives of a proud people sharing a common family bond. The dromites are a curious race of humanoid with insect features, living in city hives.

INSECT BUT HUMANOID

Dromites, crassly called bugfolk by those who know no better, are a humanoid race with statures similar to halflings and gnomes. The average dromite stands about 3 feet tall and weighs around 35 pounds. Unlike most other humanoids, dromites are androgynous, with only two members of their hive possessing female or male traits – the Grand Queen and Elected Consort.

Dromites have chitin-encrusted skin, compound eyes, and two small antennae protruding from their brows. They have the silhouette of a thin humanoid, but have no body hair. Where a humanoid might possess a head of hair, a dromite has a thin ridge of intricate chitin that smoothly rises from its skin and extends down the base of its head, neck and the rest of its body.

A dromite's eyes sparkle like pale yellow or white luminescent orbs divided into hundreds of tiny cells. Dromite skin ranges from gray to brown to yellow, with chitin having a deeper hue.

BONDED FOR LIFE

Dromites belong to an ordered society where each dromite is dedicated not only to its hive, but also to others with which it establishes a bond. Dromites are loyal to those they form such emotional bonds with, and will undertake great efforts to protect their people. While dromites have a caste society, there is no barrier between the castes, each working alongside the others to create a functioning, harmonious collective.

Dromites will establish special, self-selected groups called life bonds. These relationships are similar to what other races refer to as families, and members of a life bond may have a closeness resembling marriage among its members. Life bonds generally consist of members from all castes.

WORKING TOGETHER SEAMLESSLY

When a dromite is born to the Grand Queen, it is preselected to a particular caste depending on what traits the hive will need. Each caste focuses on different aspects of dromite society, using the talents of its members to best fulfill its role.

Despite being a hive society, dromites are independent individuals with their own dreams and fancies. Unlike other societies, however, dromites are most apt to assist one another in pursuit of such interests, especially in the case of life bonds.

CURIOSITY BEYOND THE HIVE

Dromites possessed with desire to explore the world outside are fostered and supported by their hive. Dromites are often encouraged to expand their knowledge and talents

through interaction with other races, even by life bond members, wishing their loved one to fulfill its heart and to return one day to share the tales of distant people and places.

At times, a hive may become too large to remain within its borders. In these cases, many dromites will leave the city-hive to establish a new home. It is common during these times for some dromites to drift away, seizing the opportunity to adventure, until such a time they are ready to return home.

DROMITE NAMES

Dromites, when born, are chosen from the nurseries by adult dromites who have entered life bonds. The adopted dromite is named by its new "parents" according to the traditions of the life bond. Dromites are proud of their life bond names, but mostly use them among their own kind, using their first name when dealing with other races.

First Names: Demisse, Elimu, Fela, Gebre, Idi, Idrissa, Kato, Matunda, Obi, Sefu, Vita, Xolu

Life Bond Family Names: Adanech, Dedanech, Fanech, Gyalech, Marimech, Massaweche, Nikech, Uleche

DROMITE TRAITS

Your dromite is born with a number of natural abilities from its insectoid heritage and hive upbringing.

Ability Score Increase. Your Charisma score increases by 2.

Age. Dromites mature relatively quickly, becoming full-fledged adults by 15. Typically, they will live well into their 80s.

Alignment. Dromites naturally organize within a hive hierarchy in service of the Grand Queen. Those who are most concerned with service to the hive skew toward an orderly manner. Other dromites, especially those that travel far from the hive, are more open to experiences and are adaptable to new ways of thinking.

Size. Dromites average around 3 feet tall without much variance, weighing about 35 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Chitin. Your skin is hardened like an exoskeleton. Your AC is never less than 13.

Hivemind. You can use *telepathic projection* at will with members of your hive. Additionally, once per turn, you have advantage on an attack roll against a creature if at least one of your hive members is within 5 feet of the creature and isn't incapacitated.

You can use this trait with an ally that isn't a hive member if you are both under the effects of *mindlink* or a similar effect.

Scent. Your antennae can detect creatures through scent. You have blindsight up to 30 feet, but can only sense creatures or objects that have a distinct scent. When tracking, you gain a +1 bonus on your ability check if your quarry leaves scent traces.

Compound Eyes. You have a +2 bonus on Wisdom (Perception) checks made to spot something.

Languages. You can speak, read, and write Common and are conversant in Terran. Dromites don't have a language, communicating through their Hivemind trait with members of their own hive.

Subrace. Dromites belong to a caste based on the needs of the hive and the role they are intended to serve. Hives consist of all castes.

ARTISAN CASTE

As a member of the artisan caste, you're analytical and reflective. Often you arrive at decisions slowly, but often these decisions are right.

Ability Score Increase. Your Intelligence score increases by 1.

Mind's Eye. You mind can create a vivid mental picture when you are using tools, simulating how each articulation you make will contribute to a give task. By spending a minute focusing on a task requiring any tool, you gain proficiency with that tool on ability checks toward that task you make within the next 10 minutes. If you already have proficiency with that tool, you gain a +2 bonus on the ability check.

Insightful. You can manifest *glimmer* 1/day with up to 1 power point in augmentations. Charisma is your manifesting ability.

Practiced Merchant. When bartering, you are a master of the deal. You gain advantage on the first Charisma check you make in negotiating prices with a creature.

HERALD CASTE

As a member of the herald caste, you are drawn to the arts and performances, often possessing a love of song and dance. You prefer to seek out and establish relationships with other people, indulging in the culture of others.

Ability Score Increase. Your Wisdom score increases by 1.

Cooperation. When you and an ally are within 5 feet of the same foe, you can take a bonus action to give that ally advantage on its next attack roll or ability check made against that foe provided you are within 5 feet of that foe when your ally makes its roll.

Dampen Hue. You can manifest *chameleon* 1/day with 1 power point in augmentations. Charisma is your manifesting ability.

Extra Language. You can speak, read, and write one extra language of your choice.

RUNNER CASTE

As a member of the runner caste, you rarely sit still. You tend to move at high speed in pursuit of life's tasks.

Ability Score Increase. Your Dexterity score increases by 1.

Continuous Motion. Once per round, when you hit with a melee attack, you increase your movement speed by 5 feet until the end of your next turn.

Burst of Speed. You can manifest *speed of thought* 1/day with 1 power point in augmentation. Charisma is your manifesting ability.

Duck and Bob. Once during your turn, you don't draw an opportunity attack while moving.

SURVEYOR CASTE

As a member of the surveyor caste, you're often quick to anger and tend to be suspicious of things you don't fully know or understand. You also tend to be quick to laugh and forgive.

Ability Score Increase. Your Constitution score increases by 1.

Focus on the Target. Whenever you hit a foe with disadvantage on your attack roll, each attack you make against that foe until the end of your turn no longer has disadvantage. Whenever a foe you hit within 5 feet of you moves away from you, you are aware of its position so long as it remains within 30 feet of you.

Fervent Pitch. You can fire a beam of psychokinetic force, manifesting *energy blast* 1/day with 1 power point in augmentation. Charisma is your manifesting ability.

Dromite Weapon Training. You have proficiency with hand crossbows, javelins, scimitars, and spears.

HALF-GIANT

Bred from humans and giants through magical means, half-giants are a people without a culture. Originally made to serve as labor for uncaring masters, these gentle giants toil on the behalf of others without complaint.

BUILT LIKE A MOUNTAIN

Half-giants are immense, towering over other humanoids, with powerful musculature and broad shoulders. Female half-giants aren't as bulky as their male counterparts, but still possess chiseled physiques. Half-giants have incredible endurance, able to work for hours on end without exhaustion.

Most half-giants have ruddy skin and dark hair. Females tend to stand a bit over seven feet tall, while males are noticeably larger.

IMPRESSIONABLE AND RELIABLE

As a people without a culture, half-giants are extremely adaptable, adopting the cultures and norms of the people they live among or travel among. Mistaken as being exceedingly agreeable, and in many cases dimwitted, other races often try and take advantage of half-giants. Rather, half-giants prefer to exist harmoniously with members of their adopted tribe or clan.

HALF-GIANT NAMES

When born, a half-giant is given a name, but as they grow older, they are usually given a new name, often by their friends. These given names are often based on some feature of their homes.

Female Given Names: Breath, Goldflower, Nibenay, Oasis, Raincaller, Sandroze, Sweetwater

Male Given Names: Drywell, Dunewalker, Raam, Saltwalker, Sandking, Stormrider, Sunharrower

HALF-GIANT TRAITS

As a half-giant, you possess a number of remarkable traits from your breeding.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Half-giants mature slowly, reaching adulthood when about 30 years old. Under normal circumstances, a half-giant is expected to live a little over one century.

Alignment. Half-giants adapt their personalities to best fit with the people they associate. When half giants move to a new city or make new friends, their personalities tend to shift to fit in with the new group.

Size. Half-giants are immense at heights around 7 to 8 feet, weighing up to 500 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Giant. Your creature type is giant, granting you immunity to effects that only target humanoids.

Unfaltering Endurance. Conditioned to work under great stress, you ignore the effects of the first level of exhaustion. When suffering exhaustion, once per short rest you may make a Constitution saving throw against a DC of 20 to shed one level of exhaustion.

Powerful Build. You count as Large size for the purpose of being moved by another creature, such as through grapple and push or spells and powers such as *levitate* or *suspension*. When wielding a melee weapon with the heavy property, you can use it one handed, treating it as a versatile weapon. While doing so, the weapon is not considered heavy for the purpose of class features and feats. It is also considered two handed for the purpose of dual wielding. When you use a heavy weapon with both hands, you deal 2 extra weapon damage with it.

Stomp. You can manifest *tremor* 3/day without augmentation. Charisma is your manifesting ability.

Languages. You can speak, read, and write Common. Half-giants who live among another race also learn to speak, read, and write that race's language.

HUMAN

Humans are a versatile race. This feature has led to some forces using the malleable nature of humans to create subrace offshoots. One such subrace is the elan.

ELAN

Elans aren't born, they're made. Prospective elans are selected from a pool of applicants and screened by a council comprised of the most esteemed elan of a society. Those selected undergo a special psionic process and emerge as elan.

Due to their selectiveness, elans are often of above average appearance and possess physical traits matching the whims of the elan council. Different societies may prefer certain superficial traits to others. Elans are especially long-lived, living for centuries by making routine use of their Repletion trait.

Elans organize themselves into societies, often secret, that are run by an elite council. Each society has its own norms and customs, which are kept only amongst members of that society. When among outsiders, elans tend to take on traditional customs.

ELAN TRAITS

As an elan, you share the same traits as a human, except for the Ability Score Increase trait.

Ability Score Increase. You don't gain the normal human ability score increase. Instead, you get a +2 bonus to Intelligence, Wisdom, or Charisma. You may not use the human variant rule. Whichever ability you increase is your manifesting ability for your elan power.

Naturally Psionic. You know one psionic power from the following: *accelerated healing*, *adaptability*, *energy storm*, *kinetic barrier*, *muddle*, *precognition*, *psychic domination*, or *remote sight*. You have 2 power points to manifest this power and can spend power points up to half your character level on a single power. If you have a manifesting ability from a class, you may use your extra 2 power points to manifest your class powers, but follow your class rules for spending power points when you do so.

Resistance. While you have the psionic focus condition, you can use your reaction when you are the target of an effect that requires you to make a Wisdom or Charisma saving throw to make that save with a +2 bonus.

Resilience. While you have the psionic focus condition, you can use your reaction when you take damage to reduce that damage by 2. You can expend 1 power point to increase this amount by 1 point per power point expended. If you can manifest psionic powers by using spell slots, you instead, increase this amount by 2 points per spell slot level expended.

Repletion. You can sustain yourself without food or drink for 24 hours by expending 2 power points (or a 1st-level spell slot if you can use spell slots to manifest powers). You can expend your power points from your Naturally Psionic trait to feed this ability.

MAENAD

Maenads are a race of graceful people who temper their wild emotional nature. They practice calmness and are reserved, preferring to be direct but inobtrusive.

RADIANT AND GRACEFUL

Maenads are tall and graceful humanoids that look similar to humans and half-elves. However, they possess lustrous skins that sparkle as if dusted in light-giving crystals and hair made of cords of luminescent strands. Maenads appear bright in the dark, lighting up the area around them when their skin and hair go uncovered.

Maenads average over 6 feet tall and weight an average of 200 pounds. Females are only slightly smaller than males. They have wiry builds and graceful features, leading some to compare them to elves. Maenad eyes appear as solid blocks of blue, green, or violet light due to their luminescent quality.

EMOTIONAL YET RESERVED

Maenads appear tranquil and calm to most onlookers, but are naturally extremely emotional. They have learned to restrain their primal nature to such a degree that outsiders believe them to be emotionally stunted or cold. When maenads become emotional, often from duress, their skin and hair fluctuate between darker and brighter hues at rapid speed.

Maenads choose to be restrained and discreet, often forgoing the spotlight. They prefer minimalist communication, not speaking a sentence when a word would suffice, or simply gesturing when a word isn't required. When living among others, maenads must practice discipline and focus, lest the fury of their turbulent emotions erupts.

MAENAD NAMES

Maenad names are given and used much like human names. Every maenad has at least a given name and a family name.

Male Names: Alberik, Alrik, Basilius, Erland, Gunnar, Isak, Ragnor, Rurik, Tor

Female Names: Agaton, Annalina, Blenda, Eleonora, Gala, Lena, Malin, Ragnara, Vedis

Family Names: Coebelliantus, Hjalmar, Kolbjorn, Perchnosius, Torborn, Valborg, Valentin, Xaljorn

MAENAD TRAITS

Your maenad character has a number of traits from its emotional nature and luminescent properties.

Ability Score Increase. Your Wisdom score increases by 2, and your Charisma score increases by 1.

Age. Maenads mature around the same rate as a human, but can live twice as long.

Alignment. Practicing discipline and restraint, maenads are often lawful, but those who indulge their natural emotional whims gravitate toward chaos. Maenads living in civilization prefer orderly ones, but also prefer that considerations for individuals be given full deference.

Size. Maenads are tall at 6 and a half feet tall and weigh around 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bioluminescence. Your skin and hair shed bright light up to 10 feet from you and dim light up to 30 feet from you. You can suppress this light by taking a bonus action. This lasts until you take another bonus action to restore your luminescence or are rendered unconscious.

Light Sight. You can see up to 30 feet from you while in darkness as if in dim light, even when suppressing your Bioluminescence trait. Your eyes glow faintly while viewing in darkness, but not enough for unaware creatures to take notice.

Overdrive. Once per day you can use your action to psionically shout, hitting each creature you choose within 10 feet of you. The creature must make a Constitution saving throw. The save DC is equal to 8 + your Wisdom modifier + your proficiency bonus. If you have a power or spell save DC, use that instead if it is higher. A creature takes 2d6 thunder damage on a failed save, or half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

Outburst. Once per day you can increase your Strength by 2 for a number of rounds equal to your Wisdom bonus (minimum one round). While your Strength is increased in this way, you have the psionic focus condition.

Languages. You can speak, read, and write Common and Maenad. The Maenad script is roughly based on Elven.

COMPLIANCE WITH PSYCHIC MECHANICS

The following creatures gain interaction with the materials presented in this book. The following section adds the necessary mechanics for creatures with the ability to possess a target, what new condition immunities it may have, and how psionic powers affect it. In the case of a creature with a possession action, the creature's description overrides conflicts with the systems presented in this sourcebook.

Each creature is in the Monster Manual, unless it is marked by an asterisk, in which case it is in Volo's Guide to Monsters, or two asterisks, in which case it is in Mordenkainen's Tome of Foes. For all other monsters the DM decides which traits, if any, to grant each monster, using these rules and the below creatures as guidelines.

The creatures are presented in alphabetical order and you should append the listed items.

ABOLETH

The aboleth gains condition immunity to unsettled.

ALLIP**

The allip gains condition immunity to unsettled.

ANGEL, DEVA

The deva gains condition immunity to unsettled and the following traits:

Possession. The deva's possession save DC is 17 (Charisma based). It is a Rider that can possess an object within 30 feet of it by finishing a 10 minute ritual. When the deva possesses a target, its body assumes a spiritual form and is subsumed by its host.

Presence. While possessing a host, it can create an Intensity 20 spiritfont with a range of 50 feet as an action.

Psionic Resistance. The deva has advantage on saving throws against psionics and other psychic effects.

ANGEL, PLANETAR

The planetar gains condition immunity to unsettled and the following traits:

Possession. The planetar's possession save DC is 20 (Charisma based). It is a Usurper that can possess a willing creature or an object within 30 feet of it as an action. When the planetar possesses a target, its body assumes a spiritual form and is subsumed by its host. The planetar can use its Innate Spellcasting trait while it possesses a host.

Presence. While possessing a host, it can create an Intensity 25 spiritfont with a range of 60 feet as an action.

Psionic Resistance. The planetar has advantage on saving throws against psionics and other psychic effects.

ANGEL, SOLAR

The solar gains condition immunity to stasis and unsettled and the following traits:

Dominating Spirit. The solar can create an Intensity 30 spiritfont with a range of 80 feet as an action. It can create up to 10 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 80 feet of another one.

Alternately, the solar can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 25 Intensity saving throw or become controlled. The solar can control no more than 10 spiritfonts at once.

Possession. The solar's possession save DC is 25 (Charisma based). It is a Controller that can possess a creature or an object within 30 feet of it as an action (Recharge 5-6). When the solar possesses a target, its body assumes a spiritual form and is subsumed by its host. The solar can use its Divine Awareness and Innate Spellcasting traits while it possesses a host and can take its legendary actions if that host is a creature.

Psionic Resistance. The solar has advantage on saving throws against psionics and other psychic effects.

ANIMATED OBJECTS

Animated objects gain condition immunity to unsettled and the following trait:

Nonbiological. The object can't be the target of psychometabolism powers.

ASTRAL DREADNOUGHT**

The astral dreadnought gains condition immunity to unsettled.

BANDERHOBB*

The banderhob gains condition immunity to unsettled.

BANSHEE

The banshee gains condition immunity to unsettled.

BARGHEST*

The barghest gains condition immunity to unsettled.

BEHOLDER, SPECTATOR

Its Spell Reflection reaction also triggers against psionic powers.

BODAK*

The bodak gains condition immunity to unsettled.

BONECLAW**

The boneclaw gains condition immunity to unsettled.

CADAVER COLLECTOR**

The cadaver collector gains condition immunity to unsettled.

CHIMERA

The chimera gains the following trait: Multiple Minds. The chimera has advantage on saving throws against telepathy powers.

CLOCKWORKS**

Clockworks gain condition immunity to unsettled.

CRANIUM RAT*

Its Telepathic Shroud trait also makes it immune to telepathy powers. The swarm of cranium rats gains the following trait:

Psionic Manifester. The swarm is a 5th-level manifester with 7 power points. Its manifesting ability modifier is Intelligence (power save DC 13). As long as it has more than half of its hit points remaining, the swarm can manifest the following powers: *apopsi*, *ego whip*, *psychic domination*, *telepathic projection*.

CRAWLING CLAW

The crawling claw gains condition immunity to unsettled.

DEATH DOG

The death dog gains condition immunity to unsettled and the following trait:

Multiple Minds. The death dog has advantage on saving throws against telepathy powers.

DEATH KNIGHT

The death knight gains condition immunity to unsettled.

DEATHLOCK**

Deathlocks gain condition immunity to unsettled.

DEEP SCION*

The deep scion gains condition immunity to unsettled.

DEMILICH

The demilich gains condition immunity to unsettled.

DEMONS

All demons gain condition immunity to unsettled as well as the following trait if it has the Magic Resistance trait:

Psionic Resistance. The demon has advantage on saving throws against psionics and other psychic effects.

DEMON, ALKILITH**

The alkilith gains the following trait:

Malevolent Presence. The alkilith can create an Intensity 15 spiritfont with a range of 25 feet as an action.

Alternately, the alkilith can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 16 Intensity saving throw or become controlled. The alkilith can control no more than 2 spiritfonts at once.

DEMON, BALOR

The balor gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 22 spiritfont with a range of 60 feet as an action. The balor can create up to 6 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 60 feet of another one.

Alternately, the balor can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 20 Intensity saving throw or become controlled. The balor can control no more than 6 spiritfonts at once.

Possession. The balor's possession save DC is 20 (Charisma based). It is a Usurper that can possess a creature or an object within 30 feet of it by concentrating

for 1 minute. When the balor possesses a target, its body assumes a spiritual form and is subsumed by its host.

DEMON, GLABREZU

The glabrezu gains the following traits:

Possession. The glabrezu's possession save DC is 16 (Intelligence based). It is an Influencer that can possess an object within 30 feet of it or a creature in contact with its host as an action. When the glabrezu possesses a target, its body enters a state of suspended animation. The glabrezu will typically possess an object in a location where its body is safe, and use a minion or ally to relocate its host to where it can cause the most mayhem. The glabrezu can use its Innate Spellcasting trait while it possesses a host.

Presence. While possessing a host, it can create an Intensity 16 spiritfont with a 45 feet range as an action.

DEMON, GORISTRO

The goristro gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 14 spiritfont with a range of 40 feet by concentrating for 1 hour. The goristro can create up to 2 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 40 feet of another one.

Alternately, the goristro can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 14 Intensity saving throw or become controlled. The goristro can control no more than 2 spiritfonts at once.

Possession. The goristro's possession save DC is 16 (Charisma based). It is a Puppeteer that can possess an object when a greater demon finishes a 10 minute ritual to bind the goristro to the host. When the goristro possesses a target, its body enters a state of suspended animation.

DEMON, HEZROU

The hezrou gains the following traits:

Possession. The hezrou's possession save DC is 12 (Charisma based). It is an Influencer that can possess an object when a greater demon finishes a 10 minute ritual to bind the hezrou to the host. When the hezrou possesses a target, its body assumes a spiritual form and is subsumed by its host.

Presence. While possessing a host, it can create an Intensity 13 spiritfont with a range of 30 feet by concentrating for 1 hour.

DEMON, MARILITH

The marilith gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 20 spiritfont with a range of 50 feet by concentrating for 1 hour.

Alternately, the marilith can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 18 Intensity saving throw or become controlled. The marilith can control no more than 5 spiritfonts at once.

Possession. The marilith's possession save DC is 18 (Charisma based). It is a Puppeteer that can possess a creature or an object within 30 feet of it by concentrating for 1 minute. When the marilith possesses a target, its body assumes a spiritual form and is subsumed by its host.

DEMON, MOLYDEUS**

The molydeus gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 24 spiritfont with a range of 60 feet as an action.

Alternately, the molydeus can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 22 Intensity saving throw or become controlled. The molydeus can control no more than 7 spiritfonts at once.

Possession. The molydeus's possession save DC is 22 (Charisma based). It is a Usurper that can possess an object within 30 feet of it as an action. When the molydeus possesses a target, its body assumes a spiritual form and is subsumed by its host.

DEMON, NABASSU**

The nabassu gains the following traits:

Possession. The nabassu's possession save DC is 16 (Charisma based). It is an Influencer that can possess an object within 30 feet of it as an action. When the nabassu possesses a target, its body assumes a spiritual form and is subsumed by its host.

Presence. While possessing a host, it can create an Intensity 17 spiritfont with a range of 30 feet by concentrating for 1 hour.

DEMON, NALFESHNEE

The nalfeshnee gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 19 spiritfont with a range of 50 feet as an action. The nalfeshnee can create up to 4 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 50 feet of another one.

Alternately, the nalfeshnee can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 17 Intensity saving throw or become controlled. The nalfeshnee can control no more than 4 spiritfonts at once.

Possession. The nalfeshnee's possession save DC is 17 (Intelligence based). It is an Influencer that can possess a creature or an object within 30 feet of it as an action. When the nalfeshnee possesses a target, its body assumes a spiritual form and is subsumed by its host. The nalfeshnee can use its Horror Nimbus trait while it possesses a host.

DEMON, SHADOW

The shadow demon gains the following trait:

Possession. The shadow demon's possession save DC is 12 (Charisma based). It is a Rider that can possess an object or an unaware creature within 10 feet of it as an action. When the shadow demon possesses a target, its body assumes a spiritual form and is subsumed by its host.

DEMON, SIBRIEX**

The sibriex gains the following traits:

Dominating Spirit. The sibriex can create an Intensity 25 spiritfont with a range of 100 feet as an action. It can create up to 7 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 100 feet of another one.

Alternately, the sibriex can take control of an existing spiritfont, including a spiritwell, as an action. The spiritfont must succeed on a DC 27 Intensity saving throw or become controlled. The sibriex can control no more than 7 spiritfonts at once.

Dream Architect. The sibriex acts as a dream architect while on the Dreamscape.

DEMON, VROCK

The vrock gains the following trait:

Possession. The vrock's possession save DC is 10 (Charisma based). It is a Rider that can possess an object when a greater demon finishes a 10 minute ritual to bind the vrock to the host. When the vrock possesses a target, its body enters a state of suspended animation. The vrock can use its Stunning Screech trait while it possesses a host.

DEMON LORDS**

All demon lords gain condition immunity to stasis and unsettled and the following traits:

Dominating Spirit. The demon lord can create a spiritfont using its highest mental ability score with a range of 20 feet per ability modifier (minimum of 50 feet) as an action. It can create up to 10 + ability modifier connected spiritfonts, with the first one acting as a spiritwell.

Alternately, the demon lord can automatically take control of an existing spiritfont, including a spiritwell, as an action. The demon lord can control any number of spiritfonts at once, but can control only 1 spirit well.

Dream Architect. The demon lord acts as a dream architect while on the Dreamscape.

Psionic Resistance. The demon lord has advantage on saving throws against psionics and other psychic effects.

DEVILS

All devils gain condition immunity to unsettled as well as the following trait if it has the Magic Resistance trait:

Psionic Resistance. The devil has advantage on saving throws against psionics and other psychic effects.

DEVIL, AMNIZU**

The amnizu gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 20 spiritfont with a range of 50 feet by concentrating for 1 hour. The amnizu can create up to 5 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 50 feet of another one.

Alternately, the amnizu can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 19 Intensity saving throw or become controlled. The amnizu can control no more than 5 spiritfonts at once.

Possession. The amnizu's possession save DC is 19 (Intelligence). It is an Influencer that can possess a creature or object within 30 feet by concentrating for 1 minute. When the amnizu possesses a target, its body enters a state of suspended animation.

DEVIL, BARBED

The barbed devil gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 14 spiritfont with a range of 45 feet by concentrating for 1 hour. The barbed devil can create up to 2 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 45 feet of another one.

Alternately, the barbed devil can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 14 Intensity saving throw or become controlled. The barbed devil can control no more than 2 spiritfonts at once.

Possession. The barbed devil's possession save DC is 13 (Charisma). It is a Rider that can possess an object within 30 feet by concentrating for 1 minute. When the barbed devil possesses a target, its body enters a state of suspended animation.

DEVIL, BONE

The bone devil gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 16 spiritfont with a range of 45 feet as an action. The bone devil can create up to 3 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 45 feet of another one.

Alternately, the bone devil can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 15 Intensity saving throw or become controlled. The bone devil can control no more than 3 spiritfonts at once.

Possession. The bone devil's possession save DC is 15 (Charisma based). It is a Rider that can possess an object within 30 feet by concentrating for 1 minute. When the bone devil possesses a target, its body assumes a spiritual form and is subsumed by its host.

DEVIL, CHAIN

The chain devil gains the following trait:

Disturbed. Each living creature that starts its turn with 20 feet of the devil must succeed on a DC 14 Wisdom saving throw or become unsettled for 1 minute. If a target's saving throw is successful, the target is immune to the devil's Disturbed trait for 24 hours.

DEVIL, ERINYES

The erinyes gains the following traits:

Possession. The erinyes's possession save DC is 16 (Charisma based). It is an Influencer that can possess a creature within 60 feet of it by concentrating for 1 minute. When the erinyes possesses a target, its body assumes a spiritual form and is subsumed by its host.

Presence. While possessing a host, once each minute, the erinyes can harm its host to gain compliance as an action. The host must make a DC 16 Charisma saving throw. If the save is failed, the host takes 13 (3d8) psychic damage. If the save succeeds, the host takes half the damage.

DEVIL, ICE

The ice devil gains the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 18 spiritfont with a range of 50 feet as an action. The ice devil can create up to 4 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 50 feet of another one.

Alternately, the ice devil can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 17 Intensity saving throw or become controlled. The ice devil can control no more than 4 spiritfonts at once.

Possession. The ice devil's possession save DC is 17 (Charisma based). It is an Influencer that can possess an object within 30 feet of it by concentrating for 1 minute. When the ice devil possesses a target, its body assumes a spiritual form and is subsumed by its host.

DEVIL, PIT FIEND

The pit fiend gains the following traits:

Dominating Spirit. It can create an Intensity 24 spiritfont with a range of 80 feet as an action. The pit fiend can create up to 7 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 80 feet of another one.

Alternately, the pit fiend can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 21 Intensity saving throw or become controlled. The pit fiend can control no more than 7 spiritfonts at once.

Possession. The pit fiend's possession save DC is 21 (Charisma based). It is a Usurper that can possess a creature with fewer than 25 hit points or an object as an action. When the pit fiend possesses a target, its body assumes a spiritual form and is subsumed by its host. The pit fiend can use its Fear Aura and Innate Spellcasting traits while it possesses a host.

DEVILS: ARCHDEVILS**

All archdevils gain condition immunity to stasis and unsettled and the following traits:

Dominating Spirit. The archdevil can create a spiritfont using its Charisma with a range of 20 feet per Charisma modifier (minimum of 50 feet) as an action. It can create up to 10 + Charisma modifier connected spiritfonts, with the first one acting as a spiritwell.

Alternately, the archdevil can automatically take control of an existing spiritfont, including a spiritwell, as an action. The archdevil can control any number of spiritfonts at once, but can control only 1 spirit well.

Dream Architect. The archdevil acts as a dream architect while on the Dreamscape.

Infernal Abjection. The archdevil can place a devil within an object, causing the devil to possess it as a host by completing a 10-minute ritual. An unwilling devil must succeed on a Wisdom saving throw against the archdevil's possession save DC (8 + Charisma modifier + proficiency bonus) or be forced into the object as a Rider; if the devil is a subordinate to the archdevil, it has disadvantage on its saving throw. As an action, the archdevil can restore the devil, even if it is on another plane of existence.

Psionic Resistance. The archdevil has advantage on saving throws against psionics and other psychic effects.

DEVOURER*

The devourer gains condition immunity to unsettled.

DRACOLICH

The dracolich gains condition immunity to unsettled and the following trait:

Psionic Resistance. The dracolich has advantage on saving throws against psionics and other psychic effects.

DRAEGLOTH*

The draegloth gains condition immunity to unsettled.

EIDOLON**

The eidolon gains condition immunity to unsettled and the following trait:

Nonbiological. The eidolon can't be the target of psychometabolism powers.

ELDER ELEMENTALS**

Elder elementals gain condition immunity to unsettled and the following trait:

Spiritual Resilience. The elder elemental is not affected by the effects of a spiritfont. Whenever it is in the space of the center of a spiritfont, that spiritfont is rendered dormant until the elder elemental moves.

EMPYREAN

The empyrean gains condition immunity to unsettled and the following trait:

Psionic Resistance. The empyrean has advantage on saving throws against psionics and other psychic effects.

ETTIN

The ettin gains the following trait:

Multiple Minds. The ettin has advantage on saving throws against telepathy powers.

FLAMESKULL

The flameskull gains condition immunity to unsettled and the following trait:

Psionic Resistance. The flameskull has advantage on saving throws against psionics and other psychic effects.

FLUMPH

Its Telepathic Shroud trait also makes it immune to telepathy powers.

GALEB DUHR

The galeb duhr gains the following trait:

Psionic Resistance. The galeb duhr has advantage on saving throws against psionics and other psychic effects.

GARGOYLE

The gargoyle gains the following trait:

Nonbiological. The gargoyle can't be the target of psychometabolism powers.

GHOST

The ghost gains condition immunity to unsettled and the following traits:

Dominating Presence. While possessing a host, it can create an Intensity 17 spiritfont with a range of 45 feet as an action. The ghost can create up to 3 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 45 feet of another one.

Alternately, the ghost can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 hour. The spiritfont must succeed on a DC 13 Intensity saving throw or become controlled. The ghost can control no more than 3 spiritfonts at once.

Possession. The ghost's possession save DC is 13 (Charisma based). It is a Controller that can possess a creature or an object within 5 feet of it as an action. When the ghost possesses a target, its body assumes a spiritual form and is subsumed by its host.

GHOUL

All ghouls gain condition immunity to unsettled.

GIANT, FROST, EVERLASTING ONE*

The everlasting one frost giant gains the following trait only if Extra Heads is present:

Multiple Minds. The giant has advantage on saving throws against telepathy powers.

GIANT, STONE, DREAMWALKER*

The dreamwalker stone giant gains the following trait:

Dream Actor. The giant acts as a dream actor while on the Dreamscape.

GIBBERING MOUTHER

The gibbering moulder gains condition immunity to unsettled.

GOLEM, CLAY

The clay golem gains condition immunity to unsettled and the following trait:

Nonbiological. The golem can't be the target of psychometabolism powers.

GOLEM, FLESH

The flesh golem gains condition immunity to unsettled and the following trait:

Tormented. At the start of each of its turns, the golem ends each telepathic effect afflicting it.

GOLEM, IRON

The iron golem gains condition immunity to unsettled and the following trait:

Nonbiological. The golem can't be the target of psychometabolism powers.

GOLEM, STONE

The stone golem gains condition immunity to unsettled and the following trait:

Nonbiological. The golem can't be the target of psychometabolism powers.

GORGON

The gorgon gains the following trait:

Aberrant Biology. The gorgon is immune to psychometabolism powers which change its form.

HAGS

All hags gain condition immunity to unsettled.

HAG, NIGHT

The night hag also gains condition immunity to unsettled and the following traits:

Dream Architect. The hag acts as a dream architect while on the Dreamscape.

Psionic Resistance. The hag has advantage on saving throws against psionics and other psychic effects.

HAG, SEA

Its Death Glare can also target an unsettled creature.

HELMED HORROR

The helmed horror gains condition immunity to unsettled and the following traits:

Nonbiological. The helmed horror can't be the target of psychometabolism powers.

Psionic Resistance. The helmed horror has advantage on saving throws against psionics and other psychic effects.

HOWLER**

The howler gains condition immunity to unsettled.

HYDRA

The hydra gains the following trait:

Multiple Minds. The hydra has advantage on saving throws against telepathy powers.

KI-RIN*

The ki-rin gains condition immunity to unsettled and the following traits:

Psionic Resistance. The ki-rin has advantage on saving throws against psionics and other psychic effects.

KRAKEN

The kraken gains condition immunity to unsettled. Its Freedom of Movement trait also applies to psionic effects.

LICH

The lich gains condition immunity to unsettled.

MARUT**

The marut gains condition immunity to stasis and unsettled and the following traits:

Nonbiological. The marut can't be the target of psychometabolism powers.

Psionic Resistance. The marut has advantage on saving throws against psionics and other psychic effects.

Spiritual Control. The marut can sense spiritfonts within 1 mile. As a bonus action, the marut can automatically render one spiritfont it senses dormant for 24 hours.

MEENLOCK*

The meenlock gains condition immunity to unsettled. Its traits are considered psionic and not magic.

MIND FLAYERS

Their traits and actions are considered psionic and not magic. All mind flayers gain the following trait:

Psionic Resistance. The mind flayer has advantage on saving throws against psionics and other psychic effects.

MUMMY

The mummy gains condition immunity to unsettled.

MUMMY LORD

The mummy lord gains condition immunity to unsettled and the following trait:

Psionic Resistance. The mummy lord has advantage on saving throws against psionics and other psychic effects.

NAGA, BONE

The bone naga gains condition immunity to unsettled.

NAGA, SPIRIT

The spirit naga gains the following trait:

Possession. The spirit naga's possession save DC is 16 (Charisma based). It is a Rider that can possess a creature with 0 hit points within 10 feet of it by concentrating for 1 minute. When the spirit naga possesses a target, its body assumes a spiritual form and is subsumed by its host. The spirit naga can use its Innate Spellcasting trait while it possesses a host.

NEOTHELID*

Its traits are considered psionic and not magic. The neothelid gains the following trait:

Psionic Resistance. The neothelid has advantage on saving throws against psionics and other psychic effects.

NIGHTWALKER**

The nightwalker gains condition immunity to unsettled and the following trait:

Usurping Presence. The nightwalker can take control of an existing spiritfont, including a spiritwell, by concentrating for 1 minute. The spiritfont must succeed on a DC 15 Intensity saving throw or become controlled. The nightwalker can control only 1 spiritfonts at once.

OGRE, ONI

The oni gains condition immunity to unsettled and the following traits:

Possession. The oni's possession save DC is 15 (Charisma based). It is an Influencer that can possess an object within 5 feet of it by concentrating for 1 minute. When the oni possesses a target, its body assumes a spiritual form and is subsumed by its host.

Presence. While possessing a host, it can create an Intensity 17 spiritfont with a range of 40 feet as an action. The oni can create up to 2 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 40 feet of another one.

OOZE

All oozes gains condition immunity to unsettled.

ORG, TANARUKK*

The tanarukk gains the following trait:

Psionic Resistance. The tanarukk has advantage on saving throws against psionics and other psychic effects.

RAKSHASA

The rakshasa gains condition immunity to unsettled and the following trait:

Possession. The rakshasa's possession save DC is 18 (Charisma based). It is a Controller (transformation) that can possess a dead humanoid creature that was murdered within the Material Plane while the rakshasa is in the Nine

Hells. When the rakshasa possesses a target, the target transforms into the creature described in the Monster Manual, while the rakshasa's true body remains safe within the Nine Hells.

REDCAP*

The redcap gains condition immunity to unsettled.

RETRIEVER**

The retriever gains condition immunity to unsettled and the following trait:

Nonbiological. The retriever can't be the target of psychometabolism powers.

SCARECROW

The scarecrow gains condition immunity to unsettled and the following trait:

Nonbiological. The scarecrow can't be the target of psychometabolism powers.

SHADOW

The shadow gains condition immunity to unsettled.

SHIELD GUARDIAN

The shield guardian gains condition immunity to unsettled and the following trait:

Nonbiological. The shield guardian can't be the target of psychometabolism powers.

SKELETONS

All skeletons gain condition immunity to unsettled.

SKULL LORD**

The skull lord gains condition immunity to unsettled and the following trait:

Multiple Minds. The skull lord has advantage on saving throws against telepathy powers.

SLAADI

All slaadi gain condition immunity to unsettled and the following trait:

Psionic Resistance. The slaad has advantage on saving throws against psionics and other psychic effects.

SORROWSWORN**

All sorrowsworn gain condition immunity to unsettled.

SORROWSWORN, THE ANGRY**

The Angry also gains the following trait:

Multiple Minds. The Angry has advantage on saving throws against telepathy powers.

SPAWN OF KYUSS*

The spawn of Kyuss gains condition immunity to unsettled.

SPECTER

The specter gains condition immunity to unsettled.

STAR SPAWNS**

All star spawns gain condition immunity to unsettled.

STEEL PREDATOR**

The steel predator gains condition immunity to unsettled and the following trait:

Nonbiological. The steel predator can't be the target of psychometabolism powers.

Psionic Resistance. The tanarukk has advantage on saving throws against psionics and other psychic effects.

SUCCUBUS

The succubus gains condition immunity to unsettled and the following traits:

Possession. The succubus's possession save DC is 15 (Charisma based). It is an Influencer that can possess a sleeping creature within 5 feet of it or an object it touches by concentrating for 1 minute. When the succubus possesses a target, its body assumes a spiritual form and is subsumed by its host.

Presence. While possessing a creature, the succubus can use its action once each round to grant its host advantage or disadvantage on a d20 roll to compel it to compliance. It can also create an Intensity 15 spiritfont with a range of 40 feet as an action.

SWARMS

All swarms gain condition immunity to unsettled.

SWORD WRAITH**

The sword wraith gains condition immunity to unsettled.

TARRASQUE

The tarrasque gains condition immunity to unsettled and the trait below. Its Reflective Carapace trait also applies to psionic powers.

Psionic Resistance. The tarrasque has advantage on saving throws against psionics and other psychic effects.

VAMPIRIC MIST**

The vampiric mist gains condition immunity to unsettled.

VARGOUILLE*

The vargouille gains condition immunity to unsettled.

WATER WEIRD

The water weird gains condition immunity to unsettled and the following traits:

Nonbiological. The water weird can't be the target of psychometabolism powers.

Psionic Resistance. The water weird has advantage on saving throws against psionics and other psychic effects.

WIGHT

The wight gains condition immunity to unsettled.

WILL-O'-WISP

The will-o'-wisp gains condition immunity to unsettled and the following trait:

Nonbiological. The water weird can't be the target of psychometabolism powers.

WRAITH

The wraith gains condition immunity to unsettled and the following traits:

Possession. The wraith's possession save DC is 13 (Charisma based). It is a Rider that can possess an object within 5 feet of it by concentrating for 1 minute. When the wraith possesses a target, its body assumes a spiritual form and is subsumed by its host.

Presence. While possessing a host, it can create an Intensity 15 with a range of 40 feet spiritfont as an action. The wraith can create up to 2 connected spiritfonts, with the first one acting as a spiritwell. Each spiritfont must be within 40 feet of another one.

YETH HOUND*

The yeth hound gains condition immunity to unsettled.

YUAN-TI, NIGHTMARE SPEAKER*

The nightmare speaker yuan-ti gains the following trait: Dream Actor. The yuan-ti acts as a dream actor while on the Dreamscape.

YUGOLOTH

All yugoloths gain condition immunity to unsettled as well as the following trait if it has the Magic Resistance trait:

Psionic Resistance. The yugoloth has advantage on saving throws against psionics and other psychic effects.

YUGOLOTH, ARCANOLOTH

The arcanoloth gains condition immunity to unsettled and the following traits:

Possession. The arcanoloth's possession save DC is 20 (Intelligence based). It is an Influencer that can possess an object it touches as an action. When the arcanoloth possesses a target, its body assumes a spiritual form and is subsumed by its host. The arcanoloth can use its Innate Spellcasting trait while it possesses a target.

Presence. While possessing a host, once each minute, the arcanoloth can harm its host to gain compliance as an action. The host must make a DC 20 Charisma saving throw. If the save is failed, the host takes 15 (3d6 + 5) psychic damage. If the save succeeds, the host takes half the damage.

YUGOLOTH, ULTROLOTH

The ultroloth gains condition immunity to unsettled and the following trait:

Possession. The ultroloth's possession save DC is 17 (Charisma based). It is a Controller that can possess a creature that meets its gaze as an action. When the ultroloth possesses a target, its body enters a state of suspended animation. The ultroloth can use its Innate Spellcasting trait while it possesses a target.

ZOMBIES

All zombies gain condition immunity to unsettled.

APPENDIX C: MODIFYING CONTENT

SUBSTITUTING SUBCLASS SPELLS

Certain subclasses reference spells from *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything*. If you don't have the appropriate content to reference, you will need to substitute those spells for spells from the *Player's Handbook*. Consult the tables below to see which spells you gain instead. The DM may offer a different selection of spells if those spells are more appropriate for the campaign.

CIRCLE OF STILLNESS ALTERNATE SPELLS

Base Spell	Alternate Spell
<i>cause fear</i>	<i>faerie fire</i>
<i>ceremony</i>	<i>sanctuary</i>
<i>healing spirit</i>	<i>aid</i>
<i>spirit shroud</i>	<i>spirit guardians</i>
<i>summon elemental</i>	<i>conjure minor elementals</i>

DREAMING SORCEROUS ORIGIN ALTERNATE SPELLS

Base Spell	Alternate Spell
<i>Tasha's mind whip</i>	<i>crown of madness</i>
<i>catnap</i>	<i>bestow curse</i>

CREATING YOUR OWN CONTENT

These rules are intended to serve as a framework. As such, you can use the systems provided to make your own content. The sections that follow are aimed to facilitate your efforts.

If you are sharing your creation using this system, be sure to link to the system so your readers have everything they will need to use your creation. If you are only using segments of this document, you can copy it verbatim, but please provide the courtesy of credit.

Make sure to also review the sections on creating new material in the *Dungeon Master's Guide*. I won't retread what is already written.

CREATING A SUBCLASS

Adding a psychic themed subclass requires that you give features with the right flavor. You need to decide whether your subclass manifests powers like a savant or transcendent or whether it has psychic themed features like the Path of the Ghost barbarian or Dervish fighter. In any case, you need to pick a manifesting ability for psychic class features. Typically this will be Intelligence, Wisdom, or Charisma depending on how the class expresses its powers.

When creating a manifesting subclass, you'll need to give it an available pool of powers or a set list depending on your concept. Next you need to give it power points to augment these powers. The simplest method is to make a subclass with one third manifestation ability, in the same way the eldritch knight has spellcasting. There are two examples of such subclasses in this document for monk and rogue. If your subclass is instead intended to only have a limited set of powers (such as only 2 or 3 total powers) you might use an alternate power point progression system or restrict what they can do per rest.

If your subclass is of a magic using class, you can leverage the same spell slot to power point system used by the Oath of the Ardent paladin and Cerebromancer wizard. You may need to further restrict how many power points your subclass can spend on a single power to better balance it among its class peers.

Always use existing subclass features as a guide for balancing features you add. You need to provide content for each level that a class gains a subclass feature. Also, be careful of frontloading powerful abilities as that can lead to players dipping into a subclass for potential abuse.

CREATING A CLASS

I recommend against creating a new class, but if you are determined, to embark cautiously as a class is much harder to balance and adjust. Much like with a subclass, creating a psychic themed class requires you to decide whether it manifests powers or whether it has psionic-like features.

If your class is a manifester, it needs a manifesting ability which should be Intelligence, Wisdom, or Charisma. It also needs to have a number of known powers and a list of possible powers to choose from as well as power points to manifest its powers. If your class is a full manifester, use the savant or channeler as a starting point. If it's a half manifester, use the transcendent to get you started. You should never give a class more power points than a savant or channeler have due to the nature of how powers can be augmented. Manifesting high level powers should quickly exhaust a manifester's power point reserve.

Next you'll need to give it features. Start by allotting the Ability Score Increase feature. For most classes this should be at 4th, 8th, 12th, 16th, and 19th level. Look to fighter and rogue if you want your class to have more. For casters (and thus manifesters), often levels where a new spell level is gained is left empty. This is not always practical, but is a good guideline. Psionics use $(\text{spell level} * 2) - 1$ to calculate equivalent power point cost.

You also need to place subclass choice (often at 3rd level) and create at least two options. Apportion around four levels in your class (including the level a subclass is selected) for subclass features. If your subclass changes the manifesting ability, it should be selected on the same level that powers are selected so as to not change how the character plays midgame. See savant and channeler.

CREATING A RACE OR SUBRACE

This is much like creating nonpsychic races and subclasses, only that you need to provide some psychic or spiritual themed trait. The easiest way is to allow your race to manifest a power once per long rest. You can also give a race a power point reserve, but this pool should be small and not scale substantially, or at all, with level. No more than 3 power points should be given from a racial trait (the equivalent of a 2nd-level spell).

CREATING A POWER

Every power should have an at will, cantrip level effect as well as several means to spend power points to augment that power.

A power takes a certain amount of time to manifest, usually one Action. If your power requires a Reaction, you need to state what events are required to permit that reaction. If you allow a power to be augmented to allow it to be manifest as a Reaction, you also need to state under which conditions this is allowed.

Your power must have a range. If it originates from the manifester, the range is Self. A power generally can't persist outside its range.

Also, each power is either instantaneous (Maintenance: None) or has a Maintenance time. Maintenance requires concentration, and once the period of time indicated is exceeded, the manifester suffers psychic strain. Never make a power with a duration that doesn't require concentration; psionic powers are not designed and balanced to be fire and forget. In some cases, powers can linger, but such times are very short (a few rounds) or require substantial setup.

For offensive powers, if it deals damage as a cantrip, it should have a 0 cost augmentation that improves its damage with each tier of play or somehow improves it, such as area, maintenance, or lingering effect. Look at how cantrips and existing powers scale for 0 power points for reference.

An augmentation should either change the scale of a power (range, number of targets, area of effect, damage, etc.) or change the scope of the power such as changing or adding to the effects. Scope should remain thematic with the rest of the power and its other augmentations.

Typically, augmentations that change scale cost 1 or 2 power points per increase and can be taken more than once. Area of effect and number of targets should sometimes cost more points depending on what the power does. Use existing powers as a guideline. Also consider placing a cap based on how you envision the power's scale maxing out. Caps are also useful to encourage players to combine augmentations.

Scope changes are recommended to always have a cost that is a multiple of 2 if the power has a base augmentation cost of 1 or 1 + a multiple of 2 and should roughly coincide with spell level (3 power points for a 2nd-level spell equivalent, 5 power points for a 3rd-level spell equivalent, etc.). Your power may just have effects at benchmarks roughly equivalent to certain spell levels. *Dimensional disassociation* is an example of such a power.

Sometimes an augmentation should be able to be empowered. For instance, if you have an augmentation that adds a damaging effect, you should probably include an empowerment that increases that damage. This allows you to frontload a scaling component to establish a minimum level to manifest it while providing decent scaling for that effect with lower costs.

There may be cases where an empowerment cost 0 power points and instead looks at the total number of power points spent on the power. You do this when you need your augmentation to scale but the power is bloated. Try to avoid this as it may mean you put too much breadth in the power, but there are cases where it's necessary.

When balancing your power, look at existing powers and spells. Buff and debuff powers should be generally equivalent to spells, but you may opt for them to cost more power points than the equivalent would normally cost to preserve the spell's niche. When balancing damage, a power that can't be maintained should follow the guidelines in the DMG for spells. For maintained powers, the power should be less damage upfront, but over time will exceed a similar level spell. A power should deal less damage than a spell in its first two turns. In the third turn it should be approximately equal to a spell of the same level of power, overtaking a spell starting with the fourth round. Psionics are designed to be efficient when allowed to be maintained, and inefficient at burst effectiveness. This philosophy is in place because maintained powers always require concentration and can be interrupted and to create a specific flavor for powers that matches the archetypal fantasy of psychic powers.

INDEX

Index has been temporarily removed. It will return when the sourcebook is closer to final release.