

THE KORRANBERG CHRONICLE

PSION'S PRIMER



A COMPLETE PSIONICS SYSTEM

BY

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A FRIENDLY WARNING

It's a little..." The changeling waved his hand in the air, quill tilting lazily through his fingers, "hard to believe. Sentient nightmares that are planning world domination and pretending to be enlightened individuals bringing us vital, humanitarian aid? Sorry, but unless you have some actual proof..."

The woman on the other side of the table, contriving to look calm despite the developing bar brawl building in the Lhazaar tavern, tilted her head with the same faint smile she'd worn throughout the conversation. She leaned forward, resting her elbow on the table, and with a flash of light from her eyes and chest, a blade of radiant blue energy appeared around her hand. "Will this qualify?"

"Minor illuso—" Rhen replied, before the blade was brought down to cut his mug, a cheap, wooden thing he'd suspected was leaking, into two neat pieces. "—cannot do that." He stared at the useless halves of the mug on the table, frowning despite his lack of enthusiasm for the swill that used to be in the mug when it was whole.

"Would you need more evidence that what I am here to tell you is not of your arcanism?" Evatana dismissed her blade as Rhen debated whether another drink was worth trying to get the bartender's attention. "Very few of my people would even consider offering an outsider any of this information at all."

Glancing over to the corner where Ardiane had settled herself to watch the meeting, Rhen nodded in acknowledgement, then flagged down the bartender for another mug of ale, deciding he did, in fact, need something to help him take this all in. "Then why now and why me?" He could feel Ardiane's eyes burning the back of his skull, despite her being several feet away and possessed of no such magical gaze abilities. He knew she was carefully watching for any trickery on Evatana's part.

A growl from another section of the tavern drew his attention in that direction, but he didn't miss Evatana's next words. "I believe that the people of these lands can be made allies rather than left as ignorant lambs before the onslaught of the Darkness."

She followed his gaze as well, where a Jorash'tar half-orc from the Mror Holds had drawn the attention of a Lhazaarite pirate who'd gotten too close. The Mror lowlander lifted the offender off the ground, growling in his face.

The pirate's friends came to his defense, and soon the area around the bar was a flurry of splinters and punches. "This is what they will do," Evatana gestured broadly at the room, "but on a grander scale. They will divide your people, let them fight themselves, and when you are weak, they will come as saviors."

Rhen paused, looking suspiciously at the woman, then gestured to the bar brawl. "This isn't your influence, is it?" Evatana shook her head, both in answer and, apparently, to warn off Ardiane. "So these quori are just waiting for us to destroy ourselves in some sort of apocalyptic war..." A chill ran down his spine, and he put his head in his hands.

Evatana gave him a moment, in which Ardiane abandoned all subtlety to sit next to him, glaring at Evatana suspiciously as she put an arm around his waist. "Yes," Evatana replied. "Whether or not they had a hand in its beginning, you were never so vulnerable as you are now. Certainly, their hidden hands seek to renew the destruction of the Last War."

"And I just happen to be in the right place for you to pass this message on?" Rhen looked up, taking a deep gulp from the new mug. "They're eating at the fractures, and these 'psionic powers' are what they're using to do it." He coughed as the unexpectedly strong Lhazaar alcohol burned the back of his throat. How strong was the ale here? "Then you're right. Tell me about the quori and how we can fight their designs. I don't know if we can, but..."

Evatana offered a small smile. "Your people fight horrors like this all the time. Psionic powers are not as foreign to Khorvaire as you think. Beneath the surface of this land, the mind flayers and their aberrant kin know these techniques too, and despite the taint of this psionic corruption spreading through cults and warped bloodlines, your protectors in the forests fought them and won. It is not a war of blood and steel. This is a war of hearts and righteousness. If you Dream of a better Age, the world will Turn to it."

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INTRODUCTION

"Nothing is at last sacred but the integrity of your own mind."

— Emerson

PSIONICS have a long and storied history in DUNGEONS & DRAGONS, having been a part of nearly every edition of the game. While psionics were added to many prior editions, they were integral to a few campaign settings. The Eberron campaign setting, most notably, was built with the assumption that both psionics and magic existed in the world from the very beginning.

The *Psion's Primer* is a supplement for both players and Dungeon Masters. Within these pages, you will find everything you need to create a psionic character, reward or claim psionic treasure, and devise cunning psionic encounters for your 5th edition DUNGEONS & DRAGONS campaign!

WHAT YOU NEED TO PLAY

To use *The Korranberg Chronicle: Psion's Primer*, you will need the 5th edition *Dungeon Master's Guide*, *Monster Manual*, and *Player's Handbook*. In addition, if you are using the psionic rules presented in this book to run an Eberron campaign, it is recommended that you familiarize yourself with the Eberron campaign setting by reading *Exploring Eberron*, the *Wayfinder's Guide to Eberron*, *Eberron: Rising from the Last War*, and other supplements in the [Korranberg Chronicle product line](#).

As a note, the *Psion's Primer* is completely independent of the psionic material presented in *Unearthed Arcana*, including the Mystic playtest and the psionic die mechanic.

PSIONICS IN OTHER SETTINGS

While the lore in this product defaults to the Eberron campaign setting, the mechanics presented in it can be used in any setting, perhaps even in some where psionics is more prevalent and widespread than magic.

Throughout this book, sidebars such as these will discuss ways of incorporating psionic elements into other settings, to facilitate use of the system presented here in a wide variety of DUNGEONS & DRAGONS games.

WHY USE PSIONICS?

Psionic power has been presented as using a radically different subsystem from other forms of magic in most editions of DUNGEONS & DRAGONS. Why use a separate subsystem, with brand new rules to learn, to represent psionics rather than reflavoring regular spellcasting?

In the Eberron campaign setting, magic holds no mystery for the people of Khorvaire. Arcane magic is routinely studied and industry is fueled by experts in the field. For a commoner of the Five Nations, encountering magic spells is a familiar, nearly every-day occurrence.

Psionics, then, is a foreign and mystic kind of power. From the Inspired and kalashtar of Sarlona, to the secretive cults dedicated to mad entities lurking in Khyber, psionic powers are a kind of magic that most Khorvairians know nothing about. Introducing psionics into your game as a separate system only reinforces the allure and mystery of this esoteric form of magic.

PSIONICS: THE BASICS

Psionics, as a form of magic, has some similarities to spellcasting. There are two types of psionic powers: psionic talents and psionic augments.

Psionic talents are cantrips and are similar to arcane or divine cantrips. Their primary distinction is that they have an indefinite duration that lasts for as long as you focus on them. You can only focus on one psionic talent at a time, and you only lose focus if you lose consciousness.

Psionic augments are powers that look like spells in most ways: they have schools of magic, they range from 1st to 9th level, and you can only use (or manifest) them a limited number of times between long rests. They are not spells, however, and rather than expending spell slots, you must expend psi points to manifest them. The number of psi points you have, and the limits of their use, typically depend on your levels in a class that grants psionic powers.

Additionally, each augment is a psionic power that modifies or amplifies a specific psionic talent, and you can only manifest an augment while you are focusing on the talent it is keyed to.

Psionic classes are presented in Chapter 1, while Chapter 4 goes into greater detail on the use of psionic powers during play.

PSIONICS OF EBERRON

Psionic power is a form of magic inherent to the Eberron campaign setting, though it is often placed just out of focus of the setting's main conflicts. The kalashtar's shadow war with the Inspired, for example, can easily be overlooked, and the psionic aspects of the mind flayers and their cults can be downplayed. But if one chooses, there is a plethora of lore about the origins of psionic power in Eberron and societies that employ psionics as adeptly as the Five Nations does arcane magic, hidden just below the surface.

PLANES OF THOUGHT

Psionic power typically flows from one of two planes of existence: Dal Quor or Xoriat. The essence of each of these planes is inherently tied to the mind. Fernia is the Sea of Fire and home to beings of elemental flame. Dolurrh, the Realm of the Dead, is where ghosts and spirits of death reside. But as the planes of Dream and Madness, respectively, Dal Quor and Xoriat touch upon the power inherent to the mind like no other planes.

DAL QUOR, THE REGION OF DREAMS

In the world of Eberron, mortals psychically project their minds into another plane of existence whenever they dream, and that plane is Dal Quor. The dreamscapes of mortals swirl around the borderlands of this plane, each a bubble of light in an ever-roiling expanse of darkness. These dreamscapes wink in and out of existence as their mortal dreamers slumber and wake, forever revolving around the stable center of the plane. At the center of Dal Quor are the great cities and strongholds of the quori, a massive civilization of pure terror and malice given form by the nightmarish heart of the plane, *il-Lashtavar*, or the "Darkness That Dreams."

The quori and other beings with strong ties to Dal Quor, such as the kalashtar and thri-kreen, have inherent psionic abilities that they draw from this plane. Others can hone their natural connection to Dal Quor and draw energy from the emotions and pure imagination that make up that plane of existence, manifesting their thoughts on the material plane as psionic powers.

While the current nature of Dal Quor is that of a dark nightmare, the inherent essence of the plane remains that of all dreams, so psionic powers originating from Dal Quor are not inherently evil.



XORIAT, THE REALM OF MADNESS

Xoriat is often misunderstood as a realm of alien entities and unnatural horrors beyond imagining, but it is actually formed from the wildest possibilities of the sentient mind stripped of its limits. All thinking minds touch upon the Realm of Madness, some to a greater degree than others. And while Xoriat is an inherently evil-aligned plane of existence, not all of those with a strong connection to the Realm of Madness need be a detriment to society. While the insane cultist acting upon violent delusions is a reflection of Xoriat, so too is the genius artificer innovating brilliant, never-before-thought-of designs.

Cultists and aberrations that draw their psionic power from this plane often refer to it as the Realm of Revelations, rather than one of madness. To them, Xoriat is the truth of reality, and one can only see the truth when they accept that their mind has the ability to create reality.

THE SEA OF SIBERYS

While Dal Quor and Xoriat are the most commonly identified planes of thought in Eberron, psionic potential may also be drawn from the Sea of Siberys, also known as the Astral Sea or Astral Plane. The Astral Sea is the medium through which Eberron's outer planes orbit the Material Plane. Currents of psychic wind churn in the vast silver void of the plane, and the rare few natives of the plane often possess psychic potential. While Dal Quor and Xoriat are focused, distilled expressions of thought, the Sea of Siberys is diffuse and ephemeral in its connection to the mind.

PSIONICS IN OTHER SETTINGS

Several of the rules and abilities presented in this book presume the existence of planes of thought, but you do not need to use Dal Quor and Xoriat if your game is not set in Eberron. In other campaign settings, you can use alternative planes of thought, such as the following:

The Astral Plane. Appendix C of the *Player's Handbook* describes the Astral Plane as "the realm of thought and dream." Like Eberron's Sea of Siberys, many of the rare inhabitants of the Astral Plane have inherent psionic power, and the plane responds to thoughts and ideals, allowing psionic characters to draw energy and matter from it.

The Far Realm. In campaigns using the Great Wheel cosmology, the Far Realm is an alien place that exists outside the known planes of existence. Horrible alien monstrosities and aberrations originate from this place and are associated with psionic power. Consider allowing rules elements that draw on the psionic power of madness to originate from the Far Realm.

The Feywild. As an alternative to the Astral Plane, the power of dreams can be ascribed to the fey and the Feywild in core D&D campaigns, as evidenced by supplemental material like the Circle of Dreams druid subclass in *Xanathar's Guide to Everything*. Consider powers that deal with dreams to originate from the Feywild for settings that do not have a dedicated plane of dreams. If the DM wishes, the quori may even be a race of dark fey in such campaigns, rather than fiends or aberrations.

The Will and the Way. In some settings, psionics have no external source and are a natural extension of a psionic creature itself. A psion in such a setting, for instance, would owe their power to no other entity or source but their own mind. Whenever a character in such a campaign setting uses a power or ability that interacts with a plane of thought, the psionic potential of the action originates with the character, and they merely pull matter or energy from a plane of existence that is amenable to such interaction, such as the Astral Plane.



PSIONIC SOCIETIES

While psionic power originates from the planes in Eberron, cultures that employ psionics exist on the material plane itself. The most organized, established, and advanced of these are the psionic societies of Sarlona, though several cults of the Dragon Below in Khorvaire also nurture psionic power among their numbers.

KHYBER CULTS

Secretive cults dedicated to the powers of the Dragon Below hide among all levels of Khorvairian society. They are not, however, a monolithic force. Each cult has its own independent circle of followers, culled from the insane, the desperate, and the vulnerable. Some of these cults arise naturally from societal pressures and charismatic leaders. Other cults originate from aberrations and creatures of Khyber manipulating the downtrodden and performing obscene experiments on them which may result in the manifestation of psionic powers.

Madness Manifested. Though most links to Xoriat were sealed by the Gatekeeper druids some nine millennia ago, several manifest zones tied to the Realm of Madness still exist, predominantly in the deep swamps of the Shadow Marches. Sometimes people born within one of these zones are gifted with raw psionic potential. These people are typically called “wild

savants” and are ostracized by others for their strange abilities. If driven too far into the fringes of society, they may find greater psionic power by succumbing to the call of Xoriat, and begin forming their own cults in service to their mad egos or mounting delusions.

Mind Flayer Thralls. Illithids and their kin are the most widely feared and psionically potent aberrations in Khyber, and they often create hereditary cults dedicated to them to ensure a steady diet of humanoid brains. Members of these cults with psionic potential are seen as possessing the blessing of the mind flayers and are exempted from harvest, becoming lieutenants in the cult hierarchy. In reality, their illithid masters merely see them as useful thralls and puppets, elevated from livestock.

The Silent Cults. Some of the Khyber cults that most commonly attract psionic followers are those dedicated to the Master of Silence, one of the horrific entities from Xoriat known as the daelkyr that were sealed in Khyber at the end of the Xoriat Invasion nine millennia ago. The Master of Silence is whispered to possess the most immense psychic might of all the daelkyr. Admittance into cults dedicated to this entity usually impose a vow of silence onto their initiates, as uttering even a single word is blasphemy to these cults. Instead, communication is nonverbal, with those capable of telepathy being the most blessed and favored, often leading the cults of Silence.



SARLONA

Sarlona is a continent in the eastern hemisphere of the world of Eberron and the birthplace of humanity. It had a long and storied history of both divine and arcane magical traditions, and when Sarlonan settlers emigrated to Khorvaire these traditions formed the basis for the magical knowledge of what would become the Five Nations. After the events known as the Sundering of Sarlona 1,500 years ago, however, Sarlona saw a sharp decline in the use of all forms of magic other than psionics. The Sundering was a continent-spanning conflict that saw most existing nations and power structures of Sarlona collapse. From the devastation, the Inspired rose and formed the Unity of Riedra.

Inspired Riedra. The Unity of Riedra dominates the continent of Sarlona and is ruled by the Inspired, a caste of people the populace believes to be spiritually guided by the enlightened spirits of their ancestors. The populace attributes the peaceful golden age following the Sundering to the enlightened, benevolent rulership of the Inspired. In truth, the Sundering was orchestrated by the quori, malevolent beings from Dal Quor, and the Inspired leaders of Riedra are mortal vessels eugenically bred for quori possession. The Riedran empire is ruled by psionic fiends, and the populace is kept controlled by nightly psychic broadcasts projected into their dreaming minds.

While psionic ability in Sarlona is not as widespread as arcane knowledge is in Khorvaire, the Inspired and their favored servants tend to be more powerful than typical spellcasters in the Five

Nations. Most Sarlonan settlements are locked in simple agrarian lifestyles, while rare Riedran cities benefit from psionic conveniences and marvels, such as a network of permanent teleportation gateways, reserved exclusively for the use of the Inspired and their entourages.

The Kalashtar and Adar. The Sundering of Sarlona, the arrival of the Inspired, and the near-total unification of the continent under the Riedran empire did not occur by mere happenstance or whim. Before the empty vessels for Inspired possession were created, the first mortal vessels for quori were sixty-seven human monks from a single monastery in the mountain range of Adar. Unlike the quori that would come to dominate Sarlona nearly a millennium later, the first quori to arrive on the Material Plane were virtuous rebels and refugees, dissatisfied with the ever-present evil and darkness of their home.

Adar had always been a place of refuge, so when these runaway quori came to Adaran monks in their dreams and begged for asylum, it was granted. The quori merged with their willing human hosts, creating the kalashtar bloodlines.

Since then, the techniques and disciplines of psionic power have become widespread in Adar, even outside kalashtar lineages. The safety of the region itself is ensured by the Shroud, a massive psionic barrier that protects the mountains and monasteries from invasion. The Shroud has defended Adar from a centuries-long siege by the Inspired aimed at wiping out the kalashtar and the rebel quori who have merged with their bloodlines.



CHAPTER ONE

PSIONIC CLASSES

The full potential of psionic power can only be achieved by dedicated focus and meditation, represented by taking levels in psionic classes, or choosing subclasses that also grant psionic power.

The **Empath**, **Icon**, and **Psion** are new classes capable of reaching the pinnacle of mortal psionic power, while the **Adamant**, **Lurk**, and **Soulknife** are new subclasses for existing *Player's Handbook* classes.

Additionally, optional multiclassing rules for psionic classes and subclasses are provided at the end of this chapter.

EMPATH

Empaths are mentors, therapists, and spiritual guides who realize their psionic potential through intuition and emotion. The nature of reality is often debated, and the empath uses this very debate as evidence of their own philosophy: Belief shapes reality. One does not see an object, one only sees a reflection of light bouncing off an object and believes it to still be there. Likewise, one can never really know another person, only believe in them or not. Belief is the cornerstone of all existence, and if one believes in something strongly enough, it becomes reality. Thus, the empath channels their belief into psionic power.

GUIDED MEDITATION

Empaths use their psionic abilities to aid and protect their allies and friends. Their transcendental understanding of the mind and its place in the cosmos grants them the ability to influence emotions, heal wounds, impart knowledge, and even reshape reality. An empath might recite confusing koans or pepper their speech with vague, esoteric terms that their companions don't fully understand, but their usefulness cannot be denied.

ONE WITH THE MULTIVERSE

An empath understands the cosmos and their place in it in terms of feelings rather than facts. Though psionic power stems from the mind, the empath channels this power through their heart. Logic and deduction, while important, reveal less truth to an empath than how they feel about a topic. To an empath, one can be technically correct, but still lose an argument because of how it was argued. Thus, the empath seeks to resolve conflicts by appealing to emotions rather than cold, rational logic, either by using words or their psionic abilities.

CREATING AN EMPATH

When creating an empath consider your personal philosophy. Is all the world a dream? Is every living thing connected, part of a greater whole? Where did you learn this philosophy, or did you develop it on your own? Did your psionic powers come before your philosophical outlook, driving you to find the answers to life's questions in order to explain your psionic potential? Or were your mental abilities the product of meditating on your understanding of the cosmos and attaining enlightenment?

QUICK BUILD

You can make an empath quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution or Dexterity. Second, choose the hermit background. Third, select the Mystic empathic mantle. Finally, select the *aura beacon*, *psychic static*, and *verve* talents, and the *aura of comfort*, *aura of victory*, *empathic projection*, *incite fury*, and *body adjustment* augments.

PSIONIC CLASSES & SUBCLASSES

Class	Subclass	Level Available	Description
Empath	Mystic	1st	Guide your companions with beneficial auras and enhanced healing.
Empath	Occultist	1st	Seek knowledge from psychic impressions and spirits.
Empath	Wilder	1st	Unleash your emotions to debilitate your foes and channel psychic power into your attacks.
Icon	The Heart	3rd	Nurture the strength and wellbeing of yourself and your allies.
Icon	The Noble	3rd	Inspire your allies by example, leading from the front.
Icon	The Warrior	3rd	Devastate your foes by embracing your thirst for battle.
Fighter	Adamant	3rd	Harness your ego to manifest psionic powers and enhance your body.
Monk	Soulknife	3rd	Master the art of the mindblade and blend ki power and psionics.
Psion	Dominator	1st	Hone your ability to control and dominate the minds of others through telepathy.
Psion	Kineticist	1st	Specialize in generating a particular kind of energy through sheer will and psionic power.
Psion	Shaper	1st	Enhance your ability to shape eidolons and grant them greater power.
Rogue	Lurk	3rd	Harness your ruthless id to stalk your foes and strike with psychic power.

THE EMPATH

Level	Proficiency Bonus	Features	Talents Known	Augments Known	Psi Points	Psi Limit
1st	+2	Psionics, Empathic Mantle, Focused Defense	3	5	4	2
2nd	+2	Enlightenment (1/rest)	3	6	6	2
3rd	+2	Empathic Mantle feature	3	7	16	4
4th	+2	Ability Score Improvement	4	8	20	4
5th	+3	—	4	9	32	6
6th	+3	Empathic Mantle feature	4	10	38	6
7th	+3	—	4	11	46	8
8th	+3	Ability Score Improvement	4	12	54	8
9th	+4	—	4	13	72	10
10th	+4	Enlightenment (2/rest)	5	14	82	10
11th	+4	Sublime Power (+2, 1/long rest)	5	15	94	10
12th	+4	Ability Score Improvement	5	16	94	10
13th	+5	Sublime Power (+4)	5	17	108	10
14th	+5	Empathic Mantle feature	5	18	108	10
15th	+5	Sublime Power (+6)	5	19	124	10
16th	+5	Ability Score Improvement	5	20	124	10
17th	+6	Sublime Power (+8)	5	21	142	10
18th	+6	Enlightenment (3/rest)	5	22	152	10
19th	+6	Ability Score Improvement, Sublime Power (2/long rest)	5	23	164	10
20th	+6	Transcendence	5	24	178	10

CLASS FEATURES

As an empath, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per empath level

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

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

PROFICIENCIES

Armor: Shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Insight, Intimidation, Medicine, Nature, Perception, Persuasion, and Religion

EQUIPMENT

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

- a simple weapon
- (a) a crystal, (b) orb, or (c) bell
- (a) a diplomat's pack, (b) an explorer's pack, or (c) a priest's pack

PSIONICS

You realize your psionic potential, gaining the use of talents and augments, the rules for which appear in Chapter 4. Psionic powers are magical effects.

PSIONIC TALENTS

A psionic talent is a psionic power that is a cantrip spell. You know three psionic talents of your choice from the empath talent list, plus a bonus psionic talent determined by your choice of empathic mantle (see Mantle Powers below). You learn additional empath talents of your choice at higher levels, as shown in the Talents Known column of the Empath table.

AUGMENTS

An augment is a psionic power that augments a psionic talent. You must be focusing on an augment's corresponding psionic talent in order to manifest it. You know five 1st-level powers that augment the empath talents you know.

The Augments Known column of the Empath table shows when you learn more augments of your choice. When the table indicates that you learn a new augment, you may only choose a power that augments one of the empath talents you know. Each of these augments must have a minimum power level no greater than half your levels in this class when you learn them (round up).

For instance, when you reach 3rd level in this class, you learn one new psionic power that augments an empath talent you know, and the power can be up to 2nd level.

Additionally, when you gain a level in this class, you can choose to replace one of your existing powers that augments an empath talent you know and replace it with another power that augments any empath talent you know. The new power can have a minimum power level no greater than half your levels in this class when you learn them (round up).

PSI POINTS

You have an internal reservoir of psionic energy represented by psi points. You must spend psi points from this reserve to manifest a power that augments a psionic talent.

The number of psi points you have is based on your empath level, as shown in the Psi Points column of the Empath table. The number shown for your level is your psi point maximum. When expending psi points to manifest an augment, you cannot reduce your current psi points to below 0. Your psi point total returns to your maximum when you finish a long rest.

PSI LIMIT

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit to the number of psi points you can spend to manifest a power that augments a psionic talent. The limit is based on your empath level, as shown in the Psi Limit column of the Empath table. For example, as a 3rd-level empath, you can spend no more than 4 psi points when manifesting an augment, no matter how many psi points you have.

PSIONIC ABILITY

Wisdom is your psionic ability for your empath powers. You use your Wisdom modifier when setting the saving throw DC for a psionic power or 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

EMPATH TALENTS

Below is a list of psionic talents available to empaths. The descriptions of these powers can be found in Chapter 4.

aura beacon
autonomous vitality
inertial transference
mindblade
mindlink
mystic displacement
primal metabolism
psychic static
sixth sense
verve
wild talent

EMPATHIC MANTLE

Choose one of the following mantles: Mystic, Occultist, or Wilder. Your choice grants you mantle powers and other features when you choose it at 1st level. It also grants you additional features at 3rd, 6th, and 14th level.

MANTLE POWERS

Each mantle has a psionic talent and list of augments—mantle powers—that you learn at the empath levels noted in the mantle

description. Mantle powers do not count against the number of empath talents or augments you know.

FOCUSED DEFENSE

While you are focusing on a psionic talent and are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier. You can use a shield and still gain this benefit.

ENLIGHTENMENT

Beginning at 2nd level, you can guide another creature through meditation and unlock their full potential. To do so, you and one other creature within 5 feet of you must remain still, without moving or taking any action and concentrate (as though concentrating on a spell) for 1 minute. If both you and the target remain still and concentrate for the full duration, the target may then add double their proficiency bonus to all ability checks with one skill or one tool they are already proficient in, instead of their normal proficiency bonus.

This effect lasts until the creature finishes a short or long rest. You may use this feature once, and must finish a short or long rest before you can do so again.

Beginning at 10th level, you may use this feature twice between rests, and, beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain all expended uses.

SUBLIME POWER

At 11th level, you gain the ability to glimpse eternity and briefly increase your psi limit. As a bonus action, you increase your psi limit by 2 for the next power you manifest before the end of your next turn. You may use this feature once, and must finish a long rest before you can do so again.

The amount you increase your psi limit by grows when you reach certain levels in this class. When you use this feature, you increase your psi limit by 4 starting at 13th level, by 6 starting at 15th level, and by 8 starting at 17th level.

Beginning at 19th level, you may use this feature twice between long rests. When you finish a long rest, you regain all expended uses.

TRANSCENDENCE

At 20th level, your psionically enhanced understanding of the cosmos allows you to transcend mortal limits. You gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage.
- You no longer age and cannot be magically aged.
- You are immune to disease, poison damage, and the poisoned condition.
- You can add half your proficiency bonus, rounded down, to any saving throw you make that doesn't already include your proficiency bonus.

EMPATHIC MANTLES

Every empath pursues a particular path by which they use their psionic abilities to understand the cosmos, taking on a mantle that describes their philosophy.

MYSTIC

A mystic seeks, above all, to guide those around them through life's hardships to better understand themselves and their place in the cosmos. By empathically connecting themselves to their allies, the mystic becomes invaluable to the team, able to coordinate efforts and maintain the team's wellbeing.

MYSTIC MANTLE POWERS

Empath Level	Powers
1st	<i>autonomous vitality, vital surge</i>
3rd	<i>vitality transfer</i>
5th	<i>revitalization</i>
7th	<i>psychic defibrillation</i>
9th	<i>vitality transfer field</i>

PSYCHIC COUNSEL

When you choose this mantle at 1st level, you gain the *guidance*

cantrip if you don't already know it. When you cast *guidance*, you may cast it as a psionic spell, requiring no components. If you cast *guidance* this way, it is a clairsentience cantrip.

Additionally, when you reach 3rd level, you may expend 4 psi points while you are concentrating on *guidance* to cast *augury* as an action, requiring no components. When you cast *augury* this way, it is a clairsentience spell. Wisdom is your spellcasting ability for these spells.

AURA OF AWARENESS

Starting at 3rd level, you project an aura that heightens your allies' awareness of their surroundings. While you aren't incapacitated, each ally within 30 feet of you may add their proficiency bonus to initiative checks.

HEALING MANTRA

Beginning at 6th level, you formulate a restorative mantra that, when spoken, amplifies psionic abilities that heal damage. When you manifest a power that restores hit points to a creature, if you add an optional verbal component to the power, that creature regains additional hit points equal to the power's level.

AURA OF CELERITY

Starting at 14th level, you project an aura that allows your allies to act on their thoughts with improved alacrity. While you aren't incapacitated, any ally within 30 feet of you can take the Dash action as a bonus action.



OCCULTIST

An occultist seeks to part the veils that separate one from hidden knowledge, whether those veils are temporal, physical, or spiritual. An occultist heightens their sensitivity to emotional and psychic impressions left by others, to glean truths and understanding from the world.

OCCULTIST MANTLE POWERS

Empath Level	Powers
1st	<i>discern position, sixth sense</i>
3rd	<i>psychometric touch</i>
5th	<i>third eye</i>
7th	<i>thought projection</i>
9th	<i>psychometric sense</i>

OCCULT KNOWLEDGE

You have accumulated a mental trove of secrets and hidden knowledge. Starting at 1st level, whenever you roll an Intelligence check to recall any sort of lore (such as that covered by the Arcana, Nature, and Religion skills), treat a roll of 7 or lower on the d20 as an 8.

PSYCHIC SEANCE

When you reach 3rd level, you learn the *thaumaturgy* cantrip if you don't already know it. When you cast *thaumaturgy*, you may cast it as a psionic talent, requiring no components. If you cast

thaumaturgy this way, it is a metacreativity cantrip and its duration changes to Focus. While you focus on *thaumaturgy* you may create one of the spell's effects as an action. You can have three of the spell's 1-minute effects activate at a time.

Additionally, when you reach 3rd level, you may expend 4 psi points while you are focusing on *thaumaturgy* to cast *speak with dead*, requiring no components. When you cast *speak with dead* this way, it is a clairsentience spell. Wisdom is your spellcasting ability for these spells.

OCCULT VISION

Beginning at 6th level, your clairvoyant senses enhance your vision and understanding. You gain darkvision out to 60 feet, or the range of your existing darkvision extends by 60 feet. Additionally, you gain the ability to read all writing.

PRONOUNCE OMEN

Starting at 14th level, you may pronounce a good or ill omen on a creature within 30 feet that you can see and that can hear you. This omen last as long as you concentrate (as though concentrating on a spell) for up to 1 minute.

If you pronounce a good omen, the creature gains immunity to one damage type of your choice while you concentrate.

If you pronounce an ill omen, the creature becomes susceptible to one damage type of your choice. While you concentrate, whenever the creature takes damage of the chosen type, it takes extra damage equal to your Wisdom modifier.

You may use this feature once, and must finish a long rest before you may do so again.



WILDER

A wilder is an empath less defined by a personal philosophy and more by the lack of one. If wilders could be said to adhere to any philosophy, however, it would be to live freely in the moment and unshackle one's emotions from outside concerns. A wilder's emotions are so strong and uncontrolled that they seep into the world around them in the form of psionic powers. Often taken to be insane or unbalanced due to their great passions, a wilder's emotions surge and wane, affecting the potency of their psionic abilities.

Wilder find themselves in violent situations more often than other empaths, because they don't hold themselves back and refuse to rein in their more aggressive feelings when their ire is stoked. Whether because they enjoy the exhilarating thrill of it, or because their tempestuous nature drives them to visceral confrontations, wilders can hold their own in a fight.

WILDER MANTLE POWERS

Empath Level	Powers
1st	<i>incite fury, psychic static</i>
3rd	<i>savage presence</i>
5th	<i>consuming rage</i>
7th	<i>psychosomatic feedback</i>
9th	<i>mass hysteria</i>

BONUS PROFICIENCIES

When you choose this mantle at 1st level, you gain proficiency in light and medium armor, and one martial melee weapon of your choice.

WILD SURGE

Starting at 3rd level, you may unshackle your emotions when you manifest a psionic power. Whenever you manifest a telepathy augment, you may either give yourself advantage on a psionic attack roll against one of the power's targets, or one of the power's targets suffers disadvantage on its saving throws to resist the power. Additionally, if the power deals psychic damage, you deal 1d12 extra psychic damage to one target of the power.

Using your Wild Surge potentially drains your vitality. Each time you use this feature, roll 1d20. If the result of this roll is equal to or lower than the number of psi points you spent to manifest the power you used in conjunction with this feature, you gain 1 level of exhaustion.

PSYCHIC FURY

Beginning at 6th level, you gain the ability to infuse your weapon attacks with psychic energy. Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8.

VOLATILE MIND

Starting at 14th level, your surging emotions become difficult for others to affect with magic. Whenever another creature targets you with an enchantment, illusion, or telepathy effect, that creature must succeed on a Wisdom saving throw against your power save DC or it fails to target you successfully, wasting the action it used to attempt to create the effect, but not spending any other resources such as spell slots, psi points, or magic item charges.

In situations where you wish to be targeted by a beneficial effect, you can choose to suspend this ability as a bonus action. It remains inactive for as long as you concentrate (as though concentrating on a spell).



ICON

Icons are champions of their own true inner selves, called the “ego.” They channel the collective unconscious, a psychic network that fundamentally links all sentient minds below the level of conscious thought, and draw from it metaphorical masks of disposition and attitude, called “personas.” To be an icon means adapting your ego to handle whatever comes your way by donning these personas and imbuing them with psionic power.

AWAKENING OF THE SELF

All icons go through an awakening in which they open their mind and soul to the collective unconscious. Through this connection, you become able to consciously draw on the personas most people adopt subconsciously, and infuse them with psionic potential to manifest magical effects.

Additionally, with further understanding of your own psyche and its place in the collective unconscious, you may become able to identify and empower the iconic archetype that lies at the center of your ego.

FACE ANY CHALLENGE

Icons use the versatility and adaptability of their personas to fit themselves into whatever role they or their allies might need. Is the party delving into a dark, ancient jungle? Then adopting The Chariot persona to project yourself as a fearless explorer would provide you the skills you need to survive. The silver tongue granted by your persona of Fortitude, however, might serve you better in negotiations with your party’s patron. The strength of an icon is in the repertoire of personas they have to draw on.



ICONS IN EBERRON

The potential to access the collective unconscious is latent in all sentient minds, and it seemingly arises more naturally in Khorvaire than it does in Sarlona, most notably in the western frontiers of the Shadow Marches, Eldeen Reaches, and the Demon Wastes. Icons who spontaneously awaken tend toward independence, though a few Cults of the Dragon Below boast these powerful psionic individuals among their members. Of the rare few icons in Khorvaire that deliberately awaken through discipline and meditation, changelings are the most common, accessing their race’s latent psionic potential to allow themselves to adapt their personalities as well as they adapt their bodies.

While spontaneous awakenings are rarer in Sarlona, that continent sports a much higher overall number of icons, as training and techniques for facilitating awakening are known among the Inspired and other psionic communities. These icons are most often agents of the Thousand Eyes, Riedra’s intelligence agency, though many icons are cultivated in the monasteries of Adar, and lend their versatile aid in the fight to protect the mountainous refuge from the Inspired.

Among the kalashtar, icons are seen as a potential liability. Opening oneself to the collective unconscious, they fear, may draw attention from dark forces that also draw power or knowledge from the collective minds of mortals, such as the demonic Overlords of the first age or the Dreaming Dark. They encourage those with the natural talent for psionics towards the paths of the Soulnife or Adamant instead. However, kalashtar dissatisfied with the guidance of their elders may awaken themselves as icons in order to follow their own path, opposing the Dreaming Dark and other forces of darkness in their own way, with all of their considerable talents.

CREATING A ICON

When creating an icon, consider what it was that triggered your awakening. Was it a concerted effort of strict discipline and rigorous meditation, or a sudden epiphany that bestowed awareness of the collective unconscious unto you? When you parted the mists of your mind to reveal the true nature of your ego, were you able to accept what you saw? Do you adopt personas to accentuate your ego, or to hide it? Though you retain your sense of identity, the outward expression of your ego that you present to the world changes from situation to situation. Are these changes subtle and nearly indistinguishable from the mundane moods and attitudes others might find themselves adopting, or are they noticeable and disconcerting to those who witness the shift?

QUICK BUILD

You can make an icon quickly by following these suggestions. First, put your highest ability score in Charisma, followed by Constitution or Dexterity. Second, choose the folk hero background.

THE ICON

Level	Proficiency Bonus	Features	Personas Held	Talents Known	Augments Known	Psi Points	Psi Limit
1st	+2	Cognitive Personas (action swap, Cognitive Projection 1/rest)	2	—	—	—	—
2nd	+2	Psionics, Psionic Potency (1d4)	2	2	3	4	2
3rd	+2	Iconic Archetype	2	2	4	6	2
4th	+2	Ability Score Improvement	2	2	5	6	2
5th	+3	Cognitive Personas (bonus action swap), Iconic Archetype feature	3	2	5	16	4
6th	+3	Cognitive Personas (Cognitive Projection 2/rest), Psionic Potency (1d6)	3	3	6	16	4
7th	+3	Id Barrier	3	3	7	20	4
8th	+3	Ability Score Improvement	3	3	8	20	4
9th	+4	—	4	3	9	32	6
10th	+4	Psionic Potency (1d8)	4	4	10	32	6
11th	+4	Iconic Archetype feature	4	4	10	38	6
12th	+4	Ability Score Improvement	4	4	11	38	6
13th	+5	—	5	4	12	46	8
14th	+5	Cognitive Personas (no action swap), Psionic Potency (1d10)	5	4	13	46	8
15th	+5	Iconic Archetype feature	5	4	13	54	8
16th	+5	Ability Score Improvement	5	4	14	54	8
17th	+6	—	6	4	14	72	10
18th	+6	Personas (Cognitive Projection 3/rest), Psionic Potency (1d12)	6	4	15	72	10
19th	+6	Ability Score Improvement	6	4	15	82	10
20th	+6	The World	6	4	16	82	10

CLASS FEATURES

As an icon, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per icon level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per icon level after 1st.

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple and martial weapons

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose any two

EQUIPMENT

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

- Leather armor
- (a) a rapier and a shield, or (b) two martial weapons
- (a) five handaxes, or (b) any simple weapon
- (a) an explorer's pack, or (b) a scholar's pack

COGNITIVE PERSONAS

As an icon, you gain the ability to don psychological “masks” called cognitive personas. These personas are iconic reflections of attitudes and dispositions drawn from the collective unconscious and bound together to present a barrier between one’s true inner self and the obstacles and dangers encountered in the world.

Donning a persona is an entirely mental change; your physical form and appearance do not typically change when you don a persona, unless otherwise specified.

PERSONAS HELD

Whenever you finish a long rest, you may cast your mind into the collective unconscious and select a number of personas to hold within you, choosing from the “Cognitive Personas” section at the end of the class’s description.

Initially, you can hold only two personas at once, though your capacity grows when you reach certain levels in this class, as shown in the Personas Held column of the Icon table.

ACTIVE PERSONA AND SWAPPING

You can only have one active persona at a time. You change your active persona by switching which “mask” you currently “wear.” When you select the personas you hold within you after a long rest, you must choose one to become your active persona. Your chosen persona remains your active persona even if you sleep, are knocked unconscious, or are otherwise incapacitated.

As an action, you may swap your active persona for another persona you currently have held; the chosen persona becomes your new active persona until you swap it again or finish a long rest.

Starting at 5th level, you may swap your active persona as a bonus action instead of an action, and when you reach 14th level, swapping no longer requires an action of any kind—but you may still only do so while you are conscious and only once during your turn.

PERSONA BENEFITS

Each persona has a constant benefit associated with it. You only gain a persona's benefit if that persona is your active persona. If you wish to gain a different persona's benefit, you must swap your active persona.

COGNITIVE PROJECTION

As an icon, you have the ability to psychically project a magical effect from your active persona called a Cognitive Projection.

When you use your Cognitive Projection, it takes on the effect of the Cognitive Projection ability of your active persona. You must then finish a short or long rest to use your Cognitive Projection again.

Some Cognitive Projection abilities require saving throws. When you use such an ability from a persona, the DC equals 8 + your proficiency modifier + your Charisma modifier.

Beginning at 6th level, you can use your Cognitive Projection twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain all of your expended uses.

PSIONICS

Starting at 2nd level, you realize your psionic potential, gaining the use of talents and augments, the rules for which appear in Chapter 4. Psionic powers are magical effects.

PSIONIC TALENTS

A psionic talent is a psionic power that is a cantrip spell. You know two psionic talents of your choice from the icon talent list. You learn additional icon talents of your choice at higher levels, as shown in the Talents Known column of the Icon table.

AUGMENTS

An augment is a psionic power that augments a psionic talent. You must be focusing on an augment's appropriate psionic talent in order to manifest it. When you reach 2nd level, you know three 1st-level powers that augment the icon talents you know.

The Augments Known column of the Icon table shows when you learn more augments of your choice. When the table indicates you learn a new augment, you may only choose a power that augments one of the icon talents you know. Each of these powers must have a psi cost no greater than your psi limit (see below).

For instance, when you reach 6th level in this class, you learn one new psionic power that augments an icon talent you know, and the power you choose can have a minimum psi cost of up to 4.

Additionally, when you gain a level in this class, you can choose to replace one of your existing powers that augments an icon talent you know and replace it with another power that augments any icon talent you know. The new power must have a minimum psi cost of no higher than your psi limit at the time you learn it.

PSI POINTS

You have an internal reservoir of psionic energy represented by psi points. You must spend psi points from this reserve to manifest a power that augments a psionic talent.

The number of psi points you have is based on your icon level, as shown in the Psi Points column of the Icon table. The number shown for your level is your psi point maximum. When expending psi points to manifest an augment, you cannot reduce your current psi points to below 0. Your psi point total returns to your maximum when you finish a long rest.

PSI LIMIT

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit to the number of psi points you can spend to manifest a power that augments a psionic talent. The limit is based on your icon level, as shown in the Psi Limit column of the Icon table. For example, as a 5th-level icon, you can spend no more than 4 psi points when manifesting an augment, no matter how many psi points you have.

PSIONIC ABILITY

Charisma is your psionic ability for your icon powers. You use your Charisma modifier when setting the saving throw DC for a psionic power or 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

ICON TALENTS

Below is a list of psionic talents available to icons. The descriptions of these powers can be found in this document.

aura beacon
autonomous vitality
battle trance
energy ray
inertial transference
mind thrust
mindlink
mystic displacement
speed of thought
true shot
wild talent

PSYCHIC POTENCY

When you reach 2nd level, the raw psychic strength of your attacks and powers increases. When a creature takes damage from one of your powers or weapon attacks, you can also deal 1d4 psychic damage to that creature. You can use this feature a number of times equal to your Charisma modifier (minimum 1), but only once per turn. You regain all expended uses when you finish a short or long rest.

As you gain levels, the psychic strength of your attacks and powers becomes even more potent. The die you roll for this feature increases to a d6 at 6th level, a d8 at 10th level, a d10 at 14th level, and a d12 at 18th level.

ICONIC ARCHETYPE

Choose one of the following iconic archetypes: the Noble, the Heart, or the Warrior. Your choice grants you features when you choose it at 3rd level. It also grants you additional features at 5th, 10th, and 15th level.

ID BARRIER

Starting at 7th level, you may reflexively draw on your id, your core survival instinct, in order to avoid harm, manifesting a brief, invisible psychic barrier to protect you.

As a reaction to being attacked or making a saving throw, you can gain a bonus to your Armor Class against the triggering attack or on the triggering saving throw equal to the number of personas you currently have held.

You can wait until after the d20 roll of the attack or saving throw to use this reaction, but you must decide before the DM says whether the attack hits or misses, or whether the saving throw succeeds or fails.

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

THE WORLD

At 20th level, you gain access to The World, the final persona, representing accomplishment, integration, and completeness. The World is a special persona that increases your ability to use other personas. It does not count against your number of held personas, and does not need to be active, instead always granting you the following permanent benefits:

- Once per turn, requiring no action, if you are conscious you can replace one of your held personas with another persona you are not currently holding.
- All held personas are active personas.
- You gain the benefits of all active personas simultaneously.
- Whenever you use your Cognitive Projection, you can choose one effect from the Cognitive Projection abilities of your held personas.

ICONIC ARCHETYPES

While icons freely swap between personas, metaphorically wearing different masks for different situations, their true face or core personality remains the same. This true inner self is referred to as their iconic archetype, and discovering and psionically empowering one's true self comes with associated benefits.

THE HEART

An icon who recognizes their true self as The Heart takes joy in supporting others. Whether offering a shoulder to cry on, an encouraging word, or tough love, these icons are nurturers through-and-through.

BONUS PROFICIENCIES

When you discover this iconic archetype within you at 3rd level, you gain proficiency with the Insight and Persuasion skills.

IMPROVED PSYCHIC POTENCY

Starting at 5th level, your inner nature allows you to cultivate greater potency out of your psychic abilities. Whenever you use your Psychic Potency feature, you roll twice the number of dice indicated for your level.

When you reach 11th level, you instead roll three times the number of dice indicated for your level.

NURTURED POTENCY

Also beginning at 5th level, your inner nature allows you to channel your psychic potency toward the wellbeing of your allies.

When you manifest a psionic power that would allow you to restore the hit points of a creature other than yourself, you can use your Psychic Potency feature, if available, to increase the number of hit points the power restores. Instead of rolling Psychic Potency's dice to deal psychic damage, you roll the feature's dice and increase the number of hit points you restore to one creature by the result of your roll.

Extra dice from your Improved Psychic Potency feature applies to this use of Psionic Potency.

EMPATHIC ANCHOR

Beginning at 11th level, your allies can count on you to be their keystone, their rock, their sanctuary. If an ally you can see within 60 feet of you makes a saving throw, you can expend a use of your Id Barrier feature as a reaction to bestow its benefit to that ally's saving throw.

Additionally, whenever you finish a short rest, you regain all expended uses of your Id Barrier feature.

EMPATHIC SENTINEL

Starting at 15th level, immediately after you or an ally you can see within 60 feet takes damage, you may produce an effect described in a psionic talent you are focusing on, or manifest a power that augments it, requiring no action. The effect or augment must normally require an action to produce or manifest, and you must spend psi points as normal, if applicable.

THE NOBLE

The archetypical Noble is steadfast, inspiring, and righteous. While some may be accused of being heedless of danger, these icons are willing to sacrifice themselves to achieve greater results and protect others.

HEROIC DEFENSE

Beginning at 3rd level, your sheer presence and fortitude protects you from attacks. While you are wearing no armor and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier (max 2) + your Charisma modifier.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

INSPIRING WILL

Beginning at 11th level, you can no longer be charmed or frightened. Additionally, if an ally you can see within 60 feet of you becomes charmed or frightened, you can use your reaction to remove either or both conditions from that ally, provided they can hear and understand you.

VALIANT REPRISE

Also starting at 11th level, once per turn when you miss with a melee weapon attack, you can immediately make another attack against the same target with advantage.

VICTORY OR DEATH

When you reach 15th level, you gain the ability to make a sacrifice of yourself, psionically consuming your physical form to ensure your success. If you do, you gain a second action on your turn, and all of your attacks, checks, and saves are made with advantage until the start of your next turn.

At the end of your turn, your current and maximum hit points are reduced by an amount equal to twice your level. This reduction lasts until you finish a long rest, and cannot be mitigated in any way. If this reduces your maximum hit points to 0, you die.

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

THE WARRIOR

Archetypical Warriors are aggressive thrill seekers. They desire to test their mettle and strength against greater and greater challenges. Warriors care not for long term consequences, living in the here and now.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with medium and heavy armor.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

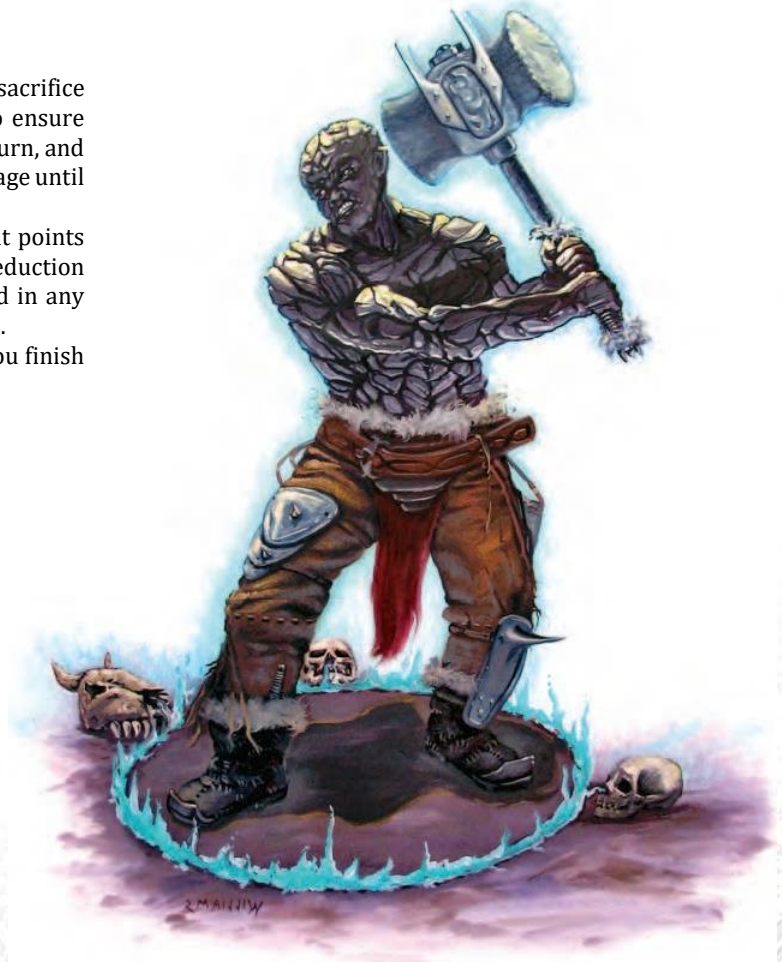
The number of attacks increases to three when you reach 11th level in this class.

METTLE

Beginning at 11th level, you can endure assaults to your vitality and ego. When you are subjected to an effect that allows you to make a Constitution or Charisma saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

LION'S CHARGE

Beginning at 15th level, whenever you take the Dash action on your turn, your movement does not provoke attacks of opportunity until the end of your turn, and you can make two melee weapon attacks as a bonus action during that turn.



COGNITIVE PERSONAS

Each persona gives a short description of the kind of disposition or attitude most usually associated with that persona, and then details that persona's benefit and Cognitive Projection ability.

If a persona has prerequisites, you must meet them in order to select that persona as one of your held personas.

THE FOOL

Not to be mistaken for a lack of intellect, the Fool represents the possibility of learning. The Fool can be seen as the persona with the most potential to adapt, as it has nothing to do but grow.

Benefit. Once per round, when you make an attack roll, saving throw, or ability check that doesn't include your proficiency bonus, you can roll a d4 and add the number rolled to the result of your check. When you reach certain levels in the icon class, you can roll a larger die instead; a d6 starting at 9th level, and a d8 starting at 17th.

Cognitive Projection: Tabula Rasa. You can use your Cognitive Projection as an action to force a completely blank slate on one creature you can see within 30 feet. The creature must make a Charisma saving throw. If the creature fails, it cannot speak and the only actions it can take are the Attack, Dodge, and Disengage actions. The creature can repeat the saving throw at the end of each of its turns, ending this effect on itself on a success.

THE MAGICIAN

Representing self-confidence, innate talent, and mental prowess, the Magician enables you to make your desires manifest.

Benefit. The first time you select the Magician as your active persona after a long rest, choose one skill that you have proficiency in. Until you finish your next long rest, whenever the Magician is your active persona you add double your proficiency bonus to checks you make with the chosen skill.

Cognitive Projection: Empowered Psionics. When you use your Psychic Potency feature, you can use your Cognitive Projection to reroll the feature's die. If you have the Improved Psychic Potency feature, you may reroll any number of Psychic Potency dice. You must use the new result.

THE PRIESTESS

The Priestess is the guardian of secret knowledge and the subconscious. This persona reveals mysteries and heightens awareness.

Benefit. Whenever you make an Intelligence check to recall any sort of lore, you can treat a d20 roll of a 7 or lower as an 8.

Cognitive Projection: Psychic Revelation. You can use your Cognitive Projection as an action to target a point you can see within 60 feet. Each invisible creature within a 10 foot radius sphere of that point must succeed on a Wisdom saving throw, or emanate a pale blue light from their head (or equivalent anatomy).

The affected creature can't benefit from being invisible, and any attack roll against an affected creature has advantage on the attack if the attacker can see the blue light. An affected creature can repeat the saving throw at the end of their turn, ending the effect on a success.



THE EMPRESS

Embodying the traits of elegance and grace, the Empress enhances one's poise and calmness.

Benefit. Whenever you make a Dexterity (Acrobatics) check, a Charisma (Performance) check, or an ability check you make with a musical instrument, you can treat a d20 roll of a 7 or lower as an 8.

Cognitive Projection: Saving Grace. Whenever you miss with an attack or fail an ability check, you can use your Cognitive Projection as a reaction to gain a bonus equal to your Charisma modifier to the next attack roll or ability check you make before the end of your next turn.

THE EMPEROR

Representing respect, discipline, and stability, the Emperor reflects an air of authority.

Benefit. Whenever you make a Strength (Athletics) check, Charisma (Intimidation) check, or a Wisdom (Animal Handling) check, you can treat a d20 roll of a 7 or lower as an 8.

Cognitive Projection: Demand Obedience. You can use your Cognitive Projection as an action to issue a short command, no more than two words, to a creature you can see within 30 feet of you. The target must succeed on a Wisdom saving throw, or follow the command on its next turn. This ability has no effect if the target doesn't understand you, or if the command is directly harmful to it.

THE HIEROPHANT

Possessed of a respect for traditions and mentorship, the Hierophant values trust in others.

Benefit. You can take the Help action as a bonus action.

Cognitive Projection: Entrust Destiny. You can use your Cognitive Projection as a reaction to grant an ally you can see within 60 feet of you a second reaction before the start of their next turn. You can use this reaction before a triggering event, allowing your ally to trigger their own reaction in response to the same event, if applicable.

THE LOVERS

The Lovers persona represents not one side of a relationship, the personal feeling of love, but rather the duality of both sides and the nature of the relationship itself. The Lovers is the persona one adopts when communication and harmony are of the utmost importance.

Benefit. You can communicate telepathically with any creature within 30 feet of you. You don't need to share a language with the creature for either of you to understand the other, but the creature must be able to understand at least one language. A creature without telepathy can receive and respond to your communication, but can't initiate or terminate a telepathic conversation with you.

Cognitive Projection: Sense Dishonesty. You can use your Cognitive Projection as a reaction to attempt to discern if a statement you just understood is a lie. The creature that issued the statement must make a Wisdom saving throw. On a failure, you know for a certainty whether the statement is true to the best of the creature's knowledge, or if the creature deliberately lied. If the statement falls into neither of those categories, or if the creature succeeds on their saving throw, you discern no information about the statement.

THE CHARIOT

The Chariot represents the will to advance, to move forward, to overcome obstacles. Determination and physical strength are important facets of the Chariot persona.

Benefit. You ignore difficult terrain and have advantage on initiative rolls.

Cognitive Projection: Channeled Might. You can use your Cognitive Projection as an action to make yourself count as one size larger when determining your carrying capacity, the weight you can push, drag, or lift, and for the purposes of grappling other creatures and being grappled. This effect lasts for up to 1 hour.

Additionally, for the duration of this effect, whenever you would make an ability check to start, maintain, or escape from a grapple, you may make a Charisma (Athletics) check instead of a Strength (Athletics) check, as you psionically enhance your physical prowess with your empowered ego.

FORTITUDE

Representing inner strength and understanding, the Fortitude persona embodies compassion and influence.

Benefit. Whenever you make a Charisma (Persuasion) check or a Wisdom (Insight) check, you can treat a d20 roll of a 7 or lower as an 8.

Cognitive Projection: Determination. You can use your Cognitive Projection as an action to urge determination in another creature that you can see within 30 feet of you. The creature has advantage on attack rolls and ability checks for as long as you concentrate (as though concentrating on a spell), up to 1 minute.

THE HERMIT

Withdrawn, the Hermit seeks isolation from outside distractions in order to pursue self-reflection and find inner wisdom.

Benefit. You have advantage on all Constitution saving throws made to maintain concentration.

Cognitive Projection: Quantum of Solace. You can use your Cognitive Projection as an action to compel a creature to isolate itself from others. The target must make a Wisdom saving throw. On a failure, the target cannot make attacks, affect other creatures with magical effects (such as spells or psionic powers), or deliberately touch another creature for as long as you concentrate (as though concentrating on a spell), up to 1 minute.

This effect ends early if another creature affects the target with a magical effect, or otherwise attacks, damages, or touches the target. The target resists even harmless attempts to be touched, and a creature attempting to harmlessly touch the target must succeed on a melee weapon attack using an unarmed strike against the target, dealing no damage on a hit.

THE WHEEL

Representing the cyclical nature of good and bad fortune, the Wheel embodies chaos and luck.

Benefit. The first time you select the Wheel as your active persona after a long rest, roll a d6. Until you finish your next long rest, whenever the Wheel is your active persona, you have resistance to one of the following types of damage depending on the result of your d6 roll.

D6	Damage Type
1	acid
2	cold
3	fire
4	lightning
5	necrotic
6	thunder

Cognitive Projection: Wild Card. You can use your Cognitive Projection as an action to target one creature you can see within 30 feet of you and compel them to chaos. The creature must succeed on a Charisma saving throw or roll a d4 to determine what it does during its next turn. On a 1 or 2, the creature takes no action but uses all its movement to move in a random direction. On a 3 or 4, the creature makes one melee or ranged attack against a random creature it can see other than you, or does nothing if no creature is within reach or range.

JUSTICE

Opposite the Wheel, the Justice persona represents just action and earned results, embodying the implacable nature of law and truth.

Benefit. You gain a +1 bonus to your Armor Class, gain resistance to poison damage, and cannot be poisoned.

Cognitive Projection: Even Hand. Whenever you would roll an attack roll, you can use your Cognitive Projection as a reaction to forego rolling a d20, and determine the result of your attack as if you had rolled a 10 on the d20 instead. You must choose whether to use this ability before actually rolling the d20.

THE HANGED MAN

At its best, the Hanged Man represents putting aside old perspectives and looking at things anew, discovering new ways to move forward that were not apparent before. At its worst, the Hanged Man embodies indecision and distraction from one's goals.

Benefit. Whenever you make an Intelligence (Investigation) check or a Wisdom (Perception) check, you can treat a d20 roll of a 7 or lower as an 8.

Cognitive Projection: Crippling Indecision. You can use your Cognitive Projection as an action to compel intense feelings of self-doubt in a creature within 30 feet of you that you can see. The creature must make a Wisdom saving throw. On a failure, the creature makes attack rolls and ability checks with disadvantage for as long as you concentrate (as though concentrating on a spell), up to 1 minute.

DEATH

Prerequisite: 9th level

While the Death persona can indeed embody literal death, it more accurately encompasses all endings. Further, it also encourages overcoming these endings, and moving forward towards something new.

Benefit. You are immune to mundane and magical disease and cannot be cursed (though any existing curses remain in effect). Additionally, your hit point maximum cannot be reduced by another creature. If your hit point maximum is already reduced when Death becomes your active persona, it remains reduced.

Cognitive Projection: Memento Mori. You can use your Cognitive Projection as an action to target a creature within 30 feet of you that you can see and induce an intense belief within it that it is dying. The creature must make a Wisdom saving throw. On a failure, the creature is knocked unconscious and begins making death saving throws as though it were at 0 hit points (though its hit point total remains the same).

Once the target succeeds on one death saving throw, fails three death saving throws, or takes any amount of damage, this effect ends and it returns to consciousness, though it still believes it was on the verge of true death.

TEMPERANCE

Prerequisite: 9th level

Temperance reflects self-moderation of one's actions and emotions, fostering inner balance and promoting patience.

Benefit. Whenever you are subjected to a magical effect that allows you to make an Intelligence, Wisdom, or Charisma saving throw to take only half damage, you can use your reaction to partially mitigate the effect, taking no damage if you succeed on the saving throw, or only half damage if you fail. You must decide to take this reaction before you roll your saving throw.

Cognitive Projection: Calming Touch. You can use your Cognitive Projection as an action to suppress hostility in a creature you touch. The creature must succeed on a Charisma saving throw or become indifferent toward every creature it was previously hostile toward. This indifference ends after 1 minute, or if the target is attacked, harmed by a magical effect, or witnesses any of its allies being harmed. When the indifference ends, it becomes hostile again.

THE DEVIL

Prerequisite: 9th level

Representing one's darker self, the Devil embodies temptation, hedonism, and—at its worst—addiction.

Benefit. You gain darkvision out to a range of 60 feet. Magical darkness does not impede this darkvision.

Cognitive Projection: Tempting Whispers. Whenever you would force a creature to make a Wisdom or Charisma saving throw, you can use your Cognitive Projection to roll a d6 and subtract the number you rolled from the creature's saving throw result. You can choose to use this ability after the creature makes its roll, but before the DM determines whether the saving throw succeeds or fails. The creature is immune to this effect if they are immune to being charmed.



THE TOWER

Prerequisite: 13th level

The Tower is a force of destruction and upheaval. It signifies sudden disaster and ruin.

Benefit. Whenever you score a critical hit, one die of your damage roll is treated as if it rolled its highest result. You can choose which die benefits from this effect after you have rolled all of your damage dice.

Cognitive Projection: Harbinger of Doom. You can use your Cognitive Projection as an action to curse one creature you can see within 60 feet of you. The creature must succeed on a Charisma saving throw or the next time that creature takes damage within the next minute it is vulnerable to that damage.

THE STAR

Prerequisite: 13th level

The Star encompasses renewal and healing, both spiritual and physical, proving hope in the face of disaster and setbacks.

Benefit. At the start of your turn, if your hit point total is less than half of your maximum hit points, you regain a number of hit points equal to your Charisma modifier.

Cognitive Projection: Hope Springs Eternal. You can use your Cognitive Projection as an action to bestow renewing psychic energy on another creature you can see within 30 feet of you that is alive but currently has 0 hit points. The creature regains a number of hit points equal to half of its maximum hit points.

THE MOONS

Prerequisite: 13th level

Embodying uncertainty and illusions, the Moons bend the truth and deceive the senses.

Benefit. As an action, you can magically make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until you use your action to change your appearance again, or swap to a different active persona. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the change is up to you.

The changes wrought by this ability fail to hold up to physical inspection. For example, if you use this ability to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this ability to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against a DC equal to 8 + your proficiency bonus + your Charisma modifier.

Cognitive Projection: Lunar Cloak. You can use your Cognitive Projection as an action to cause you or a creature you touch to become invisible for as long as you concentrate (as though concentrating on a spell), up to 1 minute. Anything the affected creature is wearing or carrying is invisible as long as it is on that creature's person.

THE SUN

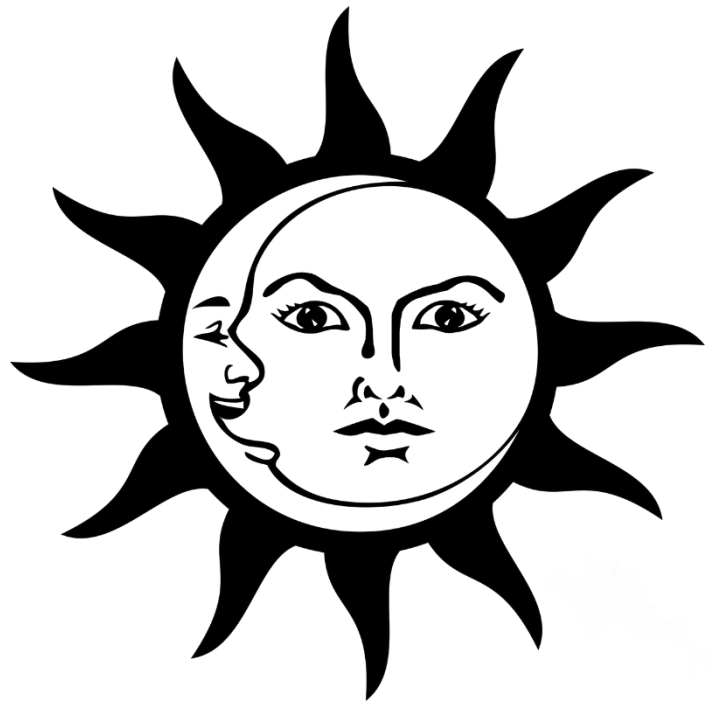
Prerequisite: 17th level

Representing success and prosperity, the Sun radiates happiness and joy with its disposition and bearing. The Sun is nearly unassailable, impervious to attempts to bring it down.

Benefit. You are immune to force, psychic, and radiant damage, and cannot be possessed.

Cognitive Projection: Dawnwalker. You can use your Cognitive Projection as an action to begin shining like the sun for as long as you concentrate (as though concentrating on a spell), up to 1 minute. While you are shining, you shed bright light out to a radius of 30 feet, and dim light for an additional 30 feet beyond that. This light is sunlight.

Whenever a creature you can see starts its turn within 5 feet of you or enters a space within 5 feet of you while you are shining, you may choose to have that creature make a Constitution saving throw. On a failed save, the creature takes 3d6 radiant damage and is blinded until the end of their turn. On a successful save, the creature takes half as much damage and is not blinded.



THE AEON

Prerequisite: 17th level

The Aeon represents time, reincarnation, and salvation. While the Justice persona represents the judgement of objective truth and law, the Aeon embodies one's personal judgement, often leading to a personal rebirth, and the beginning of a new era.

Benefit. Whenever you would make a death saving throw, you can make a Charisma saving throw instead. If the total result of your saving throw is 20 or higher, you immediately heal 10 hit points and stand up from prone.

Cognitive Projection: End of an Era. You can use your Cognitive Projection as an action to instantly end the duration of one magical effect on a creature or object within 30 feet of you.

PSION

Psions are erudite sages that master their psionic potential through study. Knowledge is power to a psion, in the most literal sense possible. One's thoughts and will can bend reality if one knows the correct way to think. Thus, psions expand their psionic power to control the world around them.

ECLECTIC KNOWLEDGE

Psions often consider themselves to be the ultimate psychics, capable of unlocking almost all forms of psionic ability. They can use these powers to communicate wordlessly across vast distances, manifest their thoughts into reality, control the energy and matter around them, or travel the planes. This focus on the mind often precludes them from paying attention to their bodies, typically leaving them less able to endure physical stresses. Thus, psions typically choose to travel with more rugged, stalwart allies, so that the weak, material vessel of their supreme mind is sufficiently defended.

STUDENT OF THE MIND

A psion is a scholar at heart and shares much in common with wizards. However, where wizards study external forces, psions look inward and seek to solve the puzzle that is the sentient mind and the pathways to power within it. With knowledge of the right techniques and practices, the mind is the most potent weapon in the multiverse, according to the psion.

CREATING A PSION

When you create a psion, consider how you came to learn of psionic abilities. In the world of Eberron, psionic ability typically stems from Xoriat and Dal Quor, two planes of existence comprised of the essence of thoughts. Dal Quor is the Region of Dreams, where all mortal minds travel when they sleep. Xoriat is often known as the Realm of Madness, but some esoteric texts refer to it as the Realm of Revelations. In other settings, psionic power is common to creatures of the Astral Plane or the Far Realm. When you studied your mind and its connection to these planes, which door did you open? Were you taught how to realize your psychic potential by a mentor? Or did you unlock the secrets of your mind through strict discipline, intense self-reflection, and personal study?

QUICK BUILD

You can make a psion quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, choose the sage background. Third, select the Dominator psionic discipline. Finally, select the *mind thrust*, *psychic hammer*, and *sixth sense* talents, and the *compel confession*, *metaconcert*, *precognition*, *psionic blast*, and *telekinetic push* augments.



THE PSION

Level	Proficiency Bonus	Features	Talents Known	Augments Known	Psi Points	Psi Limit
1st	+2	Psionics, Psionic Discipline, Power Siphon	3	5	4	2
2nd	+2	Psionic Discipline feature	3	6	6	2
3rd	+2	—	3	7	16	4
4th	+2	Ability Score Improvement	4	8	20	4
5th	+3	—	4	9	32	6
6th	+3	Expanded Knowledge, Psionic Discipline feature	4	9	38	6
7th	+3	—	4	10	46	8
8th	+3	Ability Score Improvement	4	11	54	8
9th	+4	—	4	12	72	10
10th	+4	Expanded Knowledge, Psionic Discipline feature	5	12	82	10
11th	+4	Power Surge (1/long rest)	5	13	94	10
12th	+4	Ability Score Improvement	5	14	94	10
13th	+5	Power Surge (2/long rest)	5	15	108	10
14th	+5	Psionic Discipline feature	5	16	108	10
15th	+5	Power Surge (3/long rest)	5	17	124	10
16th	+5	Ability Score Improvement	5	18	124	10
17th	+6	Power Surge (4/long rest)	5	19	142	10
18th	+6	Expanded Knowledge	5	19	152	10
19th	+6	Ability Score Improvement	5	20	164	10
20th	+6	Psychic Mastery	5	21	178	10

CLASS FEATURES

As a psion, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per psion level

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

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

PROFICIENCIES

Armor: None

Weapons: Clubs, darts, slings, quarterstaves, spears

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, and Nature

EQUIPMENT

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

- (a) a quarterstaff or (b) a spear
- (a) a scholar's pack or (b) an explorer's pack

PSIONICS

You realize your psionic potential, gaining the use of talents and augments, the rules for which appear in Chapter 4. Psionic powers are magical effects.

PSIONIC TALENTS

A psionic talent is a psionic power that is a cantrip spell. You know three psionic talents of your choice from the psion talent list, plus a bonus psionic talent determined by your choice of psionic discipline (see Psionic Disciplines below). You learn additional psion talents of your choice at higher levels, as shown in the Talents Known column of the Psion table.

AUGMENTS

An augment is a psionic power that augments a psionic talent. You must be focusing on an augment's corresponding psionic talent in order to manifest it. You know five 1st-level powers that augment the psion talents you know.

The Augments Known column of the Psion table shows when you learn more augments of your choice. When the table indicates that you learn a new augment, you may only choose a power that augments one of the psion talents you know. Each of these powers must have a minimum power level no greater than half your levels in this class when you learn them (round up).

For instance, when you reach 3rd level in this class, you learn one new psionic power that augments a psion talent you know, and that power can be up to 2nd level.

Additionally, when you gain a level in this class, you can choose to replace one of your existing powers that augments a psion talent you know and replace it with another power that augments any psion talent you know. The new power can have a minimum power level no greater than half your levels in this class when you learn them (round up).

PSI POINTS

You have an internal reservoir of psionic energy represented by psi points. You must spend psi points from this reserve to manifest a power that augments a psionic talent.

The number of psi points you have is based on your psion level, as shown in the Psi Points column of the Psion table. The number shown for your level is your psi point maximum. When expending psi points to manifest an augment, you cannot reduce your current psi points to below 0. Your psi point total returns to your maximum when you finish a long rest.

PSI LIMIT

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit to the number of psi points you can spend to manifest a power that augments a psionic talent. The limit is based on your psion level, as shown in the Psi Limit column of the Psion table. For example, as a 3rd-level psion, you can spend no more than 4 psi points when manifesting an augment, no matter how many psi points you have.

PSIONIC ABILITY

Intelligence is your psionic ability for your psion powers. You use your Intelligence modifier when setting the saving throw DC for a psion power or 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

PSION TALENTS

Below is a list of psionic talents available to psions. The descriptions of these powers can be found in Chapter 4.

blind spot
ectoplasmic object
energy ray
imbue psicrystal
inertial transference
mind thrust
mindlink
psychic hammer
sixth sense
speed of thought
wild talent

PSIONIC DISCIPLINES

Choose a psionic discipline: Dominator, Shaper, or Kineticist. Your choice grants you a bonus psion talent when you choose it at 1st level. It also grants you additional features at 2nd, 6th, 10th, and 14th level.

POWER SIPHON

You have learned to channel the magical power of mental effects into psionic potential. If you succeed on an Intelligence, Wisdom, or Charisma saving throw against any magical effect, you may use your reaction to regain a number of psi points equal to your psi limit. You can use this feature once, and must finish a long rest before you can do so again.

EXPANDED KNOWLEDGE

By 6th level, you have studied your mind's potential even further, stretching the boundaries of what is possible with your psionic might. You learn four psionic powers of your choice, any of which can be either a talent or an augment. The powers you choose can be from any class, including this one. An augment you learn with this feature must augment a psionic talent you know, including one you may have learned at the same time, and it must have a minimum power level no greater than half your levels in this class when you learn it (round up).

The chosen powers count as psion powers for you but do not count against the number of psion talents or augments shown in the Talents Known and Augments Known columns of the Psion table.

You learn four additional powers from any class at 10th level and again at 18th level.

POWER SURGE

Starting at 11th level, you may sacrifice your physical health to briefly increase the potency of your psionic manifestations. When you manifest a psionic augment, you may reduce your maximum hit points in order to increase your psi limit for that manifestation by an equal amount. Initially, you may only use this feature once, but beginning at 13th level, you may use this feature twice, beginning at 15th level, you may use it three times, and beginning at 17th level, you may use it four times. You regain all expended uses when you finish a long rest.

The first time you use this power, the amount by which you reduce your maximum hit points and increase your psi limit is 2. Each time you use this feature again before you regain any uses of it, the amount increases by 2. For example, the second time you use this feature before finishing a long rest, you increase your psi limit by 4 and reduce your maximum hit points by 4.

Reductions to your maximum hit points caused by this feature are cumulative and last until you finish a long rest, and cannot be restored by any other means, including *greater restoration* or an intensified *revitalization*.

PSYCHIC MASTERY

When you reach 20th level, you gain mastery in a psion talent of your choice. When you manifest a power that augments your chosen psion talent, you may do so without spending psi points as long as the total psi cost for manifesting the augment is 5 or less.

PSIONIC DISCIPLINES

A psion's studies lend themselves to focus on particular expressions of psionic ability. These disciplines grant the psion greater ability in their chosen field.

DOMINATOR

Telepathy is the school of psionic magic that links one mind to another. While this can be a useful tool for fostering communication and fellowship, a psion that focuses on this discipline believes telepathy is the most effective weapon in the arsenal of the mind. Weaker wills are like clay for a dominator to mold.

BONUS TALENT

When you choose this discipline at 1st level, you learn the *mindlink* talent. This talent does not count against the number of psion talents you know.

PSYCHIC DEMAND

Starting at 2nd level, while you are focusing on *mindlink*, you may expend 2 psi points to cast the *command* spell without using any components. When you do, *command* is a telepathy spell and you must target a creature you are telepathically communicating with. Additionally, you deliver the one-word command telepathically.

MESMERIZE

Starting at 6th level, whenever a telepathy effect you use causes a creature to make a saving throw to resist its effects, you can spend 3 psi points to give one target of the power disadvantage on its first saving throw made against the effect. Psi points you spend to use this feature do not count toward your psi limit when manifesting a power.

SUBTLE CONTROL

Beginning at 10th level, whenever a telepathy power you used ends on a creature, or a creature succeeds on a saving throw to resist a telepathy power you used, the target creature does not realize you attempted to affect them or remember that you did affect them unless you wish for them to do so.

SEIZE CONCENTRATION

Starting at 14th level, if a creature fails a saving throw to resist a telepathy power you used on it, and that creature was concentrating on a magical effect, you may expend 14 psi points (ignoring your psi limit) to seize control of that effect as a reaction. If you do, you may immediately choose new targets for the effect as if you had created it. If the effect allows a saving throw to resist it, the new targets make their saving throws against your power save DC. You may concentrate on the effect for its remaining duration. You can use this feature once, and must finish a short or long rest before you can do so again.



KINETICIST

Kineticists are experts in the mental manipulation of a certain kind of energy. They often go by more precise titles that indicate the kind of energy they specialize in. For example, if one focuses on controlling flames with their mind, they might call themselves a “pyrokineticist,” or a “cryokineticist” if they master freezing cold. Psions who harness lightning may refer to themselves as “galvanicists,” and ones who focus on creating intense blasts of thunderous noise might go by “kinetophonist.”

BONUS TALENT

When you choose this discipline at 1st level, you learn the *energy ray* talent. This talent does not count against the number of psion talents you know.

ENERGY SPECIALIZATION

Also at 1st level, you choose one of the following damage types: cold, fire, lightning or thunder. The damage type you choose is your energy specialization which other Kineticist features make reference to.

INTENSE RAY

Starting at 2nd level, when you cast *energy ray* and chose to deal damage with your energy specialization, you add your Intelligence modifier to the damage it deals on a hit.

ENERGY ACCLIMATION

Also at 2nd level, you gain resistance to the damage type of your energy specialization. When you reach 14th level, you gain immunity to the same type of damage.

ARDENT ENERGY

Starting at 6th level, whenever a psychokinesis power you use deals damage with your energy specialization, you may spend 5 psi points to cause the power's damage to ignore a creature's resistance to that damage type, if any. Psi points you spend to use this feature do not count toward your psi limit when manifesting a power.

INESCAPABLE RAY

Beginning at 10th level, if you cast *energy ray* to deal the damage type of your energy specialization, the target of the attack takes damage equal to your Intelligence modifier when you miss.

RELENTLESS ENERGY

When you reach 14th level, if you use a psychokinesis power capable of dealing damage with your energy specialization, you may spend 13 psi points (ignoring your psi limit) to treat a targeted creature's damage immunity to your energy specialization as damage resistance instead. You cannot use this feature and Ardent Energy on the same manifestation of a psychokinesis power.

SHAPER

Psions who practice this discipline are experts in metacreativity powers that create sentience. There are realms in the cosmos that are comprised entirely of thought-matter, and shapers draw that matter into the material plane, manifesting thoughts into reality.

BONUS TALENT

When you choose this discipline at 1st level, you learn the *imbue psicrystal* talent. This talent does not count against the number of psion talents you know.

BONUS EQUIPMENT

Beginning at 1st level, you start with an arcane focus crystal, described in the *Player's Handbook*, in addition to the equipment granted by this class and your background. This crystal fulfills the material component requirement of the *imbue psicrystal* talent.

PSYCHIC CONSTRUCT

At 2nd level, you learn the *project eidolon* augment. This does not count against the number of psion augments you know.

When you manifest *project eidolon*, you may reduce its minimum psi cost to 2. If you do, *project eidolon* augments *imbue psicrystal* as a 1st level power, and you manifest a weaker version of the basic eidolon. The eidolon you create is Small, has an AC of 12, has a hit point maximum of 5, a -2 penalty on attack and damage rolls, and you do not select any abilities from the Lesser Eidolon Ability menu to apply to the eidolon for free. (These adjustments are included in the “Shaper's 1st Level Eidolon” stat block in Chapter 5: Psionic Monsters).

MANIFEST FORM

Also at 2nd level, you select one plane of thoughts to exclusively draw matter from when you manifest *project eidolon*. Choose Dal Quor (or a plane tied to dreams in campaign settings other than Eberron), the Sea of Siberys (or the Astral Plane), or Xoriat (or the Far Realm). Your choice cannot be changed, and it grants your eidolon one of the additional traits below:

Alien Form (Xoriat). The exact physical dimensions of the eidolon are hard to fully comprehend. Creatures have disadvantage on attack rolls against the eidolon until they hit it.

Night Aura (Dal Quor). The eidolon is cloaked in unnatural shadow, reducing lighting conditions around itself by one step (direct sunlight to bright light to dim light to darkness) in a 20-foot radius centered on itself. This aura does not hinder the eidolon's own vision. Magical light produced by an effect of 3rd level or higher is unaffected by this reduction.

Temporal Warrior (Sea of Siberys). The eidolon is made from the timeless essence of the Astral Sea. It becomes immune to any effect that would reduce its speed, and it has advantage on saving throws to resist any effect that would slow it or move it through time, such as the *slow* spell or the *temporal shunt* power.

Additionally, on each of its turns the eidolon may shunt itself briefly through time as a bonus action, teleporting up to 30 feet to an unoccupied space it can see.

MANIFEST FUNCTION

Starting at 6th level, whenever you manifest *project eidolon*, the eidolon you create gains an additional way to use its action, depending on the plane of thoughts you chose for the Manifest Form feature:

Maddening Revelation (Xoriat). The eidolon can use its action to create a pulse of madness. Each creature within 15 feet of the eidolon must succeed on a Wisdom saving throw (against your power save DC) or be affected as though by the *confusion* spell until the end of their next turn. The eidolon can use this action once.

Night Terrors (Dal Quor). The eidolon can provoke a waking nightmare in one creature it can see within 60 feet. The target must succeed on a Wisdom saving throw (against your power save DC) or suffer the effects of the *dissonant whispers* spell as though it were cast from a 4th-level spell slot. The eidolon can use this action once.

Temporal Stasis (Sea of Siberys). The eidolon can use its action to magically enfold a creature it can see within 60 feet of it in a field of null-time. The target must succeed on a Charisma saving throw (against your power save DC) or be locked in stasis. A creature locked in stasis is paralyzed, immune to damage and all other effects, and does not age. Stasis lasts indefinitely, but the target may choose to repeat the saving throw at the end of any of its turns, ending the effect on a success. The eidolon can use this action once.

SUSTAINED EIDOLON

Also beginning at 6th level, whenever you manifest *project eidolon*, the eidolon you project is automatically imbued with a modicum of your will, allowing it to sustain itself without your focus or effort. The duration of the power changes to Instantaneous when you manifest it, and the eidolon persists even if you stop focusing on *imbue psicrystal*, remaining in existence until it drops to 0 hit points or you dismiss it as an action. However you cannot cast *imbue psicrystal* while the eidolon exists, nor can you manifest a power that augments *imbue psicrystal* while the eidolon exists, even if you choose to maintain focus on *imbue psicrystal*.

The eidolon can spend its hit dice to regain hit points during a short rest, and it can take a long rest by spending 8 hours in light or no activity. It also regains a single expended use of the action granted to it by your Manifest Function feature after finishing a long rest.

EMANCIPATED EIDOLON

Starting at 11th level, when you manifest *project eidolon*, you can choose to invest the eidolon you project with a sliver of your sentence. You can use a bonus action, instead of an action, to command an eidolon granted this sliver of sentence. It also regains a single expended use of the action granted to it by your Manifest Function feature after finishing a short or long rest.

Investing the eidolon with a piece of your sentence is not without risks, however. Should you choose to manifest the *project eidolon* power this way, and the eidolon is reduced to 0 hit points, it ceases to exist and you suffer psychic backlash as part of your psyche whips back into your mind, dealing psychic damage to you equal to half the eidolon's maximum hit point total. This damage cannot be mitigated in any way.

IMPROVED MANIFEST FORM

Starting at 14th level, whenever you manifest *project eidolon*, the eidolon gains improved versions of the trait you grant it with the Manifest Form feature, depending on the plane you chose for that feature:

Midnight Aura (Dal Quor). The eidolon is cloaked in magical darkness in a 30-foot radius centered on itself. Only magical light produced by an effect of 8th level or higher can overcome this darkness.

Additionally, magical darkness doesn't impede the eidolon's darkvision.

Temporal Dreadnought (Sea of Siberys). The eidolon controls the passage of time about itself. It becomes immune to any effect that would slow it or move it through time, such as the *slow* spell or the *temporal shunt* power.

Additionally, on each of its turns the eidolon may warp time around itself as a bonus action, teleporting up to 60 feet to an unoccupied space it can see, taking any object it is touching up to its maximum carrying capacity.

The eidolon may also take one

willing creature it is touching with it when it teleports. A creature traveling with the eidolon in this way arrives in an unoccupied space adjacent to the eidolon. If there is no such unoccupied space, neither it nor the eidolon teleport. The eidolon can take a creature with it when it teleports once, and must finish a short or long rest before it can do so again.

Unspeakable Form (Xoriat). The eidolon's physical form is unspeakably alien and nearly impossible to fully comprehend. All creatures have disadvantage on attack rolls against the eidolon and the eidolon has advantage on all saving throws against any creature's magical effects. If a creature deals damage to the eidolon, that creature's attacks and magical effects are unimpeded by this feature until the start of the eidolon's next turn.



PSIONIC SUBCLASSES

Below are new psionic subclasses for the Fighter, Monk, and Rogue

FIGHTER: ADAMANT

At 3rd level, a fighter gains the Martial Archetype feature. The Adamant is a new option for that feature.

Adamants are warriors who have honed their sense of self into a palpable force, fortifying their physical bodies with their diamond will. They refine themselves to be faster, stronger, better; realizing their potential through psionically mastered ego.

The monks of Adar first developed the martial and mental traditions necessary to become an adamant centuries before the arrival of the Kalashtar. Today, the ideal of the adamant self has spread across Sarlona, both within the Unity of Riedra and to those who oppose it. The Kalashtar and other Adaran immigrants have also brought the techniques used to become an adamant with them to Khorvaire.

ADAMANT FEATURES

Fighter Level	Features
3rd	Psionics, Strength of Self
7th	Battlemind
10th	Psychic Warrior
15th	Mettle
18th	Immortal Will

PSIONICS

When you reach 3rd level, you realize your psionic potential, gaining the use of talents and augments, the rules for which appear in Chapter 4. Psionic powers are magical effects.

Psionic Talents. A psionic talent is a psionic power that is a cantrip spell. You learn two psionic talents: *battle trance* and one of your choice from the adamant talent list. You learn an additional adamant talent once you reach 10th level.

Augments. An augment is a psionic power that augments a psionic talent. You must be focusing on an augment's corresponding psionic talent in order to manifest it. You know two 1st-level powers that augment the adamant talents you know.

The Augments Known column of the Adamant Psionics table shows when you learn more augments of your choice. When the table indicates that you learn a new augment, you may only choose a power that augments one of the adamant talents you know. Each of these powers must have a psi cost no greater than your psi limit (see below).

For instance, when you reach 7th level in the fighter class, you learn one new psionic power that augments an adamant talent you know, and the power you choose can have a minimum psi cost of up to 4.

Additionally, when you gain a level in this class, you can choose to replace one of your existing powers that augments an adamant talent you know and replace it with another power that augments any adamant talent you know. The new power must have a minimum psi cost of no higher than your psi limit at the time you learn it.

Psi Points. You have an internal reservoir of psionic energy represented by psi points. You must spend psi points from this reserve to manifest a psionic augment.

The number of psi points you have is based on your fighter level, as shown in the Psi Points column of the Adamant Psionics table. The number shown for your level is your psi point maximum. When expending psi points to manifest an augment, you cannot reduce your current psi points to below 0. Your psi point total returns to your maximum when you finish a long rest.

Psi Limit. Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit to the number of psi points you can spend to manifest a psionic augment. The limit is based on your fighter level, as shown in the Psi Limit column of the Adamant Psionics table. For example, as a 7th-level fighter, you can spend no more than 4 psi points when manifesting a psionic augment, no matter how many psi points you have.

Psionic Ability. Charisma is your psionic ability for your adamant powers. You use your Charisma modifier when setting the saving throw DC for an adamant power or 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

ADAMANT TALENTS

Below is a list of psionic talents available to Adamants. The descriptions of these powers can be found in Chapter 4.

battle trance
mindblade
primal metabolism
psychic hammer
speed of thought
true shot
verve
wild talent

STRENGTH OF SELF

Starting at 3rd level, you gain proficiency with Charisma saving throws. Adamants possess a deep understanding of the mind, and learn to meditate on their ego to reinforce their sense of self.

ADAMANT PSIONICS

Level	Augments Known	Psi Points	Psi Limit
3rd	2	4	2
4th	3	6	2
5th	4	6	2
6th	4	6	2
7th	5	16	4
8th	6	16	4
9th	7	16	4
10th	7	20	4
11th	8	20	4
12th	9	20	4
13th	9	32	6
14th	10	32	6
15th	10	32	6
16th	11	38	6
17th	11	38	6
18th	12	38	6
19th	12	46	8
20th	13	46	8

BATTLEMIND

Beginning at 7th level, whenever you use your action to cast a psionic talent, or to produce an effect described in a psionic talent, you may make one weapon attack as a bonus action.

PSYCHIC WARRIOR

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

METTLE

Beginning at 14th level, you can endure assaults to your vitality and ego. When you are subjected to an effect that allows you to make a Constitution or Charisma saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

IMMORTAL WILL

Starting at 18th level, you can draw on your psionic potential to survive life-threatening injury. At the end of your turn while at 0 hit points, you may spend 6 psi points to regain a use of your Second Wind feature (as if you had taken a short rest) and immediately use that feature, requiring no action. If you do, you regain an additional 20 hit points.



MONK: WAY OF THE SOULKNIFE

At 3rd level, a monk gains the Monastic Tradition feature. The Way of the Soulknife is a new option for that feature.

Monks who adhere to the Way of the Soulknife meditate on the nature of the self and reality, and learn to cut through all perceived barriers, both within themselves and between others.

By recognizing these barriers within themselves, these “soulknives” can remove the borders between mind, soul, and body, allowing them to use their ki power to physically manifest blades of pure psionic energy from their fists.

WAY OF THE SOULKNIFE FEATURES

Monk Level	Features
3rd	Soulknife Talent, Disciple of the Mindblade
6th	Master the Blade
11th	Nomadic Technique
17th	Knife to the Soul

SOULKNIFE TALENT

Starting at 3rd level, you know the *mindblade* psionic talent. Wisdom is your psionic ability for this power. When you cast this spell, the mindblade you create with it counts as a monk weapon for you.

DISCIPLE OF THE MINDBLADE

Also at 3rd level, you learn all psionic powers that augment *mindblade*. Wisdom is your psionic ability for these powers.

In order to manifest an augment you learned with this feature, you must expend a number of ki points equal to augment’s power level + 1 (including level increases for an intensified power), instead of the power’s normal psi cost.

For example, to manifest psychic strike at its minimum strength as a 1st-level power, you must spend 2 ki points. To manifest it as though you spent 4 psi points on it to intensify it to a 2nd-level power, you must spend 3 ki points.

The maximum amount of ki points you can expend on any one manifestation of a psionic augment is limited, as shown in the table below. This will prevent you from manifesting some augments you learned with this feature until you reach higher levels in the monk class.

AUGMENTING AND KI POINTS

Monk Level	Max Ki Points for a Power
3rd – 4th	2
5th – 8th	3
9th – 12th	4
13th – 16th	5
17th – 20th	6

MASTER THE BLADE

Starting at 6th level, you gain martial and spiritual mastery over the mindblade. You gain the following benefits:

Manifest Soul. Choose a type of damage you believe your soul to most closely identify with: radiant or necrotic. Whenever you cast *mindblade*, you may choose for your mindblades to deal the damage type you choose for this feature, instead of the damage types normally available. If you do, your mindblades appear to be made of solid light or shadow, as appropriate for your choice.

Additionally, whenever you manifest the *psychic strike* power, you may choose for it to deal the same type of damage as the one you choose for this ability.

Twin Blades. You may create two mindblades when you cast *mindblade* instead of one. If you do, one appears around each of your fists, and you may make one attack with a mindblade as a bonus action after you use the Attack action to attack with the other mindblade. While you have two mindblades created, neither one can be forced from your hands, preventing you from using your hands for any other purpose while you focus on the *mindblade* talent.

NOMADIC TECHNIQUE

At 11th level, you learn how to sever the barriers between time and space, granting you several psychoportation abilities. You gain the following benefits.

Nomadic Throw. Mindblades you create with the *mindblade* talent have the thrown property, with a range of 60/120. While you focus on *mindblade*, you may let go of a mindblade but only to make ranged weapon attacks with it. Immediately following each ranged attack with a mindblade, the mindblade teleports, returning to your grip.

Nomadic Leap. You may spend 2 ki points as a bonus action to teleport up to 100 feet to an unoccupied space you can see.

Nomadic Strike. Whenever you hit a creature with a melee attack using a mindblade, you may spend 2 ki points to force the creature to make a Charisma saving throw. On a failure, the creature is teleported up to 100 feet away from its previous position, in any direction you choose, to an unoccupied space you can see that includes a solid surface that can support the creature’s weight.

KNIFE TO THE SOUL

Beginning at 17th level, whenever you hit a creature with a melee attack using a mindblade, you may spend 8 ki to forgo making a damage roll for the attack and instead immediately cast *feeblemind* on the target, requiring no components and ignoring the spell’s normal casting time. You can use this feature once, and you must finish a long rest before you can do so again.

ROGUE: LURK

At 3rd level, a rogue gains the Roguish Archetype feature. The Lurk is a new option for that feature.

Lurks are silent killers that have harnessed the cold logic of their inner id to hone their deadly skills. The id, the urge for survival, to rationalize away all obstacles to your continued existence, is a primal aspect of the psyche buried under moral and ethical layers of the ego and superego.

Not all lurks are amoral, instead some merely use the ruthless rationality that lies within everyone. Heroic lurks use this cold logic in the pursuit of altruistic goals, and still others practice a philosophy of “enlightened self-interest,” recognizing cooperation is more likely to result in success than pure sociopathy. But all lurks tap into this dark well of their mind to manifest their powers.

The Dreaming Dark employs lurks as merciless scalpels, to execute the plans of their quori masters. The Kalashtar shadow watchers, ever fighting their secret war against the Dreaming Dark, likewise employ the talents unique to the lurk to help their people survive the world of darkness, guiding them toward the Great Light ahead. However, the most prevalent lurks in Khorvaire are changeling agents of the Cabinet of Faces, tapping into the psionic potential hidden in their race to sneak into places unseen and pull the strings of history from the shadows.

LURK FEATURES

Rogue Level	Features
3rd	Psionics, Psionic Sneak Attack
9th	Psychic Ambush
13th	Mindsight
17th	Slippery Mind



LURK PSIONICS

Level	Augments Known	Psi Points	Psi Limit
3rd	2	4	2
4th	3	6	2
5th	4	6	2
6th	4	6	2
7th	5	16	4
8th	6	16	4
9th	7	16	4
10th	7	20	4
11th	8	20	4
12th	9	20	4
13th	9	32	6
14th	10	32	6
15th	10	32	6
16th	11	38	6
17th	11	38	6
18th	12	38	6
19th	12	46	8
20th	13	46	8

PSIONICS

When you reach 3rd level, you realize your psionic potential, gaining the use of talents and augments, the rules for which appear in Chapter 4. Psionic powers are magical effects.

Psionic Talents. A psionic talent is a psionic power that is a cantrip spell. You learn two psionic talents: *true shot* and one of your choice from the lurk talent list. You learn an additional lurk talent once you reach 10th level.

Augments. An augment is a psionic power that augments a psionic talent. You must be focusing on an augment’s corresponding psionic talent in order to manifest it. You know two 1st-level powers that augment the lurk talents you know.

The Augments Known column of the Lurk Psionics table shows when you learn more augments of your choice. When the table indicates that you learn a new augment, you may only choose a power that augments one of the lurk talents you know. Each of these powers must have a psi cost no greater than your psi limit (see below).

For instance, when you reach 7th level in the rogue class, you learn one new psionic power that augments a lurk talent you know, and the power you choose can have a minimum psi cost of up to 4.

Additionally, when you gain a level in this class, you can choose to replace one of your existing powers that augments a lurk talent you know and replace it with another power that augments any lurk talent you know. The new power must have a minimum psi cost of no higher than your psi limit at the time you learn it.

Psi Points. You have an internal reservoir of psionic energy represented by psi points. You must spend psi points from this reserve to manifest a psionic augment.

The number of psi points you have is based on your rogue level, as shown in the Psi Points column of the Lurk Psionics table. The number shown for your level is your psi point maximum. When expending psi points to manifest an augment, you cannot reduce your current psi points to below 0. Your psi point total returns to your maximum when you finish a long rest.

Psi Limit. Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit to the number of psi points you can spend to manifest a psionic augment. The limit is based on your rogue level, as shown in the Psi Limit column of the Lurk Psionics table. For example, as a 7th-level rogue, you can spend no more than 4 psi points when manifesting a psionic augment, no matter how many psi points you have.

Psionic Ability. Intelligence is your psionic ability for your lurk powers. You use your Intelligence modifier when setting the saving throw DC for a lurk power or 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

LURK TALENTS

Below is a list of psionic talents available to Lurks. The descriptions of these powers can be found in Chapter 4.

battle trance
blind spot
mindlink
psychic static
sixth sense
speed of thought
true shot
wild talent

PSIONIC SNEAK ATTACK

Starting at 3rd level, you may choose to focus on this feature instead of a psionic talent as a bonus action. While you are focusing on Psionic Sneak Attack, your Sneak Attack damage dice deal psychic damage.

PSYCHIC AMBUSH

Starting at 9th level, when you are hidden from a creature and you use a psionic power on it, that creature has disadvantage on any saving throw it makes against the power until the end of your current turn.

MINDSIGHT

At 13th level, you gain the ability to perceive the presence of other minds. You are never blinded against any creature that is within 60 feet of you if it has an Intelligence score of 4 or higher, and such creatures cannot hide from you.

SLIPPERY MIND

Beginning at 17th level, your mind easily slips from the grasp of magical influence or control. If you fail an Intelligence, Wisdom, or Charisma save against a magical effect, you may use your reaction to succeed on the saving throw instead. Once you use this feature, you must finish a short or long rest before you can use it again.



MULTICLASSING

If your group uses the optional rule on multiclassing in the *Player's Handbook*, use the following rules for multiclassing with psionic characters.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisite for both your current class and your new one. The prerequisites for new psionic classes are shown in the Multiclassing Prerequisites table.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Empath	Wisdom 13
Icon	Charisma 13
Psion	Intelligence 13

PROFICIENCIES

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

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Empath	Shields
Icon	Light armor, shields, simple weapons, martial weapons
Psion	—

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. A new class feature presented in this book has additional rules when you're multiclassing: Psionics

PSIONICS

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

Talents and Augments Known. You determine what psionic powers you know for each class individually, as if you were a single-classed member of that class. When choosing new psionic augments for that class use that class's level or psi limit.

For example, if you are an Adamant fighter 5/Kineticist psion 3, you know two adamant talents and four powers that augment those talents with a minimum psi cost of no more than 2, based on your levels in the fighter class. As a 3rd-level Kineticist psion, you know four psion talents, including the bonus talent *energy ray*, and you know seven powers that augment your psion talents, one of which may be a 2nd-level power, with the rest being level 1 powers. Additionally, as a 5th-level fighter, you know *battle trance* and one adamant talent, plus four powers that augment your adamant talents that have a minimum psi cost of 2.

Each psionic talent you know is associated with one of your classes, and you use the power ability of that class when you cast that psionic talent or manifest psionic powers that augment those talents.

Psi Points and Manifesting Psi Limit. You determine the maximum number of psi points your internal reserve of psionic potential can hold, as well as your psi limit when manifesting a psionic power, by adding together all your levels in the empath and psion classes, half of your levels in the icon class (rounded down), and one third your fighter or rogue levels (rounded down) if you have the Adamant or Lurk feature. Use this total to determine your maximum psi points and psi limit when manifesting a power by consulting the Multiclass Psionic Character table.

For example, if you are the aforementioned Adamant fighter 5/Kineticist psion 3, you count as a 4th-level character when determining your psi points and manifesting psi limit; you have a maximum reserve of 20 psi points; and your psi limit when manifesting a power is 4.

MULTICLASSING PSIONIC CHARACTER

Level	Psi Points	Manifesting Psi Limit
1st	4	2
2nd	6	2
3rd	16	4
4th	20	4
5th	32	6
6th	38	6
7th	46	8
8th	54	8
9th	72	10
10th	82	10
11th	94	10
12th	94	10
13th	108	10
14th	108	10
15th	124	10
16th	124	10
17th	142	10
18th	152	10
19th	164	10
20th	178	10

Sublime Power/Power Surge. When your total psionic character levels as determined above reach 11th level, you must choose whether to gain the Sublime Power feature from the empath class, or the Power Surge feature from the psion class. You must have at least one level in empath or psion in order to choose its respective feature. Whichever feature you choose, you use your total psionic character level as determined above when determining the feature's effects (such as the amount by which it increases your psi limit, and how many times you can use it), instead of your levels in any one class. Once you choose one of these features, the choice is permanent. You can never gain the other feature, nor can you gain the same feature twice from the same class.

CHAPTER TWO

Psionic Races

While any sentient being can unlock psionic potential through rigorous discipline or greater understanding of itself and its place in the cosmos, some people possess inherent psychic power due to their race.

All members of such races develop psionic abilities as they mature into adulthood. Many can hone these abilities even further as they overcome life's challenges, even if they do not chose a psionic class to gain levels in.

The Eberron campaign setting is home to many psionic races suitable for player characters. You may choose from any of the psionic races presented in this chapter when creating a character in Eberron.

KALASHTAR

Kalashtar are the descendants of human Adaran monks who merged their consciousnesses with rebel quori spirits who fled the nightmare realm of Dal Quor. The original monks could speak directly with their merged spirits, but communication became harder for each new generation of kalashtar that was born. Thousands of years later, modern day kalashtar have only an instinctual connection to their spiritual lineage. The most obvious manifestation of this spiritual lineage is the psionic power inherent in all kalashtar.

Variant Traits. If you wish to play a kalashtar using the expanded psionic options and rules in this book, the *mindlink*, and Naturally Psionic traits below replace the kalashtar's Mind Link trait in *Eberron: Rising from the Last War* and *Wayfinder's Guide to Eberron*.

The kalashtar presented here otherwise shares all other traits with the standard kalashtar, which are included below in their complete form for ease of use.

Ability Score Increase. Your Wisdom score increases by 2, and your Charisma score increases by 1.

Age. Kalashtar mature and age at the same rate as humans.

Alignment. The noble spirit tied to a kalashtar drives it toward lawful and good behavior. Most kalashtar combine strong self-discipline with compassion for all beings, but some kalashtar resist the virtuous influence of their spirit.

Size. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d6

Height = 5 feet + 4 inches + your size modifier in inches

Weight in pounds = 110 + (1d6 x your size modifier)

Speed. Your base walking speed is 30 feet.

Dual Mind. You have advantage on all Wisdom saving throws.

Mental Discipline. You have resistance to psychic damage.

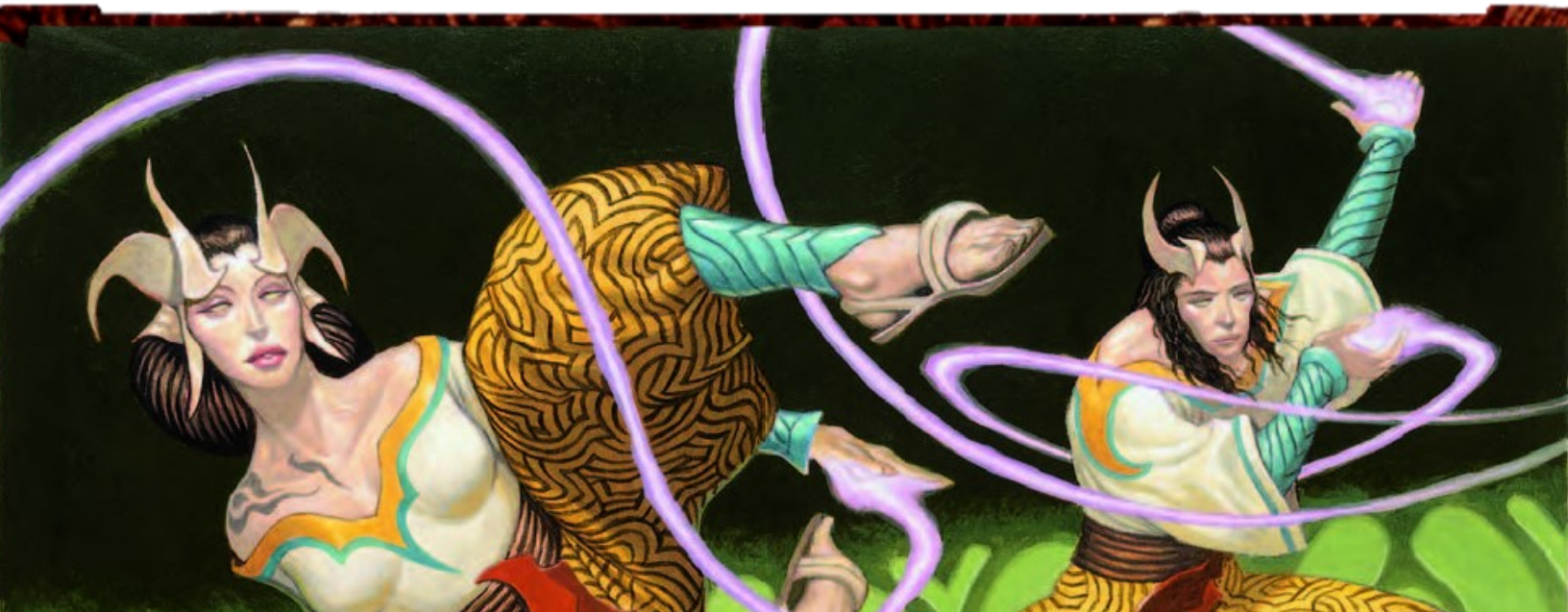
Mindlink. You know the *mindlink* psionic talent. Once you reach 3rd level, you learn the *metaconcert* augment. Once you reach 5th level, you learn the *missive* augment. Wisdom or Charisma (your choice) is your psionic ability for these powers.

Naturally Psionic. You gain a reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Severed from Dreams. Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit while they sleep. As such, you are immune to spells and other magical effects that require you to dream, like *dream*, but not spells and other magical effects that put you to sleep, like *sleep*.

Languages. You can speak, read, and write Common, Quori, and one other language of your choice.



DAELKYR MADBLOOD

When a pregnancy develops in an area suffused with the warping influence of Xoriat or the corrupting proximity of a daelkyr, the child risks being born as a “daelkyr half-blood,” an otherwise normal child mutated into the spiritual progeny of these terrible forces. Typically, the mutation manifests in the form of an aberrant twin, a symbiotic creature that attaches to the child for life.

Sometimes, however, the child is born a “daelkyr madblood” instead. The corruption in a daelkyr madblood is, at first, subtle. Eventually, as the child matures, their psyche manifests wild psionic powers that they cannot completely control, often resulting in devastation and tragedy.

VARIANT DAELKYR HALF-BLOOD: DAELKYR MADBLOOD

To play a daelkyr madblood, the Ability Score Increase, Touched by Madness, and Naturally Psionic traits detailed below replace the Ability Score Increase, Personal Symbiont, and Symbiont Mastery traits of the standard daelkyr half-blood in [*Korranberg Chronicle: Adventurer's Almanac*](#).

The daelkyr madblood shares the same Age, Alignment, Size, Speed, Aberrant, Unbalanced Mind, and Languages traits as the standard daelkyr half-blood. These traits are included here in their complete form for ease of use.

Ability Score Increase. Your Charisma score increases by 2.

Age. Daelkyr madbloods mature at the same rate as humans but do not generally live as long, since they are more likely to suffer from degenerative health conditions in the twilight of their lives.

Alignment. Daelkyr madbloods must always fight vile thoughts that may or may not be their own. They tend toward evil, and are usually neutral at best, but it is not impossible for an exceptional individual to find comfort in altruism and become good. In any case, their roiling madness almost always tends toward chaotic alignments.

Size. Daelkyr madbloods are built much like humans but typically appear a little sickly. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d4

Height = 5 feet + 1 inches + your size modifier in inches

Weight in pounds = 105 + (1d6 x your size modifier)

Speed. Your base walking speed is 30 feet.

Aberrant. Your body might appear to be humanoid, but something about your presence is anathema to natural creatures. You have proficiency in the Intimidation skill, and your proficiency bonus is doubled on all Charisma (Intimidation) checks you make to influence humanoids.

However, you also have disadvantage on Charisma (Persuasion) checks made to influence humanoids if you do not have proficiency in the Persuasion skill, and on Wisdom (Animal Handling) checks if you do not have proficiency in the Animal Handling skill.

Touched by Madness. You know one of the following psionic talents: *energy ray*, *primal metabolism*, or *wild talent*. Once you reach 3rd level, you learn one 1st-level psionic power of your choice that augments the talent you selected for this trait. Once you reach 5th level, you learn another 1st-level psionic power of your choice that augments the talent you selected for this trait. Charisma is your psionic ability for these powers.

Whenever you manifest or cast a psionic power granted by this trait, roll a d20. On a roll of 20, you manifest the power as normal and immediately regain any psi points you spent to manifest it, if any. On a roll of 1, the power fails and each creature within a 10-foot radius sphere centered on you takes 2d4 psychic damage. This damage increases by 1d4 whenever your proficiency bonus increases. On any other roll, the power manifests as normal.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Unbalanced Mind. Your mind is in constant self-revolt and contact with it can be debilitating. Any creature that attempts to read your thoughts, study your mind, or make a Wisdom (Insight) check to determine information about you suffers disadvantage on Intelligence, Wisdom, and Charisma saves until the end of their next turn.

Languages. You can speak, read, and write Common and two other languages of your choice.



DROMITES

Beneath the surface of Sarlona, straddling the thin line between natural underground cave networks and the endless, twisting labyrinths of Khyber below them, dromites make their home. These small insectoid humanoids built huge networks of industrious city-hives, and their society revolves in part around their natural psychokinetic abilities.

CASTE SOCIETY

Each dromite, during maturation into adulthood, chooses which caste it will belong to and develops the ability to manifest a certain kind of energy. The dromite's choice of energy results in the development of a hormonal balance which subtly influences the dromite's personality as well. Torch Caste dromites can manifest fire and are passionate, prone to both laughter and anger. Dromites of the Ice Caste can produce areas or blasts of intense cold and are careful with their decisions, wishing to calculate and analyze their options to determine the optimal choice in any situation. The Voice Caste can generate high-pitched or thunderous blasts of noise and also provides the artists and artisans of the city-hives (especially singers and other stage-performers). Finally, the dromites of the Glimmer Caste can generate lightning with their minds and are often restless and ambitious.

SURFACE RELATIONS

Millennia ago, dromites used to be a fairly common sight on the surface. However, ever since the Sundering of Sarlona, the Inspired lords of the Riedran empire have ordered dromites to be exterminated or enslaved on sight, and have gone so far as to attack and lay siege to the dromites' city-hives located underneath their nation. Nowadays, the network of city-hives is broken, each isolated from each other, and only a rare few city-hives maintain contact with the surface.

One such city-hive, Zi'til'natek, is located beneath the mountains of Adar, and the kalashtar have maintained diplomatic ties with this city's dromites for centuries.

DROMITE NAMES

Dromites are born from communal eggs and given names when adopted by life-bonded parents. All dromites except a city's Queen and Consort are genderless, so a dromite's name is assigned on the traditions of the life-bond family they are adopted by.

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, Ulech.



DROMITE TRAITS

Dromites share the following traits.

Ability Score Increase. Your Dexterity and Charisma scores increase by 1.

Age. Dromites reach maturity and are accepted into their chosen caste at around 15 years old and live about as long as humans do.

Alignment. Dromites tend toward no particular alignment. Unlike a colony of true insects, a city-hive is made up of individuals and does not act under a central hive-mind. Therefore, each dromite is free to choose their own outlook in life.

Size. Your size is Small. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d4

Height = 2 feet + 7 inches + your size modifier in inches

Weight in pounds = 30 + your size modifier

Speed. Your base walking speed is 25 feet.

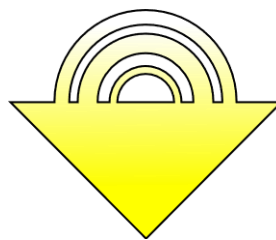
Energy Caste. You belong to one of four energy castes. Choose a caste from the Dromite Castes table. Your choice of caste specifies the type of damage you deal when manifesting a power granted by your Dromite Psychokinesis and determines the type of energy you resist with your Damage Resistance trait.

DROMITE CASTES

Caste	Damage Type
Torch	Fire
Ice	Cold
Voice	Thunder
Glimmer	Lightning



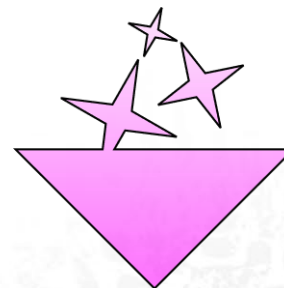
Torch Caste



Voice Caste



Ice Caste



Glimmer Caste

Dromite Psychokinesis. You know the *energy ray* psionic talent. Once you reach 3rd level, you learn the *synaptic arc* augment. Once you reach 5th level, you learn the *pyrokinetic detonation* augment. Charisma is your psionic ability for these powers.

Whenever you manifest or cast a psionic power granted by this trait, the damage the power deals is the damage type associated with your energy caste, regardless of the damage type the power normally deals.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Damage Resistance. Your chitinous skin grants you resistance to the damage type associated with your energy caste.

Insectoid Senses. You have antennae that supplement your other senses. You have proficiency in the Perception skill. Your proficiency bonus is doubled for any Wisdom (Perception) check you make that relies on smell.

Darkvision. Thanks to your compound, insectoid eyes, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Riedran and one extra language of your choice.

DUERGAR, AKIAK

The Akiak dwarves of Sarlona are an integrated society of duergar and other dwarves. They are the remnants of a once-mighty nation that was defeated by the rise of the Inspired. For centuries, the Unity of Riedra has enslaved them to toil in mines and camps whenever they could, so the Akiak remain mobile and wander the inhospitable lands of the Tashana Tundra in northern Sarlona.

Among the Akiak, duergar develop psionic powers. The origin of these mental abilities is a mystery. Some suspect a failed Inspired breeding program of enslaved duergar, while others offer conjecture that Sarlona's planar "*aukaraks*" or "reality storms" influenced the psionic potential in the gray-skinned dwarves.

AKIAK DUERGAR TRAITS

Mordenkainen's Tome of Foes presents racial traits for the standard duergar subrace, but the Akiak duergar of Eberron use the following dwarf subrace traits instead.

Ability Score Increase. Your Intelligence score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Extra Language. You can speak, read, and write Riedran.

Resilient Psyche. You have advantage on saving throws against telepathy and being charmed or paralyzed.

Duergar Psionics. At first level, you know the *blind spot* psionic talent. Once you reach 3rd level, you learn the *titanic form* augment. Once you reach 5th level, you learn the *obscure* augment. Intelligence is your psionic ability for these powers.

When you manifest *titanic form*, you may do so even when focusing on *blind spot* instead of the appropriate psionic talent listed in the power.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.



ELANS

When a quori spirit is destroyed, its essence returns to *il-Lashtavar*, the dark heart of Dal Quor, and is reborn as a new quori. Sometimes, an individual quori is powerful enough that it retains its form and memories when it is reborn. On the extremely rare occasion of a quori this powerful betraying the Dreaming Dark, an alternative punishment must be used to prevent it from continuing to endanger the works of *il-Lashtavar*: eternal imprisonment in the flesh of an elan.

LIVING PRISONS

Elan vessels are made, not born, in an abominable psionic process that turns a regular humanoid into a prison of flesh and mind. The resulting elan resembles a somewhat idealized version of the humanoid it once was, but has no memories of its former life. The infusion of its body with a quori spirit grants an elan immortality and exceptional durability, all the better to keep the quori inside it trapped forever.

QUORI PUNISHMENT

Unlike the spirits of the original Kalashtar hosts or the quori inhabiting the Inspired, a quori inside an elan vessel cannot communicate with or control the host body in any way. It is trapped inside the elan, insensate. In this way, the quori is sealed forever, for as long as the elan lives.



ELAN TRAITS

Elans have the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Intelligence or Wisdom score increases by 1.

Age. The process to transform a humanoid into an elan can only be performed on an adult, so newly created elans have the physical form and general mental faculties of a mature humanoid from the instant they are created. Elans do not age, and they only expire from accident or violence. You are immune to magical aging effects.

Alignment. Elans are created as blank slates, with no part of their former personality or memory intact. They tend toward no particular alignment, but their experiences immediately following their creation by the Inspired can color their outlook for the rest of their immortal lives.

Size. The Dreaming Dark typically chooses humans to create elans from, and the process gives the subject's body a slightly emaciated form. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d10

Height = 4 feet + 8 inches + your size modifier in inches

Weight in pounds = 100 + (1d6 x your size modifier)

Speed. Your base walking speed is 30 feet.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Psionic Endurance. When you take damage, you can spend psi points as a reaction to reduce the damage by an amount equal to twice the number of psi points spent (obeying your psi limit). After you use this trait, you can't use it again until you finish a short or long rest.

Psionic Metabolism. You have no need to breathe, eat, or sleep provided that you have at least one unspent psi point. To gain the benefits of a long rest while benefiting from this trait, you can spend 8 hours engaged in light activity, rather than sleeping.

Psionic Resilience. When you make a saving throw, you can spend 2 psi points as a reaction to gain a +5 bonus on all saving throws until the start of your next turn. After you use this trait, you can't use it again until you finish a short or long rest.

Languages. You can speak, read, and write Riedran and one extra language of your choice.

GOBLINS, BLUE

The origin of blue goblins is shrouded in the annals of goblinoid history. Over nine thousand years ago, daelkyr invaded the material plane from Xoriat, the Realm of Madness. They arrived in western Khorvaire and seemed intent on crushing the goblinoid Dhakaani Empire. For hundreds of years, while the aberrant minions of the daelkyr waged battle with the goblinoids, the insidious, warping influence of Xoriat spread across the continent. Eventually, the daelkyr and their horrors were driven back to Xoriat or sealed away by the Gatekeeper druids deep beneath the surface in Khyber.

LINGERING CORRUPTION

Despite the apparent defeat of the daelkyr, the damage they caused was already done. The corruption that spread during the invasion weakened the great Empire of Dhakaan, which fell within generations of the end of the war due to infighting and madness. Thousands of years later, the echoes of this corruption can still be seen in the rare goblinoids born with fur and skin tinted blue. Invariably, these “blues” develop innate psionic power as they mature.

Blue goblins are exceedingly rare and are always born to otherwise normal goblins. Because of their odd appearance, the birth of a blue goblin is considered an ill omen. Every blue is thought to be the spawn of the ancient foes of the Dar, and to the goblinoids, nothing could be more anathema. Many of the more ruthless goblin tribes in Droaam or Darguun abandon them at birth, and many goblins living in the Five Nations give up blue children for adoption.

BLUE “PSYCHOSIS”

Although most people of the Five Nations wouldn’t consider blues to be intrinsically mad, goblinoids believe the blue tendency to shirk responsibilities in favor of personal freedom to be nothing short of psychopathic. Whether this tendency in blues is due to an actual goblinoid psychological disorder or an entirely rational reaction to being oppressed by traditional goblinoid beliefs and values is open for debate.

BLUE GOBLIN TRAITS

If you are using the base racial traits of the goblin from *Korranberg Chronicle: Adventurer’s Almanac*, the blue is a goblin subrace that increases your Intelligence score by 1 and grants the Blue Talent and Naturally Psionic racial traits detailed below.

If you don’t have that book, the blue is presented here as a complete race for ease of use.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Blues mature and age at the same rate as normal goblins.

Alignment. Blues tend toward chaotic alignments, whether due to the influence of Xoriat or their rejection of oppressive tradition.

Size. Blues are typically a few inches shorter than normal goblins. Your size is Small. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d6

Height = 3 feet + your size modifier in inches

Weight in pounds = 32 + your size modifier

Goblinoid. You belong to one of the three major goblinoid races.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Blue Talent. You know the *wild talent* psionic talent. Once you reach 3rd level, you learn one 1st-level psionic power of your choice that augments *wild talent*. Once you reach 5th level, you learn another 1st-level psionic power of your choice that augments *wild talent*. Intelligence is your psionic ability for these powers.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Languages. You can speak, read, and write Common and Goblin.



GOLIATHS, DREAMSCARRED

In the ancient days of the Age of Giants, the giant nations of the continent of Xen'drik enjoyed prosperity and might unparalleled by modern Khorvairian society. However, the beginning of the end for the giants' civilization came with the Giant-Quori war, when the spirits of dream came to the material world en masse. Historians disagree whether these dream spirits were invading or seeking refuge, but the most learned sages believe that the giants ended the war by breaking Dal Quor's planar orbit and shattering Eberron's 13th moon.

The impact of this planar catastrophe was not just physical, however. Millennia later, the scars of this event manifest intermittently on a rare few descendants of giantkind. Among the goliaths, these extraordinary individuals are known as the dreamscarred.

Where most goliaths have abstract patterns on their skin, a dreamscarred goliath's skin patterns appear more representative of objects, creatures, or places. Sometimes these depictions are of actual people, places or things known to the dreamscarred goliath or their tribe, but usually they are unrecognizable, either because the markings are fantastical or bizarre and twisted in some fashion.

Some goliath tribes shun the dreamscarred, while others honor them as gifted shamans, for while the dreamscarred are typically less hale and robust than a normal goliath, each is born with the ability to hear the "Dream of the Mountain," granting them the potential to increase their endurance and might beyond normal goliath limits.

HALF-GIANTS

In other settings where the ancient war between giants and quori is not part of the world's history, the racial traits for dreamscarred goliaths can be used to represent half-giants.

Half-giants are not a subrace or variant of goliaths, and therefore do not sport the skin patterns and general appearance of that race. Instead, half-giants are the cross breeds of humans and giants, and by some quirk of biology, develop natural psionic abilities.

Half-giants tend to be found in harsh desert lands where they acclimate well. They are typically good-aligned, relishing freedom and liberty. Half-giants speak Common, Giant, and one additional language of their choice.

VARIANT GOLIATH: DREAMSCARRED

If you wish to play a dreamscarred goliath, the Alignment, Size, Dream of the Mountain and Naturally Psionic traits below replace the goliath's Alignment, Size, Natural Athlete, Stone's Endurance, and Mountain Born traits in *Volo's Guide to Monsters*.

The dreamscarred goliath shares the same Ability Score Increase, Age, Speed, Powerful Build, and Languages traits as the standard goliath. These traits are included here in their complete form for ease of use.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Goliaths have lifespans comparable to humans. They enter adulthood in their late teens and usually live less than a century.

Alignment. Goliaths that are born dreamscarred either tend toward the same lawful social norms as their tribe, or rebel from them as a reaction to being shunned, tending toward chaotic alignments in the latter case.

Size. Dreamscarred goliaths stand just as tall as their "stoneborn" counterparts, but are typically slightly leaner. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d10

Height = 6 feet + 2 inches + your size modifier in inches

Weight in pounds = 190 + (2d6 x your size modifier)

Speed. Your base walking speed is 30 feet.

Dream of the Mountain. You know the *verve* psionic talent. Once you reach 3rd level, you learn the *stomp* augment. Once you reach 5th level, you learn the *acclimatize* augment. Constitution is your psionic ability for these powers.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. Goliaths in Eberron can speak, read, and write Common, Giant, and Goblin.

SHULASSAKAR

The shulassakar are an enigmatic people, almost unknown to the people of the Five Nations except for the most well versed of academics and sages. The shulassakar claim to be blessed by the power and majesty of the ancient couatls—a race of serpentine celestials native to the material plane thought to be largely extinct in the modern era. The shulassakar carry on their duties, however, isolated in ancient ruins and remaining vigilant for the rise of darkness.

Shulassakar combine the traits of yuan-ti and aasimar, imbued with the qualities of the holy couatl revered by their society. While shulassakar are not as intensely psionic as other races in this chapter, they are all blessed with a sliver of the psychic potential of the couatl.

Most shulassakar are “bloodsworn,” appearing mostly human except for some faint, prismatic scales on their shoulders, back, and hands, though some might possess rainbow-hued feathers instead of hair. Traditional belief states that shulassakar with more pronounced couatl-like features—such as serpentine body parts or full, rainbow-feathered wings—are “flametouched” or “transcendent,” reincarnated bloodsworn rewarded with even more blessed forms due to their valiance and service in previous lives.

Whether this is true or not, shulassakar bloodsworn make excellent adventurers. With their distinct scale patterns covered, most shulassakar can pass for human in modern society, and are often sent on missions to monitor the wider world for signs of demonic activity. However, outside of their fortresses and the ruins they guard, the shulassakar are exceedingly rare. A major population center like Wroat or Sharn may not have a single shulassakar in residence—other than the player character.



SHULASSAKAR BLOODSWORN TRAITS

Shulassakar bloodsworn have the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Age. Bloodsworn mature at the same rate as humans, but they can live up to a century and a half.

Alignment. While shulassakar society dedicates its existence to the opposition of evil, shulassakar can be dismissive and unempathetic to those they see as lacking the blessing of the couatl. They tend toward lawful neutral.

Size. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d10

Height = 4 feet + 8 inches + your size modifier in inches

Weight in pounds = 110 + (2d4 x your size modifier)

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Couatl Resistance. You have resistance to poison damage and radiant damage, and are immune to the poisoned condition.

Radiance. You know the *aura beacon* psionic talent.

Psionic Potential. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 1.

Radiant Smite. While you are focusing on *aura beacon*, you may expend 1 psi point as an action to wreath a weapon you touch in searing radiance for 1 minute. For the duration, the weapon deals 1d6 extra radiant damage whenever an attack made with it hits. This duration expires early if your focus on *aura beacon* ends.

Psionic Resistance. When you make a saving throw against a psionic power or other magical effect, you may use your reaction to gain advantage on the saving throw.

Devotional Archery. You have proficiency with longbows.

Languages. You can speak, read, and write Common, Celestial, and Draconic.

THRI-KREEN

In the unknown fathoms of time between the fall of the ancient giants and the founding of modern city of Stormreach, many civilizations have risen and fallen in Xen'drik. One of the most mysterious was the civilization of the thri-kreen, a race of mantis-like insectoid humanoids.

Though the thri-kreen civilization seems to have vanished with almost no trace, a few pockets of the mantisfolk still exist in the wilds of Xen'drik. Most follow a nomadic existence in the Menechtarun desert, but a few still lurk in the ruins of their city beneath Stormreach.

Thri-kreen are naturally psionic, and it is theorized that their minds exist in Dal Quor and the material plane simultaneously, though there is little in the way of solid evidence to substantiate this claim. The thri-kreen themselves are silent on the matter.

THRI-KREEN TRAITS

Thri-kreen share the following traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Age. Thri-kreen are extremely short-lived, reaching adulthood after only 6 or 7 years, and rarely see 30 years of age.

Alignment. Modern thri-kreen have nearly no conception of formalized society among their own kind and tend toward chaotic alignments.

Size. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d12

Height = 4 feet + 10 inches + your size modifier in inches

Weight in pounds = 125 + (2d6 x your size modifier)

Speed. Your base walking speed is 35 feet.

Extra Arms. You have two pairs of arms, a major pair and a minor pair. Your major arms can perform all the functions a normal humanoid's arms and hands can, but your minor arms are smaller and weaker. You cannot effectively wield weapons or use a shield with your minor arms, nor can you fulfill somatic components for spells with them, but you may otherwise perform any other action with them, such as writing, opening doors, retrieving or stowing an item, or even drawing a weapon and passing it to a major arm's hand.

Additionally, having a second pair of arms allows you to interact with a second object during your turn without using your action. If you want to interact with a third object, you need to use your action. (Some magic items and other special objects always require an action to use, as stated in their descriptions.)

Thri-Kreen Weapon Training. You have proficiency with the gythka and chatkcha. These weapons have the same statistics as the orc double axe and Adaran boomerang detailed in *Korranberg Chronicle: Adventurer's Almanac*, respectively.

If your game does not make use of that book, use the statistics for the greataxe and handaxe instead, except the handaxe has the finesse property.

Natural Armor. You have a hard, chitinous exoskeleton. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Thri-Kreen Psionics. You know the *primal metabolism* psionic talent. Once you reach 3rd level, you learn the *psionic leap* augment. Once you reach 5th level, you learn the *bestial claws* augment. Wisdom is your psionic ability for these powers.

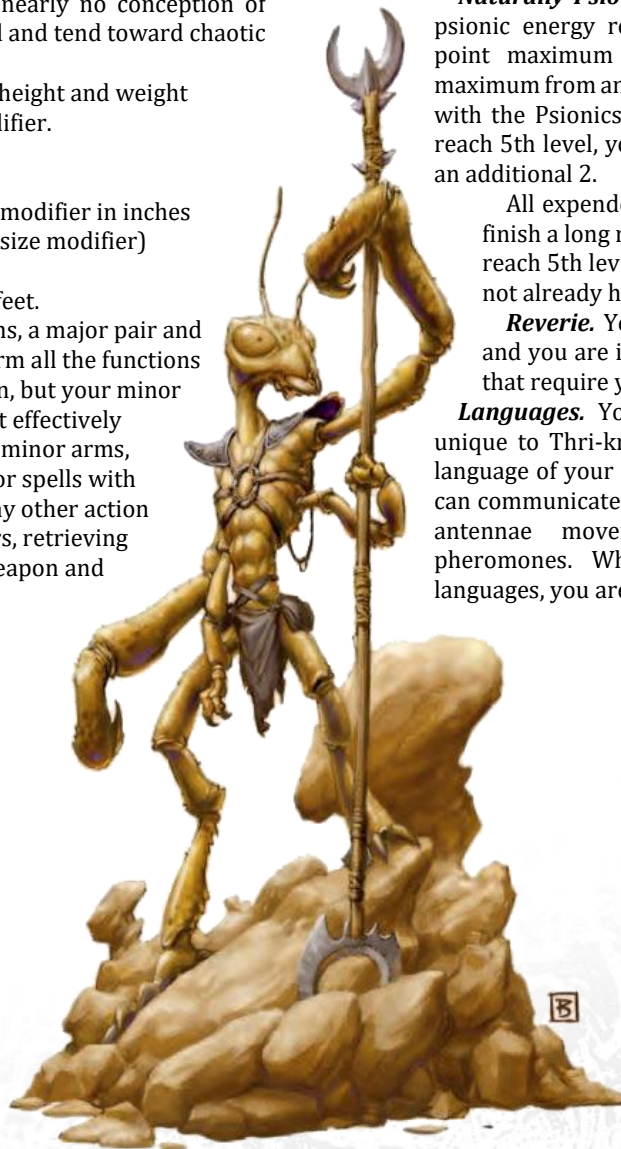
Whenever you manifest psionic leap using this feature, the power augments *primal metabolism* instead of the normal talent mentioned in the power's description.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Reverie. You cannot be magically put to sleep, and you are immune to magical spells and effects that require you to dream, like the *dream* spell.

Languages. You can communicate in a language unique to Thri-kreen and can understand one other language of your choice. Thri-kreen do not speak, but can communicate in their own language through their antennae movements, mandible clacking, and pheromones. When expressing yourself in other languages, you are limited to writing only.



WARFORGED, PSIFORGED

During the Last War, House Cannith produced the warforged, sentient artificial humanoids made from stone, metal, and wood. The first warforged were trained to be simple soldiers, but over the years experimental production runs created warforged intended for a variety of roles and uses.

One of the more eccentric experiments resulted in the psiforged, warforged created with a lattice of psionically conductive crystal suffused throughout their body. The production run of these psiforged was extremely limited, but rumors persist that psiforged are still being made to this day despite the ban on creating new warforged by the Treaty of Thronehold that ended the Last War.

VARIANT WARFORGED: PSIFORGED

If you wish to play a psiforged, the Ability Score Increase, Crystalline Growths, Psiactive Crystal, and Naturally Psionic traits below replace the warforged's Ability Score Increase, Integrated Protection, and Specialized Design traits in *Eberron: Rising from the Last War* and *Wayfinder's Guide to Eberron*.

The psiforged shares the same Age, Alignment, Size, Speed, Constructed Resilience, Sentry's Rest, and Languages traits as the standard warforged. These traits are included here in their complete form for ease of use.

Ability Score Increase. Your Constitution and Intelligence scores increase by 1.

Age. A typical warforged is between two and thirty years old. The maximum warforged lifespan remains a mystery; so far, warforged have shown no signs of deterioration due to age. You are immune to magical aging effects.

Alignment. Most warforged take comfort in order and discipline, tending toward law and neutrality. But some have absorbed the morality, or lack thereof, of the beings with which they served.

Size. Your size is Medium. To set your height and weight randomly, start with rolling a size modifier.

Size modifier = 2d6

Height = 5 feet + 10 inches + your size modifier in inches

Weight in pounds = 270 + (4 x your size modifier)

Speed. Your base walking speed is 30 feet.

Constructed Resilience. You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

Crystalline Growths. Your constructed body is covered in numerous crystals. You gain a +1 bonus to Armor Class, but you cannot don armor.

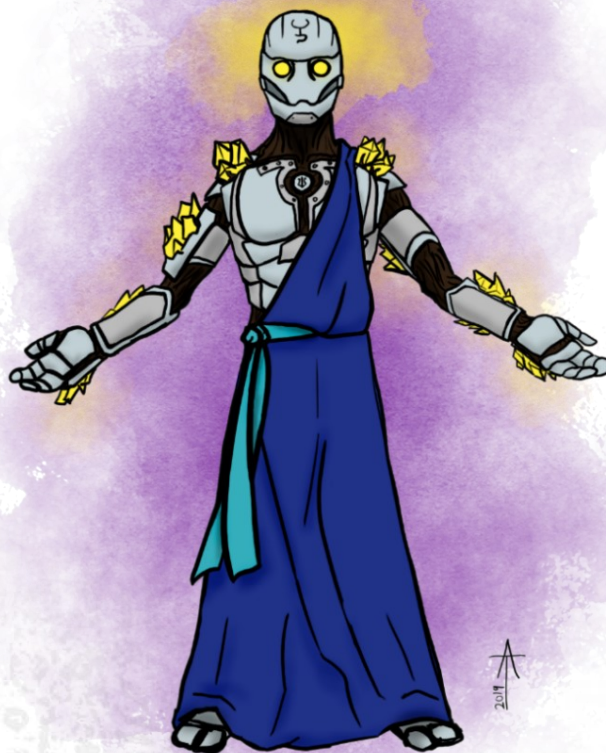
Psiactive Crystal. You know the *imbue psicrystal* psionic talent. Once you reach 3rd level, you learn the *fortify psicrystal* augment. Once you reach 5th level, you learn the *crystal flechette* augment. Intelligence is your psionic ability for these powers.

When you cast *imbue psicrystal*, you may spend 1 psi point to use your own body's crystals as the material component. If you do, a fist-sized chunk of crystal harmlessly separates from your body and becomes the psicrystal. When your focus on *imbued psicrystal* ends, you may reintegrate the separated crystal back into your body.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Languages. You can speak, read, and write Common and one other language of your choice.



CHAPTER THREE

PSIONIC FEATS & ITEMS

Psionic power can be enhanced through additional training, and focused through the use of specialized magic items.

The options presented in this chapter may either improve your psionic character's existing abilities, or open up the possibility of psionic potential for characters that do not choose a psionic class or race. When any of these options reference a specific psionic power, the details for that power can be found in Chapter 4.

PSIONIC FEATS

Psionic ability comes naturally to some races and subraces, but the potential exists within all sentient minds. If your game uses the optional feat rules, the following new feats allow characters to develop or refine their psionic abilities.

CHANGELING MINDREADING

Prerequisite: Changeling

You have honed your social intuition into palpable psionic talent, tapping into your race's latent telepathic abilities. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. All expended psi points are restored when you finish a long rest. Your psi limit is 2, unless another effect increases it.
- As an action, you can expend 2 psi points to magically read the surface thoughts of one creature you can see within 60 feet of you. While the target is in range, you can continue reading its thoughts, for as long as you concentrate (as if concentrating on a spell). While reading the target's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

LUCID MEDITATION

Prerequisite: The ability to manifest at least one psionic augment

Your concentration is nigh unbreakable, even in the midst of combat. You gain the following benefits:

- Your concentration cannot be broken by environmental phenomena.
- You have advantage on Constitution saving throws that you make to maintain concentration when you take damage.
- If your concentration breaks on a power because you were dealt damage by an enemy, you may use your reaction to regain half the psi points you spent to manifest that power.

PSIONIC SAVANT

You learn one of the following psionic talents: *ectoplasmic object*, *energy beam*, *imbue psicrystal*, *mindblade*, *mindlink*, *psychic hammer*, *speed of thought*, or *wild talent*. You also learn one 1st-level psionic power that augments your chosen psionic talent. Your psionic ability for these powers is either Intelligence, Wisdom, or Charisma (your choice when you select this feat).

In addition, you gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. All expended psi points are restored when you finish a long rest. Your psi limit is 2, unless another effect increases it.



QUORI ATAVIST (PSIONIC)

Prerequisite: Elan or Kalashtar, must have no other atavist feat

You have meditated upon the nature of the quori you are linked with, and forged a stronger than normal psionic bond to them. Choose one type of quori and gain the benefits below associated with it.

DU'ULORA

- Increase your Strength or Charisma score by 1, to a maximum of 20.
- **Focused Rage.** Your du'ulora instinctively understands anger and rage and allows you to ignite these wild emotions in your foes. You may expend 2 psi points to cast *compelled duel* as a telepathy spell, using no components. When you do, your eyes burn with psionic might. The target is instilled with a furious desire to single you out for retribution. Strength or Charisma (your choice) is your spellcasting ability for this spell.
- **Burning Gaze.** You know the *energy ray* psionic talent, but you may only deal fire damage with it. When you fire a ray while focusing on the talent, the ray shoots forth from your eyes. Strength or Charisma (your choice) is your psionic ability for this spell.

HASHALAQ

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- **Instill Confidence.** Your hashalaq has granted you the ability to empathically connect with your allies and fill them with confidence and security. You may expend 2 psi points cast *bless* as a telepathy spell, using no components. When you do, an audible, harmonic note manifests in the air, originating from you. Wisdom or Charisma (your choice) is your spellcasting ability for this spell.
- **Psychic Static.** You know the *psychic static* psionic talent. Wisdom or Charisma (your choice) is your psionic ability for this spell.

KALARAQ

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- **Shadow Eye.** You channel the otherworldly perception of your kalaraq quori. You may expend 2 psi points as an action to magically create a Tiny, shadowy eye that hovers in an unoccupied space you can see within 30 feet of you. When you create the shadow eye, your field of vision shifts to see through the shadow eye instead of your own eyes for as long as you concentrate (as though concentrating on a spell), up to 1 minute. You can move the shadow eye up to 30 feet as a bonus action. The shadow eye disappears when your concentration ends, or if it is ever more than 30 feet away from you. The shadow eye is invisible in dim light or darkness. While you look through the shadow eye, the sclera of your eyes turn pitch black. This is a clairsentience effect.
- **Psychic Hammer.** You know the *psychic hammer* psionic talent. Intelligence or Charisma (your choice) is your psionic ability for this spell.

TSOREVA

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- **Terror Strike.** Your tsoreva wielded fear as literal weapons, and your strengthened bond with it allows you to do the same. You may expend 2 psi points cast *wrathful smite* as a psychokinesis spell, using no components. When you do, an ominous thrum originates from you while you concentrate on the spell. Dexterity or Charisma (your choice) is your spellcasting ability for this spell.
- **Mindblade.** You know the *mindblade* psionic talent. Dexterity or Charisma (your choice) is your psionic ability for this spell.

TSUCORA

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- **Panic Impulse.** Your tsucora is a nightmare incarnate and you channel its ability to inflict horror and dread in a foe. You may expend 2 psi points cast *dissonant whispers* as a 1st-level telepathy spell, using no components. When you do, a faintly translucent image of something nightmarish hovers about you for a moment. Constitution or Charisma (your choice) is your spellcasting ability for this spell.
- **Wild Talent.** You know the *wild talent* psionic talent. Constitution or Charisma (your choice) is your psionic ability for this spell.

USVAPNA

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- **Inflict Despair.** Your usvapna has given you the ability to cause such utter self-loathing in a foe that they become incapacitated. You may expend 2 psi points cast *Tasha's hideous laughter* as a telepathy spell, using no components. When you do, an audible psychic moan originates from you. The spell functions as normal, except the target does not laugh and perceive everything as funny, but rather perceives everything as meaningless, most of all themselves, and weeps uncontrollably for the duration of the spell. Intelligence or Charisma (your choice) is your spellcasting ability for this spell.
- **Mind Thrust.** You know the *mind thrust* psionic talent. Intelligence or Charisma (your choice) is your psionic ability for this spell.

UMBRAGEN SHADOWKNIFE

Prerequisite: Drow (umbragen)

You have honed your metaphysical tie with the Umbra, and can form it into weapons of pure, solid darkness:

- Increase your Charisma score by 1, to a maximum of 20.
- **Darkblade.** You know the *mindblade* cantrip, but it is a conjuration spell for you and the weapon you create with it deals necrotic damage. Your spellcasting ability for this spell is Charisma, which you use in place of a psionic ability for the spell.
- **Shadow bow.** When you cast *mindblade*, you can create a ranged weapon instead of a melee one. The ranged weapon you create is a magical weapon you are proficient with that deals 1d8 necrotic damage, has a short range of 120 feet, a long range of 500 feet, and has the ammunition, heavy, and two-handed

properties. You can choose to use your spellcasting ability instead of Dexterity for the attack and damage rolls of ranged attacks using this weapon. Whenever you make an attack with it, the weapon conjures its own arrow from the Umbra. You cannot use any other ammunition with the weapon.

UNLOCKED POTENTIAL

Prerequisite: Must know at least one psionic talent

When you reach 4th level, your psi limit becomes 4, unless it is already higher, and you learn 2 powers of your choice that augment psionic talents you know. When you reach 8th level, your psi limit becomes 6, unless it is already higher, and you learn one additional power of your choice that augments a psionic talent you know. The powers you choose to learn must have a psi cost equal to or lower than your psi limit at the time you learn them.



PSIONIC EQUIPMENT

The following mundane items are of particular use or relevance to psionic characters, or characters from psionic societies.

ABSENTIA

This strange elixir first became available after the Last War. It is currently sold illegally in Sharn by the Boromar clan—usually to the jaded rich. It is considered a mostly harmless indulgence.

When you drink absentia, you fall into a comatose state and are unconscious for one hour. During this time, you perceive the world through the senses of a random creature with an Intelligence score of 5 or higher within a radius of one mile from you. The effect is similar to that of the *screaming* spell, but you perceive sensations through all five senses from the point of view of the targeted creature. The elixir cannot target anyone affected by *protection from good and evil*, *mind blank*, or a similar effect. Some users of absentia report that it occasionally causes bouts of sleepwalking during the comatose state induced by the substance.

Absentia is mildly mentally addictive, and repeated use can cause the imbibor to develop shaky hands and nervous disorders. When you wake up from your unconscious state, you must succeed on a DC 5 Charisma saving throw or become cursed with nonmagical addiction. If you are immune to disease, you cannot become cursed this way. While cursed by this nonmagical addiction, you have disadvantage on all Dexterity checks. A *remove curse* or *greater restoration* spell can remove this curse.

Unbeknownst to the Boromar clan or users of absentia, the sleepwalking caused by the substance is not a side effect, but a subtle indicator of absentia's true purpose. The substance is in fact created by the Dreaming Dark. A creature in the comatose state caused by imbibing a dose of absentia is susceptible to quori possession, as though they were dreaming and willing to be possessed (as long as they are a creature that normally can dream).

A single dose of absentia is typically sold for 20 gp.

CRYSTEEL WEAPONS

A rare crystalline substance mined exclusively in Xen'drik by the Riedran outpost of Dar Qat can be alloyed with steel, resulting in this glittering, vaguely chromatic metal. A weapon made of crysteel is not inherently magical, but if the wielder possesses a psi point reserve, they can spend 1 psi point to channel psionic energy into it, requiring no action. If they do, all attacks they make with the crysteel weapon are magical until the start of their next turn.

The crysteel version of a melee weapon costs 1,000 gp more than the normal version.

SENTIRA ITEMS

Sentira is an opalescent substance with an organic appearance similar to horn or shell. It is not psionically potent on its own, but responds to psionically potent thoughts and emotions. The Unity of Riedra produces the vast majority of sentira equipment, structures, and monuments, though kalashtar and psionic Adarans create some art, arms, and armor from it as well.

Raw sentira is a special powdered crystal that can be shaped by a psionic creature channeling its psychic energies into it. The shaper must know the *ectoplasmic object* psionic talent, and they must expend 1 psi point to shape the raw sentira. Once this psi point is spent, the shaper must concentrate for 1 hour per pound of material (as though concentrating on a spell), and can shape the sentira into any mundane weapon or object they desire, so long as it does not contain complex mechanisms (such as a crossbow or bullseye lantern).

Once raw sentira has been shaped, it can't be reshaped. The color of shaped sentira varies depending on the predominant emotion of the shaper (for example, pitch black if shaped while fearful, blood red if shaped while angry, or soothing blue if shaped while calmly serene). Weapons made from shaped sentira are lightweight, weighing only 90% of equivalent steel weapons, and are just as effective, but have no additional properties.

In the case of large items created from sentira, multiple applications of raw sentira powder can be layered on shaped sentira, allowing construction of structures or larger items over time.

A pound of raw sentira costs 50 gp. Items made from shaped sentira cost 100 gp per pound more than the normal version.

ZULAAT

A zulaat is a martial weapon developed by the Unity of Riedra. These weapons are normally forged of steel, but Chosen and Inspired warriors often carry zulaats created from sentira or crysteel. A zulaat is a double-ended weapon, comprised of a long central haft and a glaive's head at each end, and weighs 10 pounds if made from steel or crysteel (or 9 pounds if made from sentira). It has the Two-handed and Special weapon properties.

When wielding a zulaat, at the start of your turn, you must choose for the weapon to have either the Reach or the Double weapon property (see sidebar) until the start of your next turn. While a zulaat has the Reach property, it deals 2d4 slashing damage on a hit, and while it has the Double property, it deals 1d6 slashing damage on a hit.

Zulaats are supplied to soldiers in Riedra, not sold, and are exceptionally rare in Khorvairian markets—those found are typically contraband snuck outside of Riedra by a band of smugglers known as the Dream Merchants. Such zulaats, typically of the mundane steel variety, might be purchased (where available) for 150 gp.

DOUBLE

A double weapon has two striking ends on either side of an elongated grip. It is too unwieldy for Small creatures to handle properly; they have disadvantage on attacks rolls with double-ended weapons. When you use your Attack action to make an attack with a double-ended weapon, you can also use a bonus action to make an additional attack with it. You don't add your ability modifier to the damage of the bonus action attack, unless that modifier is negative.

If you have the Two-Weapon Fighting fighting style or Dual Wielder feat, you gain all of their benefits while wielding a double weapon, as if it were two different weapons.

PSIONIC MAGIC ITEMS

The following magic items use, interact with, or grant psionic abilities to characters that wield them.

NEW MAGIC ITEM CATEGORY

Tattoos are a new category of magic item in addition to those found in the *Dungeon Master's Guide*, such as potions, scrolls, or wands.

TATTOO

A magic tattoo is inscribed on the body of a creature, often requiring special inks with exotic ingredients like crystal dust or dragon blood. Magic tattoos cannot overlap each other.

Magic tattoos are consumable magic items, fading from the body of the creature once used. Activating a magic tattoo requires an action to touch it and will it to produce its effect, called "tapping" it. Once used, a tattoo takes effect immediately and then disappears.

A magic tattoo is more dynamic than its mundane counterpart. As an action, the bearer of a magic tattoo can move it to any surface on its body it wishes, or onto another creature in physical contact with it who then becomes its new bearer.

If the bearer of a magic tattoo is unconscious or dead, another creature can touch the tattoo as an action and either activate its effects on the bearer, or transfer the magic tattoo onto their own body.

MAGIC ITEMS A~Z

The following magic items are presented in alphabetical order.

CRAWLING TATTOO OF DAZING

Tattoo, uncommon

When you tap this tattoo, it does not affect you. Instead, it peels away from your body and skitters up to 30 feet into the space of a creature you can see, provoking no opportunity attacks, then leaps upon the creature, attaching to its face or similar anatomy. The target must make a DC 15 Charisma saving throw. On a failed save, the target takes 2d12 psychic damage and, until the end of your next turn or until it takes any further damage, it is incapacitated and its speed is halved. The tattoo evaporates immediately with no effect if the target succeeds on their saving throw, or over time if they fail, disappearing completely by the end of your next turn.

CRAWLING TATTOO OF SHRIEKING

Tattoo, uncommon

When you tap this tattoo, it does not affect you. Instead, it peels away from your body and skitters up to 30 feet into the space of a creature you can see, provoking no opportunity attacks. It then emits an ultrasonic shriek at the creature, dealing 5d10 points of thunder damage to it if the creature fails a DC 14 Constitution saving throw, or half as much on a success. The tattoo disintegrates immediately after shrieking.

CRYSTAL CAPACITOR

Wondrous item, rarity varies (requires attunement by a psionic character)

A crystal capacitor is a collection of three small crystals bound together with silver wire. You may store psi points in a crystal capacitor you have attuned to, and use them later to manifest psionic powers. Each crystal capacitor has a maximum number of psi points it can hold, which determines its rarity, as shown in the Crystal Capacitors table. You become aware of the crystal capacitor's maximum number of psi points it can store when you learn the capacitor's properties.

To store psi points in a crystal capacitor, you must hold it and expend psi points from your own internal reserve as an action, adding them to the capacitor. This transfer is only one way; you cannot transfer psi points from the capacitor into your own internal reserve.

Psi points stored in a crystal capacitor remain in it indefinitely, until spent. Each time you manifest a psionic power with a psi cost, you may choose to spend psi points either from your own internal reserve, or from a crystal capacitor you are attuned to and holding, but not both. Crystal capacitors do not regain any psi points spent from them on their own; they can only be refilled by transferring psi points.

If you end your attunement to a crystal capacitor that is filled with psi points, it retains any psi points stored within it. If you attune to a crystal capacitor with psi points already stored within it, you may use those psi points as if you stored them.

CRYSTAL CAPACITORS

Max Psi	Rarity
1	Common
3	Uncommon
5	Uncommon
7	Rare
9	Rare
11	Very rare
13	Very rare
15	Very rare
17	Legendary

CRYSTALLINE WEAPON

Weapon (any melee), uncommon (requires attunement by a psionic character)

A crystalline weapon is a magic weapon made from a single piece of psionically reinforced crystal. When you make a melee attack and hit with a crystalline weapon, you can spend a number of psi points up to your psi limit, adding 1d4 points of psychic damage for every psi point spent.

DENDRITE OF THE FIRESTARTER

Staff, very rare (requires attunement by a psionic character)

This long branching staff is made from a single red crystal. It cannot be used as a quarterstaff. While you hold it, you have resistance to fire damage and you may cast the *energy ray* psionic talent, but you may only use it to deal fire damage.

The staff has 20 charges, and while holding it and focusing on *energy ray*, you can use an action to expend 1 or more of its charges as if they were psi points to manifest the following powers from it (psi limit 10) using your power save DC and psionic ability modifier: *energy wave* (fire damage only), *immolate self*, *pyrokinesis*, and *pyrokinetic detonation*.

The staff regains 1d12 + 8 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters, crumbling into crystalline dust and is destroyed forever.

DENDRITE OF FRACTURING

Staff, rare (requires attunement by a psionic character)

This long branching staff is made from a single yellow crystal. It cannot be used as a quarterstaff.

The staff has 10 charges, and while holding it, you can use an action to expend 1 or more of its charges as if they were psi points to manifest powers from it (psi limit 10), even if you are not focusing on the appropriate psionic talent listed in the power. When manifesting these powers, you use your power save DC and psionic ability modifier and the *dendrite of fracturing* acts as the psicrystal for the power's effects, instead of your psicrystal if you have one. You may manifest any of the following powers from the staff: *crystal burst*, *crystal flechette*, and *crystal spray*.

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters, crumbling into crystalline dust and is destroyed forever.

DENDRITE OF THE INQUISITOR

Staff, rare (requires attunement by a psionic character)

This long branching staff is made from a single clear crystal. It cannot be used as a quarterstaff. While you hold it, you may speak telepathically to any creature you can see within 60 feet. Creatures you communicate with in this way can respond to you telepathically as a bonus action.

The staff has 20 charges, and while holding it, you can use an action to expend 1 or more of its charges as if they were psi points to manifest the following powers from it (no psi limit), using your power save DC and psionic ability modifier, even if you are not focusing on the appropriate psionic talent listed in the power: *assess foe*, *compel confession*, *discern moods*, *mental inquisition*, *pry memories*, and *read thoughts*.

If you are holding the staff and fail a saving throw against a telepathy power that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against a telepathy power that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the power back on its caster as if you had cast or manifested the power yourself.

The staff regains 2d10 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters, crumbling into crystalline dust and is destroyed forever.

DENDRITE OF THE INVISIBLE HAND

Staff, very rare (requires attunement by a psionic character)

This long branching staff is made from a single blue crystal. It cannot be used as a quarterstaff. While you hold it, you can cast the *wild talent* psionic talent from it, but you can only produce the Far Hand effect.

The staff has 20 charges, and while holding it, you can use an action to expend 1 or more of its charges as if they were psi points to manifest the following powers from it (psi limit 10), using your power save DC and psionic ability modifier, while focusing on *wild talent* instead of the appropriate psionic talent listed in the power: *psychic grasp*, *telekinetic clutch*, and *telekinetic puppet*.

The staff regains 2d6 + 8 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters, crumbling into crystalline dust and is destroyed.

DENDRITE OF THE VOYAGER

Staff, very rare (requires attunement by a psionic character)

This long branching staff is made from a single green crystal. It cannot be used as a quarterstaff.

The staff has 20 charges, and while holding it, you can use an action to expend 1 or more of its charges as if they were psi points (no psi limit) to manifest the following powers from it, using your power save DC and psionic ability modifier, even if you are not focusing on the appropriate psionic talent listed in the power: *mystic caravan*, *mystic traveler*, *nomadic doorway*, *nomadic recall*, and *nomadic travel*.

The staff regains 2d6 + 8 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters, crumbling into crystalline dust and is destroyed.

DORJE OF BLASTING

Wand, uncommon (requires attunement by a psionic character)

This crystalline wand is 14 inches long and made from a single crystal. It has 14 charges. While at least one charge remains, it glows faintly with purple energy, shedding dim light in a 5-foot radius. While holding the wand, you can use an action to expend 1 or more of its charges as if they were psi points to manifest the *psionic blast* power (psi limit 14), even if you are not focusing on the appropriate psionic talent listed in the power.

The wand regains 2d6 + 2 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand shatters, crumbling into crystalline dust and is destroyed.

DORJE OF BROADCASTING

Wand, uncommon (requires attunement by a psionic character)

This crystalline wand is 9 inches long and made from a single crystal. It has 21 charges. While at least one charge remains, it glows faintly with blue energy, shedding dim light in a 5-foot radius. While holding the wand, you can use an action to expend 1 or more of its charges as if they were psi points to manifest the *missive* power, even if you are not focusing on the appropriate psionic talent listed in the power.

The wand regains 3d6 + 3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand shatters, crumbling into crystalline dust and is destroyed.

ETHER REAVER

Weapon (any), very rare (requires attunement)

The striking end of this magic weapon appears to be wreathed in a ghostly, insubstantial film, which is in fact ectoplasm saturated with psychokinetic energy. You gain a +2 bonus to attack and damage rolls made with this weapon.

While you hold the weapon, you can see creatures and objects within 20 feet of you that are invisible or on the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

The ectoplasm enfolding the striking end of the weapon extends into the Ethereal Plane, allowing you to attack and damage ethereal creatures and objects with the weapon, even if you are on the Material Plane.

When you attack a creature or object made completely or partially from ectoplasm with the weapon—such as the effect of the *spectral wall* power, or creatures such as thought eaters or eidolons—you have advantage on the attack roll and you deal an additional 18 force damage if you hit.

FORCE SABER

Weapon (longsword), legendary (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of translucent force to spring into existence, or to make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the force saber.

You gain a +3 bonus to attack and damage rolls made with this weapon, which deals force damage instead of slashing damage and deals an extra 1d8 force damage to any creature you hit with it.

This weapon's razor-edged blade of pure force simply ignores fields of similar magical force or altered inertia. When you attack a creature with the *force saber*, the target of the attack cannot benefit from any defense against the attack that is described as resulting from inertia or force—including any effect that sets Armor Class (such as *inertial armor* or *mage armor*) or provides bonus to Armor Class (e.g., *shield*), all forms of cover (e.g., *forcecage* or *wall of force*), and effects that simply prevent attacks or damage from affecting the target (e.g., *inertial nullification*).

GAGETHGA'S CEREBRAL HOOD

Wondrous item, legendary (requires attunement)

This red mantle and hood appears to be made from glossy, silken thread, but upon closer inspection it is revealed to be composed of fine strands of muscle and sinew. To attune to this item, you must wear it on your head for the entire attunement period, during which a hidden stinger burrows into the base of your skull and merges with your nervous system.

While wearing the hood, you have blindsight out to a radius of 30 feet, resistance to psychic damage, and know the *verve* psionic talent.

Psionic Powers. The hood has 20 charges. While wearing it, you can use an action to expend 1 or more of its charges as if they were psi points to manifest the following powers from it (spell save DC 16, psi limit 14), even if you are not focusing on the appropriate psionic talent listed in the power: *assimilate*, *assume control*, *bestial claws*, *empathic projection*, *fusion*, *inertial armor*, *mind blast*, *missive*, *post-hypnotic suggestion*, and *read thoughts*.

Symbiotic Nature. The hood can't be removed from you while you're attuned to it, and you can't voluntarily end your attunement to it. If you're targeted by a spell that ends a curse, your attunement to the hood ends, and it detaches from you.

The hood requires psionic energy to be fed to it. Immediately after you finish any long rest, you must either spend 10 psi points to feed the hood, or take 1 level of exhaustion.

The hood regains 2 expended charges for each psi point you feed to it, or regains all spent charges, up to its maximum of 20 charges, if it caused you to take a level of exhaustion.

GLOVES OF OBJECT READING

Wondrous item, rare

When wearing these white silken gloves, you may manifest the *psychometric touch* power at will without expending psi points, even if you are not focusing on the appropriate psionic talent listed in the power.

HAMMER OF CLOBBERING

Weapon (light hammer, maul, or warhammer), rare (requires attunement)

This hammer is a magic weapon that is capable of hitting a creature so hard that they are knocked into the future. You gain a +1 bonus to attack and damage rolls made with it.

When you attack a creature with this weapon and roll a 20 on the attack roll, you deal normal damage for a critical hit and then the target is shunted forward in time, disappearing from their space and reappearing exactly 1 minute after you hit them. At the end of this minute, the target reappears in the space it was occupying when you attacked it, or in the nearest unoccupied space if that space is occupied. A shunted target perceives no personal time passing between the moment it was struck and when it reappears.

IOUN STONE (PSIONIC)

Wondrous item, rarity varies (requires attunement)

Many types of ioun stones exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Below are new varieties of ioun stones in addition to those found in the *Dungeon Master's Guide*:

Potential (Rare): While this rainbow-hued prism is attuned to you, it contains a reserve of psionic potential represented by psi points. It has a psi point maximum of 10 psi points, and regains all spent psi points every dawn. While it orbits your head, you may spend psi points from this ioun stone instead of your personal psi point reserve when manifesting a psionic augment.

Spark (Common): This dull gray irregular stone contains a single psi point. When manifesting a psionic augment, you may expend the psi point in this stone instead of spending a psi point from your psi reserve, and then the stone crumbles into inert dust.

LINKED ARMOR

Armor (any), very rare (requires attunement)

Sets of *linked armor* are created together, a sliver from a single shattered psychoactive crystal incorporated into each suit of armor in the set. Up to six suits of armor may be created in a set of linked armors. Individual suits of armor in the same set do not need to be the same kind of armor.

While attuned to and wearing a suit of *linked armor*, you may communicate telepathically with any or all other creatures wearing other suits of armor in the same set, and you know the direction and distance each other suit of *linked armor* in the set is away from you. This link between suits of *linked armor* in a set function across any physical distance as long as they are on the same plane of existence.

MIND'S EYE

Wondrous item, very rare (requires attunement)

This small gem has one large, flat facet. When you attune to a *mind's eye* and press the large flat facet against the middle of your forehead, it affixes itself there and cannot be removed by anyone other than you while you are conscious.

While a *mind's eye* is affixed to your forehead, it grants you mystic vision, allowing you to see all creatures, including hidden and invisible ones, regardless of lighting conditions. You may take an action to widen the mystic vision of your *mind's eye*, granting you the ability to see through objects that are up to 1 foot thick within 30 feet of you for up to 1 minute. Once you widen the mystic vision of the *mind's eye* in this way, it cannot be widened again until the next dawn.

PHASING ARMOR

Armor (any), rare (requires attunement)

When attuned to and wearing a suit of *phasing armor*, you can activate it as a bonus action to turn yourself and your equipment incorporeal until the end of your current turn. While incorporeal, you may move through other creatures and objects as if they were difficult terrain. If you end your turn or run out of incorporeal movement inside an object, you are shunted aside into the nearest unoccupied space, taking 1d10 force damage for every 5 feet you are moved.

You may move a total of 120 feet while incorporeal using this armor. Once you have done so, you automatically become corporeal. Every morning at dawn, the total distance the armor lets you move incorporeally resets.

POWER STONE

Wondrous item, rarity varies (attunement optional)
A power stone is a Siberys dragonshard similar to a *spellshard*, but instead of containing text or a wizard’s spellbook, it is imprinted with the knowledge of one psionic power a class has access to and the psi points required to manifest it once. You become aware of the power and the number of psi points imprinted in the stone when you learn the stone’s properties.

While holding the stone, you can manifest or cast the power from it as an action if the power is either a talent on your class list or a power that augments a talent on your class list. If the power is an augment, you spend all of the psi points imprinted on the stone to manifest it instead of your own psi points, and you may manifest it even if you are not focusing on the appropriate psionic talent listed in the power. Once the power is cast or manifested, the imprint of the power and all psi points disappear from the stone.

If the number of psi points the power stone contains is greater than your psi limit, you must make an ability check using your psionic ability to determine whether you manifest the stone’s power successfully. The DC equals 10 + half the psi points contained in the stone (round up). On a failed check, the power and psi points disappear from the stone with no other effect.

Each *power stone* has a maximum capacity of psi points it can store, and this determines the saving throw DC and attack bonus of powers manifested from it, as well as the stone’s rarity, as shown in the Power Stone table.

You may imprint the stone with a power and store psi points in it if you’re attuned to it and it is not currently imprinted with a power. To do so, you manifest or cast the power while holding the stone. The power and any psi points spent to manifest it are stored in the stone instead of having any effect. Casting or manifesting the power must require either 1 action, 1 bonus action, or 1 minute or longer, and you cannot spend more psi points to manifest the stored power than the stone’s maximum psi point capacity.

Once imprinted with a power, the stone can’t be imprinted again until the next dawn.

POWER STONE

Psi Points	Rarity	Save DC	Attack Bonus
0	Common	13	+5
1-2	Common	13	+5
3-4	Uncommon	13	+5
5-6	Uncommon	15	+7
7-8	Rare	15	+7
9-10	Rare	17	+9
11-12	Very rare	17	+9
13-14	Very rare	18	+10
15-16	Very rare	18	+10
17-18	Legendary	19	+11

PSI-SLAYER WEAPON

Weapon (any), rare
You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a psionic creature with this weapon, the creature takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "psionic creature" refers to a creature that knows a psionic talent or has psi points, the Innate Psionic Powers trait, or the Innate Spellcasting (Psionics) trait.

PSICROWN OF FOCUS

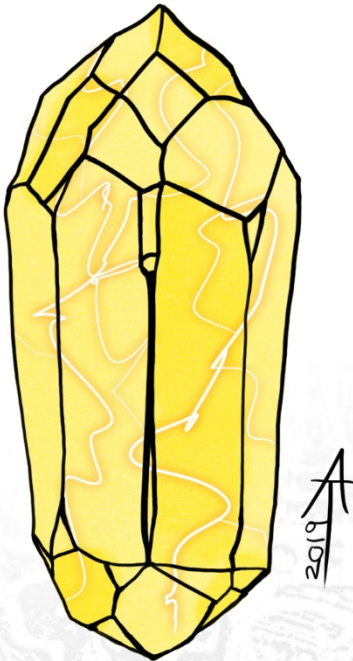
Wondrous item, rare (requires attunement by a psionic character)
This crystalline headpiece rests firmly on the brow. While you are attuned to a *psicrown of focus* and are wearing it, you may focus on a second psionic talent you cast, allowing you to maintain focus on two psionic talents at the same time.

PSICROWN OF STRIFE ♦1, ♦2, OR ♦3

Wondrous item, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a psionic character)
This crystalline headpiece rests firmly on the brow. While you are attuned to a *psicrown of strife* and are wearing it, you gain a bonus to power attack rolls determined by the *psicrown*’s rarity. In addition, you ignore half cover when making a power attack.

PSIONATRIX

Wondrous item, rare (requires attunement by a psionic character)
A *psionatrix* is a multifaceted crystal etched with a labyrinthine pattern and worn as an amulet. Each *psionatrix* is synced to a school of psionic magic: clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, or telepathy. While you are attuned to and wearing a *psionatrix*, your power save DC is 1 higher for powers you use of the *psionatrix*’s synced school of psionic magic.



PSYCHOSKIN SHELLS

Wondrous item, rarity varies (requires attunement)

These small orbs of gelatinous goo are in fact globs of psionically preserved ectoplasm drawn from the plane of Xoriat. When you activate a *psychoskin shell* as an action, it rapidly expands over your body, covering you and your equipment completely like a living second skin. When you deactivate a shell with another action, it recedes from your body and congeals back into its gelatinous orb state.

When you are covered by a *psychoskin shell*, it does not affect your sight, hearing, or breathing. It reacts instantly to your intentions, withdrawing from your mouth when you wish to eat, or from your bags, pockets, or other items when you wish to retrieve or stow something. Items you are holding are not covered by a *psychoskin shell*.

You may attune to up to three *psychoskin shells* and they count as one item for your magic item attunement limit. All *psychoskin shells* you have attuned to may be activated at once, covering your body in successive layers, but only the outermost shell counts as being active. You may take an action to cause a *psychoskin shell* under the outermost one to rise to the surface.



Chameleon Skin (Rare): While this shell is active, it constantly shifts color and texture to match your surroundings, granting you a +10 bonus to Stealth checks.

Beast Skin (Rare): While this shell is active, you may manifest the *bestial claws* power at will, even if you are not focusing on the appropriate psionic talent listed in the power. You manifest the power as if you spent a total of 4 psi points, but you do not actually expend any psi points when you do so.

Thick Skin (Uncommon): While this shell is active, you have an armor class equal to 12 + your Dexterity modifier. You may use a shield and still benefit from this effect.

Skin of Vengeance (Uncommon): This shell has 1 charge. While this shell is active, you may expend the shell's charge to manifest the *enmity feedback* power, even if you are not focusing on the appropriate psionic talent listed in the power. You manifest the power at its minimum psi cost, but you do not actually expend any psi points when you do so. If you concentrate on the shell for 10 minutes (as though concentrating on a power), it regains its spent charge.

Skin of Perfectionism (Legendary): While this shell is active, you gain a +3 bonus to Armor Class, a +3 bonus to all saving throws, and a +3 bonus to all attack rolls.

Brawny Skin (Very Rare): While this shell is active, your Strength score increases by 2, to a maximum of 20, and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Proteus Skin (Legendary): While this shell is active, you may manifest the *metamorphosis* power at will, even if you are not focusing on the appropriate psionic talent listed in the power. You manifest the power at its minimum psi cost, but you do not actually expend any psi points when you do so.

Skin of the Wall Crawler (Very Rare): While this shell is active, you gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, while the shell is active, you may manifest the *spectral web* power at will, even if you are not focusing on the appropriate psionic talent listed in the power. You manifest the power at its minimum psi cost, but you do not actually expend any psi points when you do so.

Skin of Regrowth (Legendary): This shell has 1 charge. While this shell is active, you may expend the shell's charge to manifest the *body rejuvenation* power, even if you are not focusing on the appropriate psionic talent listed in the power. You manifest the power at its minimum psi cost, but you do not actually expend any psi points when you do so. If you concentrate on the shell for 10 minutes (as though concentrating on a spell), it regains its spent charge.

QUORI EMBEDDED SHARDS

Wondrous item, rarity varies

These small psionically-charged Sibera's dragonshards draw on the innate psionic power of quori spirits. They must be surgically implanted in an elan, kalashtar, or Inspired vessel in order to function.

To have a quori embedded shard implanted into you, you must undergo a painful procedure that lasts 1 hour and permanently reduces your hit point maximum by 2 for each embedded shard. This reduction cannot be reversed by any means as long as the embedded shard remains in your body, even by means of an intensified *revitalization* or the *greater restoration* spell.

Once a shard is embedded, you may activate or deactivate it as an action. While active, a shard glows visibly underneath your skin. Some shards may have even more dramatic visual effects while active.

Aptitude (Rare): Each *aptitude* shard is synced to one of the following skills: Acrobatics, Athletics, Insight, or Stealth. While the shard is activated, you have advantage on all ability checks with the shard's synced skill.

Aura Mask (Very Rare): You may only have one *aura mask* shard embedded. Each *aura mask* has a specific false persona, including a personal history, alignment, race, creature type, and true form. While activated, you register to all divination and clairsentience effects as the *aura mask's* persona.

For example, if your *aura mask's* persona is a human diplomat from Breland and you are questioned about your history while under the effects of a *zone of truth* spell, you may speak answers that would be lies about your actual history, as long as they are true about the mask's persona.

Crystalline Eye (Uncommon): This shard is embedded such that it is partially visible above your skin. When activated, a *crystalline eye* allows you to see through it as though it was an actual eye. A *crystalline eye* is often embedded in a hand, allowing you to peer around corners or over barriers by extending your hand around the obstruction. If you close your actual eyes, you may still see while a crystalline eye is activated and are immune to effects that require you to see the effect or creature that created the effect (such as a medusa's Petrifying Gaze).

If you have four or more *crystalline eyes* embedded and all are activated, you gain advantage on all Wisdom (Perception) checks and a +5 bonus to your passive Perception score.

Ectoplasmic Armor (Rare): You may have up to three *ectoplasmic armor* shards embedded. Activating or deactivating one *ectoplasmic armor* shard activates or deactivates all of them simultaneously.

When these shards are activated, your body is shrouded in the image of a quori. This image is progressively more visible the more *ectoplasmic armor* shards you have embedded, from barely perceptible with one shard, to ghostly and translucent with two shards, to the appearance of a completely solid being with three shards.

While one or more *ectoplasmic armor* shards are activated and you are not wearing any armor, you gain a +1 bonus to Armor Class for each *ectoplasmic armor* shard you have embedded. You may use a shield and still benefit from this effect.

Ectoplasmic Strike (Uncommon): Only one of these shards may be embedded per limb. While activated, your associated limb is surrounded by the ghostly image of a quori limb and you may make unarmed strikes with it. If you do, you may use either Strength, Dexterity or Charisma for the attack, and you deal

bludgeoning damage equal to 1d4 + your Strength, Dexterity, or Charisma modifier.

If you have two or more *ectoplasmic strike* shards embedded and activated, you may make an unarmed strike with one associated limb as a bonus action if you attacked with another associated limb as part of an Attack action.

Faceted Persona (Rare): Each *faceted persona* shard is synced to one ability score: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. While activated, your ability score matching the shard's synced ability score increases by 2, to a maximum of 20.

Multifaceted Persona (Very Rare): Each *multifaceted persona* shard is synced to one ability score: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. While activated, your ability score matching the shard's synced ability score increases by 2, to a maximum of 20. If you concentrate for a full minute (as though concentrating on a spell), you may spend 5 psi points to change the shard's synced ability score.

Reckoning (Common): While this shard is activated, you may manifest the *discern location* psionic augment without expending any psi points, and you may do so even if you are not focusing on the appropriate psionic talent listed in the power. However, you may only target yourself when you manifest the power this way.

Shadowsight (Uncommon): While activated, this shard grants you darkvision out to a range of 60 feet, or the range of your existing darkvision extends by 60 feet.

SENTIRA ARMOR

Armor (breastplate, half-plate, or plate), uncommon (basic) or rare (calm, dread, wrath) (rare sentira armor requires attunement)

Sentira that is shaped into the form of armor is exceptionally lightweight and sturdy. A sentira breastplate or half-plate can be worn under normal clothes. Sentira half-plate and plate don't have disadvantage on Dexterity (Stealth) checks, and sentira plate armor does not have a Strength requirement.

In addition to the above basic properties, some sentira armor is shaped with an intense emotion, which is then psionically strengthened. Such emotion-infused sentira armor has one of the following properties, depending on the infused emotion it was created with.

Calm. This sentira armor is a deep, oceanic blue in color. While attuned to and wearing this armor, you have a +1 bonus to Armor Class, are immune to being frightened, and you have advantage on all Constitution saving throws to maintain concentration.

Dread. This sentira armor is matte black, lacking the usual opalescent luster typical of shaped sentira. While attuned to and wearing this armor, you have a +1 bonus to Armor Class and whenever a creature within 5 feet of you hits you with a melee attack and deals damage, you can use your reaction to force the creature to roll a d6 and subtract the result from its damage roll (dealing a minimum of 1 damage). Creatures immune to being frightened are unaffected by this property.

Wrath. This sentira armor is the exact crimson shade of freshly spilled blood, and always appears wet (though it is not). While attuned to and wearing this armor, you have a +1 bonus to Armor Class and when you take damage from a creature, your next successful melee attack against that creature before the end of your next turn deals an extra 1d8 psychic damage.

SENTIRA STAFF

Weapon (quarterstaff), uncommon (requires attunement by a psionic character)

This magical quarterstaff is made from sentira, a psychoactive material with an opalescent sheen and pearly finish. It is as hard as steel. Elite soldiers of the Harmonious Shield—the Unity of Riedra's army—are often outfitted with these weapons.

While holding the weapon, you may cast the *mindblade* and *energy ray* psionic talents. You use your psionic ability for these powers.

When you cast *mindblade*, the mindblade you create extends from one end of the quarterstaff itself, rather than forming around your hand, and disappears if you let go of the quarterstaff. If you use both hands to wield the quarterstaff while one end of it is a mindblade, the mindblade has reach and its damage dice changes to 2d6.

SKILL SHARDS

Wondrous item, common

These tiny slivers of psycho-conductive crystal are suffused with a tiny shard of knowledge or aptitude. Each skill shard is synced to a skill. You may crush a shard as a bonus action to activate it, destroying the shard. Once activated, you may apply twice your proficiency bonus on the next ability check you make using the shard's synced skill in the next minute, instead of any proficiency bonus you might normally apply.

TATTOO OF DENSITY ALTERATION

Tattoo, uncommon

For 1 hour after tapping this tattoo, you are under the effect of the *body equilibrium* power intensified to 3rd level. When tapped, the tattoo appears to slowly dissolve into your skin, allowing you to see at a glance the remaining duration of the tattoo's effects. At the end of the hour after tapping it, the tattoo is completely gone.

TATTOO OF PRECOGNITION

Tattoo, rare

For 1 hour after tapping this tattoo, you gain a +1 bonus to Armor Class and you are under the effect of the *precognition* power (no concentration required). When tapped, the tattoo disappears in a brief, bright flash of white light.



TATTOO OF REJUVENATION

Tattoo, rarity varies

You regain hit points when you tap this tattoo. The number of hit points regained depends on the tattoo's rarity, as shown in the Tattoos of Rejuvenation table. Whatever its potency, the tattoo glows a glittering red when tapped.

TATTOOS OF REJUVENATION

Tattoo of...	Rarity	HP Regained
Rejuvenation	Common	8
Greater Rejuvenation	Uncommon	16
Superior Rejuvenation	Rare	32
Supreme Rejuvenation	Very Rare	64

TATTOO OF SOMATESTHESIA

Tattoo, rare

For 1 hour after tapping this tattoo, you gain tremorsense out to a radius of 30 feet. When tapped, the tattoo rises from your body like mist as it disappears.

TITAN-GRIP GAUNTLETS

Wondrous item, rare (requires attunement)

These raw iron gauntlets are studded with crystals on the knuckles. While attuned to and wearing them, you may grapple creatures up to two sizes larger than you instead of one, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

TORC OF CONSERVATION

Wondrous item, rare (requires attunement by a psionic character)

This crysteel band inlaid with Siberys dragonshard gems can be worn around your neck or upper arm. While attuned to and wearing it, you treat every psionic augment you manifest as if you spent 1 more psi point than you actually did, though this effective psi point still counts toward your psi limit. You must still spend at least 1 psi point from your own reserve to manifest an augment.

TORC OF FREE WILL

Wondrous item, rare (requires attunement)

This crysteel band inlaid with Siberys dragonshard gems can be worn around your neck or upper arm. While attuned to and wearing it, you are immune to any effect that dictates or randomly determines the kinds of actions you may take if you fail an Intelligence, Wisdom, or Charisma saving throw, such as the *déjà vu*, *ego whip*, or *id insinuation* powers or the *command* or *confusion* spells.

CHAPTER FOUR

PSIONIC POWERS

P sionic powers come in two forms, talents and augments. Talents are cantrips which last as long as you focus on them, while augments are abilities that can be layered on top of these cantrips to modify their effects.

SAVING THROWS

Many psionic 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 psionic ability modifier + your proficiency bonus + any special modifiers.

ATTACK ROLLS

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

Most powers that require attack rolls involve ranged attacks. Remember that you have 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.

USING A PSIONIC TALENT

Talents are psionic powers that are also cantrip spells, and follow most of the normal rules for casting spells, such as casting time, range, and area of effect. There are three exceptions to this; as psionic powers, talents have different rules for schools of magic, spell components, and duration.

PSIONIC SCHOOLS OF MAGIC

Scholars of psychic manifestations categorize psionic effects differently than mages do their spells. The following psionic schools help describe psionic effects. These schools have no rules of their own, but other rules might refer to these new schools or to "psionic spells," which are any spells that have a psionic school. A *detect magic* spell can determine a psionic school of magic as easily as a normal school.

Clairsentience. This school encompasses psionic effects that impart knowledge, enhance senses, or alter probability. Spells and abilities that defend against divination, such as *mind blank*, also provide protection from clairsentience powers.

Metacreativity. Powers of this school typically draw thoughts into reality, shaping imagined things into matter.

Psychokinesis. This school consists of effects that manifest energy or telekinetic force.

Psychometabolism. Some psionic effects impose will over flesh, pushing living biology beyond its normal limits. Spells and abilities that defend against transmutation also provide protection from psychometabolism powers.

Psychoportation. Psionic effects that move objects or creatures through time, space, and planes of existence belong to this school.

Telepathy. Telepathic effects touch upon the minds of others, whether to communicate with them, influence their thoughts or perceptions, or barrage them with pure damaging psychic power.

PSIONIC COMPONENTS

Most psionic talents do not have normal components (verbal, somatic, or material), as they are products entirely of the mind. However, the act of casting a psionic cantrip is oftentimes obvious to observers, and such psionic effects have the following components:

Auditory (A). Some manner of noise audible to all within 60 feet accompanies the use of psionic powers with this component. Creatures within 30 feet can determine the origin of the sound as easily as if it were regular, clear speech.

Observable (O). Some psionic powers come with a visible display when they manifest or are cast. The origin of such an effect can be visually traced back to its creator by creatures within line of sight.

PSIONIC FOCUS

All psionic talents have a duration of Focus. You can only focus on one effect at a time, and you may focus on an effect indefinitely while you remain conscious. Your focus ends if you are knocked unconscious, if you begin focusing on another spell or effect, or if the psionic talent you are focusing on is dispelled. You may also choose to stop focusing at any time, requiring no action.

MANIFESTING AUGMENTS

Psionic powers that magnify the effects of psionic talents are called **augment**s. Augments follow many of the same rules as spells: range, targets, areas of effect, saving throws, attack rolls, and combining magical effects (described in Chapter 10: Spellcasting of the Player's Handbook). However psionic augments are not spells and have a few rules unique to them, described below.

POWER LEVEL

Each psionic augment has a listed power level, ranging from 1 to 9. When you manifest an augment, it increases the spell level of the psionic talent it is augmenting to be equal to the augment's power level. This increase in the talent's spell level begins when you initiate the manifesting time of the power, and lasts until the augment's duration ends (augments with an instantaneous duration end immediately upon use).

As cantrips, unaugmented talents have a spell level of 0 and their spell level is only increased by augments you manifest while you focus on them. If your focus on a talent ends but the duration of an augment continues, the talent does not automatically gain the increased spell level if you cast it again before the augment's duration ends.

Augments aren't spells, but the effects of augments with non-instantaneous durations can be ended early with *dispel magic* by dispelling the psionic talent they are augmenting at its augmented spell level. An augment that is manifested without focusing on a talent, such as one cast via certain magic items, has a spell level equal to its power level for the purpose of adjudicating *dispel magic*.

SCHOOL

Augments have the same psionic schools of magic that talents do. Most augments are of the same school as the talent they modify, but manifesting some augments changes the school of the psionic talent they augment for the duration of their effects.

AUGMENTING

Each augment's entry specifies which psionic talent you must currently be focusing on in order to manifest it. You cannot manifest an augment for one psionic talent while you are focusing on a different talent.

PSI COST

Manifesting psionic powers does not expend spell slots. Instead, in order to augment a psionic talent, you must possess a reserve of potential psionic energy and expend a portion of it. This energy is represented by psi points. Casting a psionic talent cantrip does not expend psi points, but manifesting an augment does. Each psionic augment specifies the minimum number of psi points you must expend in order to manifest it.

The number of psi points available to you usually depends on your character level and your class or subclass. Your number of psi points can't go below 0, or over your maximum. Your psi point total returns to its maximum when you finish a long rest.

You may spend psi points you have on any augments you know,

regardless of the source of those augments and whether or not they are normally manifested through the expenditure of psi points.

Psi Limit. The number of psi points you can spend on a single manifestation of a psionic power is limited. This limit usually depends on your character level and your class or subclass, and is specified therein. Your race, or other character options such as feats, might specify a psi limit as well. Your psi limit for all psionic effects you know is always the highest psi limit you have, regardless of source, unless that source is specifically limited to certain effects. If the psi cost of a psionic power is greater than your limit, you cannot manifest that power.

Intensify. The listed psi cost for all augments is a minimum. You may always choose to spend more psi points than an augment's minimum cost up to your limit, increasing the augment's power level by 1 for every 2 psi points beyond the minimum you spend.

When a power's description includes a specific intensify option, it states the effects spending additional psi points beyond the minimum has on the power in addition to increasing its power level. Your psi limit applies to the total cost of manifesting an augment, which includes any psi points spent to intensify it.

MANIFESTING TIME

Manifesting an augment requires the same kind of actions that casting a spell might (actions, bonus actions, reactions, etc.), but it is not casting a spell. Rules that refer to casting or casting times do not apply to the manifesting of psionic augments.

Powers and Spells. Manifesting a psionic augment and casting a spell are two different ways of creating magical effects that are typically mutually exclusive of one another. You cannot cast a non-psionic spell and manifest an augment in the same turn.

In addition, if you manifest an augment as a bonus action, the only psionic power you can produce with your action is casting a psionic talent with a casting time of 1 action.

Reactions. Several psionic augments have manifesting times of 1 reaction, but no accompanying trigger. You may use your reaction to manifest these augments at any time you wish, as long as you are focusing on the appropriate talent. If timing isn't specified, you cannot react to another creature's action before that action takes place, only afterward. As normal, you regain your reaction at the start of your next turn.

COMPONENTS

Manifesting an augment on a psionic talent does not usually require material (M), somatic (S), or verbal (V) spell components, though they might display the auditory (A) or observable (O) components that some psionic talents have, making it apparent you are amplifying your active psionic powers.

DURATION

Psionic powers have the same kinds of durations as spells do. Note that an augment with a duration of concentration does not end if your focus on the psionic talent it is augmenting ends.

A talent being augmented by a power that has a set duration inherits the duration of that augment, though that talent may have no discernible effect if focus is not maintained on it.

PSIONIC TALENT TREES

This section presents an alphabetical list of all psionic talents with the classes (or subclasses) that have access to them. Below each talent, the powers that augment them are listed by power level.

AURA BEACON

Classes: empath, icon

1st-Level

Aura of Charm
Aura of Comfort
Aura of Fury
Aura of Victory

2nd-Level

Aura of Jubilation

3rd-Level

Aura Beam

4th-Level

Aura of Malice

5th-Level

Aura of Awe

6th-Level

Psychic Reformation

7th-Level

Aura Burst

8th-Level

Genesis

9th-Level

Reality Revision

AUTONOMOUS VITALITY

Classes: empath, icon

1st-Level

Vital Surge

2nd-Level

Autonomic Restoration
Psychic Prowess
Soothing Impulse
Vitality Transfer

3rd-Level

Beacon of Recovery
Revitalization
Share Pain

4th-Level

Psychic Defibrillation

5th-Level

Vitality Transfer Field

BATTLE TRANCE

Classes: fighter (Adamant), icon, rogue (Lurk)

1st-Level

Brute Strike
Enmity Feedback
Harness Hostility
Launching Strike

2nd-Level

Psychokinetic Weapon

3rd-Level

Melee Combat Prescience

BLIND SPOT

Classes: rogue (Lurk), psion

1st-Level

Déjà Vu
Harassing Figment
Psychosomatic Haze
Tunnel Vision

2nd-Level

Obscure
Phantom Menace

3rd-Level

Crisis of Breath

4th-Level

Covetous Urge

5th-Level

Vanishing

6th-Level

Chastise Remote Viewing

7th-Level

Veil Psyche

8th-Level

Crisis of Life

9th-Level

Mesmerizing Voice

ECTOPLASMIC OBJECT

Classes: psion

1st-Level

Ectobolt
Ectoplasmic Repair
Spectral Steps
Spectral Wall

2nd-Level

Spectral Web

3rd-Level

Ectoplasmic Body

4th-Level

Spectral Shell

5th-Level

Spectral Mist

ENERGY RAY

Classes: icon, psion

1st-Level

Cold Snap
Pyrokinesis
Synaptic Arc

2nd-Level

Cryo Wave
Pyrokinetic Detonation
Ultrasonic Tone

3rd-Level

Energy Wave
Polar Vortex
Synaptic Leap

4th-Level

Cryo Barrier
Immolate Self
Noise Barrier

5th-Level

Synaptic Web
Ultrasonic Boom

IMBUE PSICRYSTAL

Classes: psion

1st-Level

Fortify Psicrystal
Personality Shard

2nd-Level

Crystal Flechette

3rd-Level

Project Eidolon

4th-Level

Crystal Spray

5th-Level

Solicit Psicrystal

6th-Level

Crystal Burst

7th-Level

Mind Palace

8th-Level

Sow Psicrystal

9th-Level

Crystallize

INERTIAL TRANSFERENCE

Classes: empath, icon, psion

- 1st-Level
 - Urgent Charge*
 - Urgent Movement*
- 2nd-Level
 - Decelerate*
 - Inertial Armor*
 - Inertial Barrier*
 - Urgent Violence*
- 3rd-Level
 - Accelerate*
 - Gravitic Field*
 - Tactical Aura*
- 4th-Level
 - Inertial Nullification*
- 5th-Level
 - Gravitic Spike*

MIND THRUST

Classes: icon, psion

- 1st-Level
 - Disconcerting Lash*
 - Implant Beacon*
 - Psionic Blast*
- 2nd-Level
 - Ego Whip*
 - Psychic Daze*
- 3rd-Level
 - Id Insinuation*
 - Mind Storm*
- 4th-Level
 - Apathy Impulse*
 - Mind Blast*
 - Mind Seize*
- 5th-Level
 - Telepathic Weight*
- 6th-Level
 - Shatter Mental Defenses*
- 7th-Level
 - Crush Psyche*
- 8th-Level
 - Mental Shutdown*
- 9th-Level
 - Microcosm*

MINDBLADE

Classes: empath, fighter (Adamant), monk (Soulknife)

- 1st-Level
 - Psychic Strike*
- 2nd-Level
 - Energy Blade*
- 3rd-Level
 - Duodimensional Blade*
 - Ring of Blades*
- 4th-Level
 - Blade Sling*
- 5th-Level
 - Bladestorm*

MINDLINK

Classes: empath, icon, psion, rogue (Lurk)

- 1st-Level
 - Compel Confession*
 - Mental Inquisition*
 - Metaconcert*
 - Mislead*
 - Telepathic Slap*
- 2nd-Level
 - Missive*
 - Read Thoughts*
- 3rd-Level
 - Absolute Terror*
 - Anger Impulse*
 - Pry Memories*
- 4th-Level
 - Correspond*
 - Inception*
 - Post-Hypnotic Suggestion*
- 5th-Level
 - Assume Control*
- 6th-Level
 - Death Urge*
- 7th-Level
 - Mind Probe*
- 8th-Level
 - Mind Seed*
- 9th-Level
 - Psychic Chirurgery*

MYSTIC DISPLACEMENT

Classes: empath, icon

- 1st-Level
 - Baleful Displacement*
 - Mystic Traveler*
- 2nd-Level
 - Dissipating Touch*
- 3rd-Level
 - Temporal Shunt*
- 4th-Level
 - Immovability*
 - Mystic Anchor*
- 5th-Level
 - Mystic Caravan*
- 6th-Level
 - Decerebrate*
- 7th-Level
 - Mystic Diversion*
- 8th-Level
 - Temporal Reset*
- 9th-Level
 - Temporal Regression*

PRIMAL METABOLISM

Classes: empath, fighter (Adamant)

- 1st-Level
 - Bestial Claws*
 - Bestial Transformation*
 - Caustic Blood*
 - Diminutive Form*
 - Venomous Spit*
- 2nd-Level
 - Corrosive Sting*
 - Titanic Form*
- 3rd-Level
 - Breath of the Dragon*
 - Metamorphosis*
- 4th-Level
 - Truevenom*
- 5th-Level
 - True Metabolism*

PSYCHIC HAMMER

Classes: fighter (Adamant), psion

- 1st-Level
 - Telekinetic Lance*
 - Telekinetic Push*
- 2nd-Level
 - Telekinetic Clutch*
- 3rd-Level
 - Negate*
 - Shatter Invisibility*
- 4th-Level
 - Telekinetic Wave*
- 5th-Level
 - Telekinetic Puppet*

PSYCHIC STATIC

Classes: empath, rogue (Lurk)

- 1st-Level
 - Empathic Projection*
 - Empathic Shield*
 - Incite Fury*
- 2nd-Level
 - Discern Hostile Intent*
 - Ensnaring Ennui*
 - Fighting Words*
 - Savage Presence*
 - Unsettling Presence*
- 3rd-Level
 - Consuming Rage*
 - Intellect Fortress*
 - Pandemonium*
- 4th-Level
 - Psychosomatic Feedback*
- 5th-Level
 - Mass Hysteria*
 - Paranoid Delusions*
- 6th-Level
 - Insanity*
- 7th-Level
 - Mindflame*
- 8th-Level
 - Psychic Siphon*
- 9th-Level
 - Affinity Field*

SIXTH SENSE

Classes: empath, psion, rogue (Lurk)

1st-Level

Destiny Dissonance
Discern Moods
Discern Position
Precognition
Self-Actualization

2nd-Level

Psychometric Touch

3rd-Level

Destiny Deluge
Third Eye
Xenoglossy

4th-Level

Discern Remote Viewing
Discern Teleport
Thought Projection

5th-Level

Psychometric Sense
Remote Projection

6th-Level

Prescient Warning

7th-Level

Avert Fate

8th-Level

Hypercognition

9th-Level

Perfect Clarity

SPEED OF THOUGHT

Classes: fighter (Adamant), icon, psion, rogue (Lurk)

1st-Level

Motion Blur
Nomadic Shift

2nd-Level

Nomadic Slingshot
Nomadic Transposition

3rd-Level

Baleful Transposition
Sudden Step

4th-Level

Nomadic Recall
Nomadic Travel

5th-Level

Nomadic Doorway

TRUE SHOT

Classes: fighter (Adamant), icon, rogue (Lurk)

1st-Level

Assess Foe
Charged Shot
Prescient Shot
Synchronized Sight

2nd-Level

Mystic Ammunition
Seeking Shot

3rd-Level

Ranged Combat Prescience
Impaling Shot

VERVE

Classes: empath, fighter (Adamant)

1st-Level

Ablative Hide
Acclimatize
Body Adjustment
Iron Endurance
Psionic Leap
Quick Burst
Stomp

2nd-Level

Instinctive Adaptation

3rd-Level

Energy Adaptation

4th-Level

Mind Over Matter

5th-Level

Assimilate

6th-Level

Body Rejuvenation

7th-Level

Suspend Life

8th-Level

Fusion

9th-Level

Impervious Self

WILD TALENT

Classes: empath, fighter (Adamant), icon, psion, rogue (Lurk)

1st-Level

Courageous Recall
Body Equilibrium
Fearful Recall
Sudden Intuition
Umbra Sight

2nd-Level

Aura Sight
Psychic Grasp
Touchsight

3rd-Level

Sense Link

4th-Level

Realized Potential

POWER DESCRIPTIONS

The following power descriptions are divided into two sections. The first section contains the descriptions of psionic talents, and the second section lists the descriptions of psionic augments.

PSIONIC TALENTS

All psionic powers that are cantrips are presented here in alphabetical order.

AURA BEACON

Metacreativity cantrip

Casting Time: 1 bonus action

Range: Self (40-foot radius)

Components: O

Duration: Focus

You visibly manifest your aura. While you focus, a bright light radiates from your body. When you cast this spell, and as a bonus action while you continue to focus on it, you may modulate the radius of the aura's light, from as short as 1 inch, to as long as 20 feet. Regardless of the length of this radius of bright light, a radius of dim light of equal length extends out from the bright light. Your aura's light can be colored as you like.

AUTONOMOUS VITALITY

Psychometabolism cantrip

Casting Time: 1 bonus action

Range: Self (60-foot radius)

Components: A

Duration: Focus

You amplify the sound of your heartbeat, radiating your own vitality outward and syncing your allies to your life force.

Until your focus ends, when a creature within range rolls a death saving throw, you can use your reaction to provide that creature with advantage on that saving throw.

BATTLE TRANCE

Psychometabolism cantrip

Casting Time: 1 bonus action

Range: Self

Components: A

Duration: Focus

You optimize your body for combat. Until your focus ends, any attack roll you make for a melee weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.

BLIND SPOT

Telepathy cantrip

Casting Time: 1 bonus action

Range: 120 feet

Components: None

Duration: Focus

While you focus on this power, you can use your action to try to erase notice of yourself from a creature you can see in range. The target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn or until you take an action. If you take an action, your invisibility ends before your action.

ECTOPLASMIC OBJECT

Metacreativity cantrip

Casting Time: 1 bonus action

Range: 15 feet

Components: A, O

Duration: Focus

You pull matter from a plane of thoughts to create objects you imagine on your own plane.

While you focus, you may use your action to create a fragile, Tiny object that lasts for 1 minute, or until you dismiss it as an action, create a new object with this power, or until the object is destroyed. When the object is destroyed, you dismiss it, or its time expires, it dissolves into ectoplasmic slime that evaporates into nothing.

The object you create is translucent and with a crystalline, glassy, or slimy appearance as you desire. It has an AC of 5, 1 hit point, and must be able to fit in a 1-foot cube. The object can take whatever form you desire, but is simple with no internal mechanisms. It can have the outward appearance of a complex object, such as a crossbow or clockwork device, but it does not function. The object cannot serve as a tool, weapon, or other useful piece of equipment.

ENERGY RAY

Psychokinesis cantrip

Casting Time: 1 bonus action

Range: 90 feet

Components: A, O

Duration: Focus

You hold your hand aloft and generate a font of pure energy within it. When you cast this spell, choose one of the following damage types: cold, fire, lightning, or thunder.

Until your focus ends, you can use your action to target one creature within range and shoot a ray of energy at it. Make a ranged power attack against the target. On a hit, the target takes 1d8 points of damage of the type you chose when you cast this spell.

This power allows you to shoot more than one ray as an action when you reach higher levels: two rays at 5th level, three rays at 11th level, and four rays at 17th level. You can direct the rays at the same target or at different ones. Make a separate attack roll for each ray.

IMBUE PSICRYSTAL

Metacreativity cantrip

Casting Time: 1 bonus action

Range: Touch

Components: O, M (a small crystal worth 10 gp)

Duration: Focus

You hold a crystal aloft and imbue it with a shard of sentience and energy drawn from a plane of thoughts, transforming it into a psicrystal. The psicrystal floats off your hand and into your space.

The psicrystal is a Tiny construct with an AC equal to your power save DC, hit points equal to your psionic ability modifier, and a fly speed of 30 feet that allows it to hover. All of its ability scores are 10, and it has no proficiencies. It cannot be poisoned, and is immune to poison damage and disease. The psicrystal can see and hear as well as an average humanoid, except that it is blind to everything more than 30 feet from it.

When the psicrystal drops to 0 hit points, or when the power ends, it becomes a nonmagical crystal. You may reuse the same crystal to cast this spell again. When you do, the psicrystal you

create retains the memories it had from any time it spent as a psicrystal from previous castings.

The psicrystal is friendly to you and your companions. You can communicate with it telepathically out to a range of 100 feet. It acts on the same initiative count as you, immediately after your turn. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to mentally or verbally command it to take the Dash, Disengage, or Help actions. The psicrystal cannot make any attacks.

INERTIAL TRANSFERENCE

Psychoportation cantrip

Casting Time: 1 bonus action

Range: Self (30-foot radius)

Components: A

Duration: Focus

You store your potential momentum and impart it onto your allies. While you focus on this power, when you end your turn without having used any of your movement during it, you can use your reaction to move one willing creature you can see within range up to half their speed, following a path of your choice. To move this way, the ally mustn't be incapacitated.

MIND THRUST

Telepathy cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: O

Duration: Focus

While you focus on this power, you can use your action to target one creature you can see within range, making your eyes flare noticeably for an instant. The target must succeed on a Charisma saving throw or take 1d10 points of psychic damage.

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

MINDBLADE

Metacreativity cantrip

Casting Time: 1 bonus action

Range: Self

Components: O

Duration: Focus

You create a weapon of solidified thoughts, called a mindblade. It is a magical melee weapon you are proficient with that deals 1d8 piercing or slashing damage, as decided by you when you create it. You may choose to use your psionic ability instead of Strength for the attack and damage rolls of melee attacks using your mindblade.

Until your focus ends, you cannot let go of your mindblade, nor can it be forced from your grip, unless an effect specifically says otherwise. When your focus on this power ends, your mindblade disappears.

MINDLINK

Telepathy cantrip

Casting Time: 1 bonus action

Range: 120 feet

Components: A

Duration: Focus

You contact the mind of another creature you can see within range, granting you the ability to communicate with it telepathically while you focus on this power. While you focus, the target can telepathically communicate with you as well. If you don't share a language with the target, you can convey emotions and feelings, but can't engage in complex conversation. The target must have an Intelligence of at least 4, otherwise this spell fails and the casting time is wasted. You can only communicate with the target while it remains in range.

Until your focus ends, you can use a bonus action to switch the target of this spell to another creature you can see within range. The spell ends if the new target does not have an Intelligence of at least 4.

MYSTIC DISPLACEMENT

Psychoportation cantrip

Casting Time: 1 bonus action

Range: 30-foot radius

Components: A

Duration: Focus

With an audible thrum, you extend your senses out around you, reaching through the fold of space to manipulate objects.

Until your focus ends, you can use your action to teleport a loose object you can see within 30 feet of you to another location within range. The object can't weigh more than 10 pounds, and you can't affect an object being worn or carried by another creature. When the item reappears, it can be in any orientation you desire relative to its original one. The object falls if you cause it to reappear in midair.

PRIMAL METABOLISM

Psychometabolism cantrip

Casting Time: 1 bonus action

Range: Self (10 feet)

Components: None

Duration: Focus

You alter your body chemistry to produce volatile enzymes.

Until your focus ends, you can use an action to expel a visible cloud of poisonous or acidic vapor at one creature within range, or two creatures within range that are within 5 feet of each other. A target must succeed on a Constitution saving throw, or take 1d6 acid or poison damage (your choice).

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

PSYCHIC HAMMER

Psychokinesis cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: O

Duration: Focus

While you focus on this power, you can use your action to target one creature you can see within range with a battering ram of translucent telekinetic energy. The target must succeed on a Constitution saving throw or take 1d6 points of force damage and be knocked prone.

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

PSYCHIC STATIC

Telepathy cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: A

Duration: Focus

When you cast this spell, you generate a field of subtle mental noise. Until your focus ends, you can make this noise perceivable by any number of creatures you can see in range at any time, requiring no action. Creatures who can sense this effect know it originates from your direction.

Whenever a creature you can see that perceives this noise makes an ability check, you may use your reaction to force the creature to roll a d4 and subtract the result from the check. Deafened creatures are not immune to this effect.

SIXTH SENSE

Clairsentience cantrip

Casting Time: 1 bonus action

Range: Self

Components: None

Duration: Focus

You gain a prescient sense that improves your reflexive response to danger, granting you advantage on initiative rolls until your focus ends.

SPEED OF THOUGHT

Psychoportation cantrip

Casting Time: 1 bonus action

Range: Self

Components: O

Duration: Focus

Your body's responses to your thoughts quicken, increasing your walking speed by 10 feet until your focus ends.

Additionally, while you focus, you may teleport to your feet from a prone position once per round on your turn, requiring no action and expending none of your movement. Your speed must not be 0 for you to teleport this way.

TRUE SHOT

Clairsentience cantrip

Casting Time: 1 bonus action

Range: Self

Components: O

Duration: Focus

One of your eyes turns a lusterless black, granting you unparalleled concentration in aiming your ranged attacks.

Until your focus ends, any attack roll you make for a ranged weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.

VERVE

Psychometabolism cantrip

Casting Time: 1 bonus action

Range: Self

Components: A, O

Duration: Focus

When you cast this spell, you are energized and briefly glow as you intone a low hum that reverberates through your body.

Until your focus ends, you don't need to eat, breathe, or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity.

WILD TALENT

Metacreativity cantrip

Casting Time: 1 bonus action

Range: 10 feet

Components: A, O

Duration: Focus

You manifest minor psionic effects. Until your focus ends, you can create one of the following effects as an action:

Far hand. You telekinetically manipulate up to five unattended objects within range, simultaneously moving them to another location within range in any orientation you desire. You can only affect up to 5 pounds of matter at once.

Dislocate vision. You shift your field of vision to one that originates from any point you can see within range. This point moves relative to you as you move. While your vision is dislocated, your eyes glow with light. This effect lasts as long as you focus, or you use this effect again to return your vision to normal.

Subjective sense. You telepathically cause all creatures within range to experience a simple sensation that is subjective to each, such as "the scent of my favorite food." This sensation lasts for 1 minute or until you use this effect again, and affected creatures know it is not real. When you use this effect, you must specify which sense will be affected: sight, hearing, smell, taste, or touch. Creatures continue to perceive their real surroundings even while subject to this effect, and do not suffer any detriment or receive any benefit due to the subjective sensation they perceive. You gain no knowledge of specifically what a creature senses due to this effect.

PSIONIC AUGMENTS

A list of psionic powers that augment talents is presented here in alphabetical order.

ABLATIVE HIDE

1st-level psychometabolism

Augmenting: *verve*

Psi Cost: 1 psi point

Manifesting Time: 1 reaction

Range: Self

Components: O

Duration: Instantaneous

When you are hit by an attack, you can instantly transmogrify the outer layer of your skin into a dense metamaterial that absorbs the impact before flaking away. You gain a +2 bonus to AC until the start of your next turn. This bonus applies against the triggering attack.

Intensify. When you spend extra psi points to manifest this augment, the bonus to AC increases by 1 for each additional psi point spent beyond the minimum cost.

ABSOLUTE TERROR

3rd-level telepathy

Augmenting: *mindlink*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self

Components: O

Duration: Concentration, up to 1 minute

When you manifest this augment, you target one creature you are telepathically communicating with and cause their instinctual fight-or-flight terror response to go haywire. The target must make a Wisdom saving throw. On a failed save, it takes 5d6 psychic damage and considers all other creatures to be life-threatening and hostile to it. Until your concentration ends, it takes 1d6 psychic damage for every other creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half the initial damage and suffers no other effect. A creature is immune to this power if it is immune to being frightened.

Intensify. For each additional psi point spent to manifest this augment beyond the minimum cost, the target takes 1 additional psychic damage for every other creature within 5 feet of it at the end of each of its turns while you concentrate.

ACCELERATE

3rd-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: A

Duration: Concentration, up to 1 minute

You transfer a creature's future inertial potential into its present form. Choose a willing creature that you can see within range. For as long as you concentrate, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the augment's duration ends, the target is incapacitated and has a speed of 0 until the end of its next turn, as it experiences the future from which all its inertial potential was borrowed.

Intensify. If you spend 8 extra psi points to manifest this augment, you manifest it as a 7th-level power, and you may affect up to five willing creatures you can see within range instead of one.

ACCLIMATIZE

1st-level psychometabolism

Augmenting: *verve*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Touch

Components: A

Duration: 1 hour

You or a creature you touch ignores the effects of high altitude, aquatic pressure, and extreme heat or cold (but not cold or fire damage) for the duration.

AFFINITY FIELD

9th-level telepathy

Augmenting: *psychic static*

Psi Cost: 17 psi points

Manifesting Time: 1 action

Range: Self (20-foot radius)

Components: A

Duration: Concentration, up to 1 minute

You alter your telepathic abilities into a concentrated field of psychic sympathy. For the duration, whenever you take damage from a weapon attack, all creatures in the area take the same amount of damage.

Additionally, whenever you are targeted by or are in the area of a spell or power of 5th level or lower, all creatures inside your affinity field are treated as though they were targeted or were in the area of the same effect, receiving their own saving throws if applicable. The effects of non-instantaneous spells or powers transferred to targets this way end when the affinity field ends, regardless of whether the spell or power's normal duration is longer.

ANGER IMPULSE

3rd-level telepathy

Augmenting: *mindlink*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You coerce the inner id lurking in the mind of another creature to unleash itself, sending it into a reckless fury. One creature you are telepathically communicating with must make a Wisdom saving throw. On a failed save, the creature takes 5d8 psychic damage, and the only action it can take on its next turn is the Attack action. If the target chooses to take the Attack action on its turn, it makes all of its attacks on that turn with advantage, but all attacks against the target of this power have advantage until the start of its next turn.

On a successful save, the target takes half as much damage, and it experiences no additional effects.

Intensify. When you spend extra psi points to manifest this augment, you may target 1 additional creature you can see within range for every 2 additional psi points spent beyond the minimum cost.

APATHY IMPULSE

4th-level telepathy

Augmenting: *mind thrust*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: O

Duration: Concentration, up to 1 minute

You briefly suppress all wants and desires of a creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or no damage on a successful one.

Additionally, if the target fails its saving throw, it is incapacitated and its speed is reduced to 0 until your concentration ends. The target may repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this effect if it is immune to being charmed.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for each additional psi point spent beyond the minimum cost.

ASSESS FOE

1st-level clairsentience

Augmenting: *true shot*

Psi Cost: 2 psi points

Manifesting Time: 1 bonus action

Range: Self

Components: O

Duration: Instantaneous

You refocus your vision to sense the essential qualities of one creature you can see. You learn all its immunities, resistances, and vulnerabilities. You also learn the details of any traits that cause specific damage types to hinder or aid the creature (such as a flesh golem's Lightning Absorption or a troll's Regeneration).

ASSIMILATE

5th-level psychometabolism

Augmenting: *verve*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: Touch

Components: O

Duration: Instantaneous

You touch a creature and assimilate their life force and matter into your body. The target must make a Constitution saving throw. On a failed save, the target takes 7d6 + 20 force damage and you gain temporary hit points equal to half the damage dealt. If this damage reduces the target to 0 hit points, the target is completely assimilated.

A completely assimilated creature dies and its entire body, including everything it is wearing and carrying, except magic items, is broken down and absorbed entirely into your body. The creature can be restored to life only by means of *true resurrection*, *reality revision*, or similar magic.

When you completely assimilate a creature, your hit point maximum increases by 2 for every hit die the target creature possessed. Additionally, you gain a semblance of the creature's form, granting you advantage on ability checks to impersonate it. Both of these effects last until you finish a long rest.

This power has no effect on undead or constructs.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for each additional psi point spent beyond the minimum cost.

ASSUME CONTROL

5th-level telepathy

Augmenting: *mindlink*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: A, O

Duration: Concentration, up to 1 minute

Your force of will overwhelms another creature, allowing you to control its higher motor functions. You target one creature you are telepathically communicating with. The target must make a Charisma saving throw. On a failed save, while you concentrate, you choose the target's movement on each of its turns and all of its actions and reactions. On a successful save, the target is unaffected. At the end of each of the target's turns it can repeat the saving throw, ending the power on a success.

A creature is immune to this effect if it is immune to being charmed.

AURA BEAM

3rd-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Instantaneous

You lens the light of your *aura beacon* into a coherent beam and project it at one creature you can see within range. The target must make a Dexterity saving throw. On a failed save, it takes 5d6 radiant damage and is blinded until the end of your next turn. On a successful save, it takes half as much damage and is not blinded.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for each additional psi point spent beyond the minimum cost.

AURA BURST

7th-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 13 psi points

Manifesting Time: 1 action

Range: Self (30-foot radius)

Components: 0

Duration: Concentration, up to 1 minute

You briefly increase the luminosity of your aura to stunningly bright, searing energy. All creatures in range other than you must make a Dexterity saving throw. On a failed save, a creature takes 10d6 radiant damage and is blinded and stunned until your concentration ends. On a successful save, it takes half as much damage and suffers no other effect. A blinded and stunned target can repeat the saving throw at the end of each of its turns, ending both effects on itself on a success.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for every 2 additional psi points spent beyond the minimum cost.

AURA OF AWE

5th-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: Self (60-foot radius)

Components: 0

Duration: Concentration, up to 10 minutes

You shape your aura into one that engenders reverence and obedience. Choose up to 5 creatures you can see within range. Each target must succeed on a Wisdom saving throw or be charmed by you until your concentration ends. While charmed, the target obeys all your verbal commands to the best of its ability, but it cannot be ordered to take obviously self-destructive actions. The charmed target will attack only creatures that it has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Intensify. When you spend extra psi points to manifest this augment, you may choose one additional target for this augment for every 2 additional psi points spent beyond the minimum cost.

AURA OF CHARM

1st-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Self (30-foot radius)

Components: 0

Duration: Concentration, up to 10 minutes

You shape your aura into one of empathic power. Roll 2d8; the total is how many hit points worth of creatures this augment can affect. Creatures within range when you manifest this augment are affected in ascending order of their hit point maximums, ignoring incapacitated creatures, creatures immune to being charmed, and creatures engaged in combat.

Starting with the creature that has the lowest hit point maximum, each creature affected by this option is charmed by you for the duration, regarding you as a friendly acquaintance. Subtract each creature's hit point maximum from the total before moving onto the next creature. A creature's hit point maximum must be equal to or less than the remaining total for that creature to be affected.

Intensify. When you spend extra psi points to manifest this augment, roll an additional 1d8 for each additional psi point spent beyond the minimum cost, adding the result to this augment's total roll for hit points worth of creatures it can affect.

AURA OF COMFORT

1st-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Self (30-foot radius)

Components: 0

Duration: Concentration, up to 1 minute

You shape your aura into one of confidence and calm. Choose up to 3 targets among yourself and allies you can see within range. Until your concentration ends, each target can roll a d4 when making a saving throw and add the number rolled to the total.

AURA OF FURY

1st-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Self (60-foot radius)

Components: 0

Duration: Concentration, up to 1 minute

You shape your aura into one that encourages righteous anger in your allies, urging them to fight that much harder. Choose up to 3 allies you can see within range. Until your concentration ends, each target can roll a d4 whenever rolling damage for a melee weapon attack, adding the number rolled to the damage roll.

AURA OF JUBILATION

2nd-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 3 psi points

Manifesting Time: 1 reaction

Range: Self (60-foot radius)

Components: 0

Duration: Concentration, up to 1 minute

You shape your aura into one of distracting mirth. Until your concentration ends, each creature within range that can see you suffers disadvantage on any ability checks using the Perception and Investigation skills.

AURA OF MALICE

4th-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Self (20-foot radius)

Components: 0

Duration: Concentration, up to 10 minutes

Your aura darkens into one of dreadful animosity. When you manifest this power, you designate any number of creatures you can see to be exempt from its effects. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Charisma saving throw. The creature takes 3d10 psychic damage on a failed save or half as much on a successful one.

Intensify. When you spend extra psi points to manifest this augment, its damage increases by 1d10 for every 2 additional psi points spent beyond the minimum cost.

AURA OF VICTORY

1st-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Self (30-foot radius)

Components: 0

Duration: Concentration, up to 10 minutes

You shape your aura into one of exaltation that fortifies you and your allies when your enemies are defeated; whenever an enemy you can see is reduced to 0 hit points, you and each of your allies within range gain 2 temporary hit points.

Intensify. When you spend extra psi points to manifest this augment, every time this augment would allow you and your allies to gain temporary hit points the amount is increased by 2 for each additional psi point spent beyond the minimum cost.

AURA SIGHT

2nd-level clairsentience

Augmenting: *wild talent*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Self

Components: 0

Duration: Concentration, up to 1 hour

You mystically tune your vision to the aura of one creature you can see. Until your concentration ends, while you can see the target, you learn if it's under the effect of any magical effects, and the school of magic of any such effect. In addition, if you can see the target, you know its current hit point total and its basic emotional state. While you concentrate, you have advantage on Wisdom and Charisma checks you make against the target.

AUTONOMIC RESTORATION

2nd-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 3 psi points

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: 1 minute

You greatly accelerate your body's autonomic healing. For the duration of this power, as long as you have at least 1 hit point, you regain 2 hit points at the start of each of your turns. If you are reduced to 0 hit points, this power ends.

Intensify. When you spend extra psi points to manifest this augment, for every 2 additional psi points spent, the number of hit points you regain at the start of each of your turns increases by 2.

AVERT FATE

7th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 13 psi points

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: Instantaneous

You prevent a disaster about to befall you. When you fail a saving throw, you may manifest this power to succeed on it instead.

BALEFUL DISPLACEMENT

1st-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You choose a point you can see within range and rearrange the spatial coordinates of every creature within a 10-foot-radius sphere centered on that point. Each creature in the sphere must succeed on a Charisma saving throw or take 2d6 force damage and be teleported to an unoccupied space of your choice in the sphere. Any loose object in the sphere is moved to an unoccupied space of your choice within it if the object weighs no more than 100 pounds.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for every 2 additional psi points spent beyond the minimum cost.

If you spend at least 4 additional psi points to increase this augment's damage, you may increase the radius of the sphere to 20 feet.

BALEFUL TRANSPOSITION

3rd-level psychoportation

Augmenting: *speed of thought*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 120 feet

Components: 0

Duration: Instantaneous

You instantly swap dimensional coordinates with a creature you can see within range. That creature must make a Charisma saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.

BEACON OF RECOVERY

3rd-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 5 psi points

Manifesting Time: 1 reaction

Range: Self (60-foot radius)

Components: 0

Duration: Instantaneous

You send out a wave of restorative psychic energy. You and up to five allies you can see within range can immediately make saving throws against all effects that allow saving throws at the start or end of an affected creature's turn.

BESTIAL CLAWS

1st-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Self

Components: 0

Duration: Instantaneous

You tap into the latent predator instincts of your primal ancestors and briefly reshape your hands into long claws. Make a melee power attack against a creature within 5 feet of you. On a hit, this attack deals slashing damage equal to 2d4 + your psionic ability modifier.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 2d4 for each additional psi point spent beyond the minimum cost.

BESTIAL TRANSFORMATION

1-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: Special

Manifesting Time: 1 bonus action

Range: Self

Components: 0

Duration: 1 or more hours

You fix a bestial version of yourself in your mind and manifest your vision physically. When you use this ability, you choose one or more of the following effects. Each effect has its own psi cost and

power level. Add them together to determine the total cost and power level of this augment. Your transformation lasts until you die, until you end it as a bonus action, or until the duration ends. The duration is a number of hours equal to the final power level of the augment.

Aquatic (2 psi, level 1). You gain fins and webbing between your fingers and toes; you gain a swimming speed equal to your walking speed.

Climbing (2 psi, level 1). You grow tiny hooked claws that give you a climbing speed equal to your walking speed.

Flight (6 psi, level 3). Wings sprout from your back. You gain a flying speed equal to your walking speed.

Keen Senses (2 psi, level 1). Your eyes and ears become more sensitive. You gain advantage on Wisdom (Perception) checks.

Perfect Senses (4 psi, level 2). You gain a keen sense of smell and an instinct to detect prey. You can see invisible creatures and objects within 10 feet of you, even if you are blinded.

Tough Hide (2 psi, level 1). Your skin becomes as tough as leather; you gain a +2 bonus to AC.

BLADE SLING

4th-level psychokinesis

Augmenting: *mindblade*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Self (60-foot line)

Components: 0

Duration: Instantaneous

You hurl your mindblade away from you and make a melee weapon attack with it against every creature in a 60-foot long 5-foot wide line extending from you in any direction you choose. You make a single attack roll and compare it to each creature's AC individually. If the attack hits a creature, it deals normal damage for a mindblade attack plus an additional 4d8 force damage.

When your mindblade reaches the end of the line or strikes a solid surface other than a creature, your focus on *mindblade* ends.

BLADESTORM

5th-level psychoportation

Augmenting: *mindblade*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: Self (20-foot radius)

Components: 0

Duration: Instantaneous

As you strike with your mindblade, you fragment into four duplicates and launch a hurricane of attacks. When you manifest this power, you may target up to 4 creatures within a 20-foot radius sphere centered on you and make two melee attacks with your mindblade against each target.

BODY ADJUSTMENT

1st-level psychometabolism

Augmenting: *verve*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Self

Components: A, O

Duration: Instantaneous

You send a reverberating surge of vitalizing energy throughout your body. You regain a number of hit points equal to 5 + your psionic ability modifier.

Intensify. When you spend extra psi points to manifest this augment, the amount of hit points you regain increases by 5 hit points for each additional psi point spent beyond the minimum cost.

BODY EQUILIBRIUM

1st-level psychometabolism

Augmenting: *wild talent*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Self

Components: A, O

Duration: 10 minutes

You adjust your body's density to be dynamically buoyant. Whenever you fall during this power's duration, your rate of descent slows to 60 feet per round. If you land before the power ends, you take no falling damage and can land on your feet.

Intensify. If you spend 4 additional psi points when manifesting this augment beyond its minimum cost, you manifest it as a 3rd-level power, and for the duration you can walk on water, quicksand, or a fragile solid surface (like a spider's web or a thin sheet of ice) without sinking or breaking the surface. Additionally, you gain a climbing speed equal to your walking speed for the duration.

BODY REJUVENATION

6th-level psychometabolism

Augmenting: *verve*

Psi Cost: 11 psi points

Manifesting Time: 1 action

Range: Self

Components: A, O

Duration: 1 hour

You induce a supernaturally effective healing state in your body. You regain 30 hit points. For the duration of the power, you regain 1 hit point at the start of each of your turns (10 hit points each minute).

Your severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the power instantaneously causes the limb to knit to the stump.

BREATH OF THE DRAGON

3rd-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self (60-foot line, or 90-foot cone)

Components: A, O

Duration: Instantaneous

You inhale more deeply than should be possible, then exhale a wave of virulent breath in a line 5 feet wide and 60 feet long. Choose acid or poison damage. Each creature in the area must make a Constitution saving throw, taking 6d6 damage of your chosen type on a failed save, or half as much on a successful one.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for every 2 additional psi points spent beyond the minimum cost.

If you spend at least 4 additional psi points to increase this augment's damage, you may choose to exhale your breath in a 60-foot cone instead of a line.

BRUTE STRIKE

1st-level psychometabolism

Augmenting: *battle trance*

Psi Cost: 1 psi point

Manifesting Time: 1 bonus action

Range: Self

Components: O

Duration: 1 turn

You channel your potential for violence into one strike. If the next melee weapon attack you make after manifesting this power hits, the attack deals an additional 1d10 damage of the same type of damage that your attack deals. If your attack deals more than one type of damage, you choose which type. If the next attack you make after manifesting this power misses, the power ends with no effect.

Intensify. When you spend extra psi points to manifest this augment, the additional damage increases by 1d10 for each additional psi point spent beyond the minimum cost.

CAUSTIC BLOOD

1st-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 2 psi points

Manifesting Time: 1 reaction

Range: Self (5-foot radius)

Components: A, O

Duration: Instantaneous

When you take piercing or slashing damage, you may manifest this augment to cause acid to spray from your wound. Each creature within 5 feet of you takes 2d6 acid damage.

CHARGED SHOT

1st-level psychokinesis

Augmenting: *true shot*

Psi Cost: 1 psi point

Manifesting Time: 1 bonus action

Range: Touch

Components: O, M (a ranged weapon)

Duration: Instantaneous

You imbue one ranged weapon you hold with psionic energy. The next attack you make with it that hits before the end of the current turn deals an extra 1d10 psychic damage.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d10 for each additional psi point spent beyond the minimum cost.

CHASTISE REMOTE VIEWING

6th-level telepathy

Augmenting: *blind spot*

Psi Cost: 11 psi points

Manifesting Time: 1 action

Range: Self

Components: None

Duration: 24 hours

You enfold yourself in an invisible, protective barrier against magic eyes, projections, or sensors that attempt to view you or your surrounding area (for example, the effects created by *arcane eye*, *clairvoyance*, *scrying*, or *thought projection*). For the duration, whenever any such effect would be able to sense you, the creator of the effect must make an Intelligence saving throw. On a failure, the target takes 10d10 psychic damage and cannot perceive you with the triggering effect. On a successful save, the target takes half as much damage and the triggering effect functions normally.

Regardless of a target's success or failure, you are aware if someone triggers your trap. However, you do not gain any further information on the effect or its creator, such as the location of the sensor, eye, or projection, or whether the target succeeded or failed on their saving throw.



COLD SNAP

1st-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 120 feet

Components: A

Duration: Concentration, up to 1 minute

With a sharp crack, you instantly and drastically lower the ambient temperature around one creature you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d8 cold damage and has its speed halved until your concentration ends. On a successful save, the target takes half as much damage and it suffers no further effect. A target that has its speed reduced by this augment can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for each additional psi point spent beyond the minimum cost.

COMPEL CONFESSION

1st-level telepathy

Augmenting: *mindlink*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: A

Duration: Instantaneous

You ask a question of one creature that can see and hear you within range, your voice reverberating with unnatural gravitas. The question must be phrased so that it can be answered with a yes or no, otherwise the power fails. The target must succeed on a Charisma saving throw, or it replies with a truthful answer.

A creature is immune to this effect if it does not share a language with you or if it is immune to being charmed.

CONSUMING RAGE

3rd-level telepathy

Augmenting: *psychic static*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Concentration, up to 1 minute

You stoke the rage of a creature you can see within range, causing it to attack relentlessly with no thought for its own safety. The target must make a Wisdom saving throw. On a failure, whenever the target makes a melee attack while you concentrate, any creature within 5 feet of the target can use a reaction to make a melee attack against it. The target automatically fails the saving throw if it is using a feature or ability that allows it to benefit from strong emotions of aggression, rage, fury, or similar states of mind (as determined by the DM).

CORRESPOND

4th-level telepathy

Augmenting: *mindlink*

Psi Cost: 7 psi points

Manifesting Time: 1 reaction

Range: Unlimited

Components: 0

Duration: Concentration, up to 1 minute

You form a telepathic connection to a creature familiar to you. The target must have an Intelligence of at least 2, otherwise this power fails and the manifesting time and psi cost are wasted. If the target knows you, it recognizes your mind touching its own as you form this connection. While you concentrate, you may telepathically communicate twenty-five words or less to the target as an action. Until your concentration ends, the target may also telepathically communicate up to twenty-five words to you as an action. You and the target can understand this telepathic communication, even if you don't share a language.

You can establish this telepathic connection across any distance and it may even reach across to other planes of existence.

CORROSIVE STING

2nd-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Self

Components: A

Duration: Instantaneous

You morph your fingers into claws that inject corrosive venom and sting a creature within your reach. The target must make a Constitution saving throw, taking 2d12 acid damage on a failed save, or half as much damage on a successful one.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 2d12 for every 3 additional psi points spent beyond the minimum cost.

COURAGEOUS RECALL

1st-level telepathy

Augmenting: *wild talent*

Psi Cost: 2 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: None

Duration: Instantaneous

You briefly connect your mind with up to six creatures you can see within range and trigger within them subjective memories of courage. You end the frightened condition on all affected creatures. You gain no knowledge of the specific memories triggered in the targets.

COVETOUS URGE

4th-level telepathy

Augmenting: *blind spot*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Concentration, up to 1 minute

You reach into the mind of a creature you can see within range, and make it believe the object of its deepest desires appears before it. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target's behavior for the duration of this power. On its turn, you determine the target's movement, as the target pursues the phantom object it covets. If the target has taken damage since the end of its last turn, it can act normally, otherwise it can only use its action to admire this phantom object. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature is immune to this effect if it is immune to being charmed.

CRISIS OF BREATH

3rd-level telepathy

Augmenting: *blind spot*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 1 minute

You reach into the mind of a creature you can see within range, and make it believe it cannot breathe normally. The target must make an Intelligence saving throw. On a failed save, the target exhales all breath it has in its lungs and begins suffocating. A suffocating creature can survive for a number of rounds equal to its Constitution modifier (minimum 1 round), and at the start of its next turn it drops to 0 hit points and is dying. On each of its turns for the duration, the target can use its action to manually gasp for breath, extending the number of rounds it can survive while suffocating by 1. If a creature forgoes gasping for breath to take other actions, it may act normally except that it cannot speak or cast spells with verbal components.

If the target succumbs to suffocation and begins dying, it can be healed above 0 hit points, but in order to remain conscious, it must continue to manually gasp for air as an action each turn for the duration.

A creature is immune to this effect if it is immune to being charmed or does not need to breathe.

Intensify. If you spend 8 extra psi points to manifest this augment, you manifest it as a 7th-level power, and you may affect up to four creatures you can see within range instead of one.

CRISIS OF LIFE

8th-level telepathy

Augmenting: *blind spot*

Psi Cost: 15 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 1 minute

You reach into the mind of a creature you can see within range, and instill the belief that it is suffering from an immediate, deadly malady such as a catastrophic heart attack. The target must make an Intelligence saving throw. On a failed save, the target utterly believes the condition is real and is knocked unconscious and begins dying. The target's current hit point total is not reduced to 0, but for the duration, the target must make death saving throws as though it were. The target dies if it accrues three failed death saving throws, as normal. If the target accrues three successful death saving throws, it stabilizes but remains unconscious for the duration. If the target takes damage, it does not suffer automatic death saving throw failures, unless its current hit points have already been reduced to 0.

For the duration, magical or mundane healing and assistance cannot allow the target to return consciousness or stabilize it.

A creature is immune to this effect if it is immune to being charmed.

CRUSH PSYCHE

7th-level telepathy

Augmenting: *mind thrust*

Psi Cost: 13 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You brutally crush the mind of one creature that you can see within range. The target must make a Charisma saving throw, taking 8d12 psychic damage on a failed save, or half as much damage on a successful one. This damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the psychic damage it took. Any affect that imparts immunity to psychic damage allows a creature's hit point maximum to return to normal before that time passes.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d12 for each additional psi point spent beyond the minimum cost.

CRYO BARRIER

4th-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A, O

Duration: Concentration, up to 10 minutes

With an ear-splitting screech audible up to 300 feet away, you freeze the air to form a wall of ice. The wall is 60 feet long, 15 feet high, and 1 foot thick. At least one 10-foot-long section of the wall

must be within range when you manifest this power. Each 10-foot section of the wall has AC 12 and 30 hit points. The wall lasts until your concentration ends or all sections are destroyed. A creature that damages the wall with a melee attack takes an amount of cold damage equal to the damage it dealt to the wall.

CRYO WAVE

2nd-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Self (30-foot cube)

Components: A

Duration: 1 minute

The air before you crackles as you strip heat from a 30-foot-by-30-foot cube originating from you. Any creature in the area when you manifest this augment and any creature that ends its turn there for the duration takes 5 cold damage.

Additionally, the ground in the area becomes difficult terrain for the duration, and any creature that moves more than 10 feet on this difficult terrain must succeed on a Dexterity saving throw or fall prone. If the surface is sloped, a creature that falls prone in the area immediately slides to the bottom of the slope.

CRYSTAL BURST

6th-level metacreativity

Augmenting: *imbue psicrystal*

Psi Cost: 12 psi points

Manifesting Time: 1 action

Range: 90 feet

Components: O

Duration: Instantaneous

You teleport your psicrystal to any unoccupied space in range, then direct it to burst apart, filling a 30-foot radius sphere with an explosion of razor sharp crystal shards. All creatures and unattended objects in the area take 6d6 piercing damage, then the shards of your psicrystal teleport back into one solid form in your space.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for every 2 additional psi points spent beyond the minimum cost.

CRYSTAL FLECHETTE

2nd-level metacreativity

Augmenting: *imbue psicrystal*

Psi Cost: 4 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: O

Duration: Instantaneous

You direct your psicrystal to launch a tiny sliver of itself at an enemy it can see. Your psicrystal makes a ranged power attack using your power attack bonus against the target. On a hit, the target takes 4d10 piercing damage. Hit or miss, the launched sliver teleports back to your psicrystal and merges into it.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d10 for every additional psi point spent beyond the minimum cost.

CRYSTAL SPRAY

4th-level metacreativity

Augmenting: imbue psicrystal

Psi Cost: 8 psi points

Manifesting Time: 1 action

Range: 15-foot cube

Components: 0

Duration: Instantaneous

You direct your psicrystal to spray thousands of tiny needle-like shards of itself in a 15-foot cube adjacent to it. All creatures in the area automatically take 6d4 piercing damage, then all the sprayed pieces of your psicrystal teleport back into the greater whole, reforming it.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d4 for every 2 additional psi points spent beyond the minimum cost.

CRYSTALLIZE

9th-level metacreativity

Augmenting: imbue psicrystal

Psi Cost: 17 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Instantaneous

You direct your psicrystal to move into the space of a creature you can see within range and touch it. If the target has 100 hit points or less, it becomes crystallized. Otherwise, the power has no effect.

A crystallized creature is petrified, except that it does not gain resistance to thunder damage. Additionally, if an affected target takes 10 or more thunder damage from any single attack or effect, its crystallized form shatters, killing it instantly.

DÉJÀ VU

1st-level telepathy

Augmenting: blind spot

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 90 feet

Components: A

Duration: 1 round

You briefly befuddle the senses and perception of one creature you can see within range, making it repeat itself. The target must make an Intelligence saving throw. On a failure, it repeats the action or actions it took on its previous turn. If conditions have changed enough to prevent the creature from taking the same actions again (if the creature it took the Attack action against last round is dead or out of range, if it no longer has the psi points necessary to manifest the augment at the same intensity it previously did, etc.), the target is instead incapacitated and doesn't move until the beginning of your next turn.

DEATH URGE

6th-level telepathy

Augmenting: mindlink

Psi Cost: 11 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: 1 round

You slip an artificial, self-destructive instinct into the mind of one creature you are telepathically communicating with. The target must make a Wisdom saving throw. On a failed save, the target is affected. On its next turn, an affected target attempts to end its life by the most direct means possible. If the target is armed, it takes the Attack action to make attacks against itself, all of which automatically hit and are critical hits. The target may repeat the saving throw after each attack, ending this power's effects on a success.

If the target is unarmed, it moves as far as it can, including taking the Dash action if necessary, to its nearest enemy and lowers its guard, provoking an opportunity attack.

At the DM's option, an affected target that perceives an immediately lethal hazard in the environment may subject itself to that hazard, such as flinging itself off a high cliff or diving into a lake of lava. In such cases, the affected creature moves as close as it can to the hazard without subjecting itself to it, taking the Dash action and provoking opportunity attacks if necessary, and then repeats the saving throw. On a success, this power's effects end before the target subjects itself to the hazard. On a failure, the affected target uses its remaining movement to subject itself to the hazard.

DECELERATE

2nd-level psychoportation

Augmenting: inertial transference

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: A

Duration: Concentration, up to 1 minute

You leach the inertia from one creature you can see within range, making it appear to move in a slower frame of reference. The target must succeed on a Charisma saving throw or be affected by this augment for the duration.

An affected target's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, 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 the creature falls while affected by this augment, it falls only 60 feet a round until the effect ends, and it if it lands before the effect ends it takes no falling damage.

A creature affected by this power makes another Charisma saving throw at the end of each of its turns. On a successful save, the effect ends for it.

Intensify. When you spend extra psi points to manifest this augment, you may target one additional creature within range for every 2 additional psi points spent beyond the minimum cost.

DECEREBRATE

6th-level psychoporation

Augmenting: *mystic displacement*

Psi Cost: 11 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You focus ominously on a creature you can see within range and attempt to remove parts of its brain. Roll 15d8. If the total you roll equals or exceeds the target's current hit point total, you instantly reduce its Intelligence score to 0 and teleport a large portion of its brain out of its body to a space within range.

An affected creature is permanently incapacitated and cannot move or speak. It becomes limp and unresponsive to all outside stimuli. If not provided with care, an affected creature will perish in 3 days. These effects end on the target if its Intelligence score is restored.

Intensify. When you spend extra psi points to manifest this augment, you roll an extra 1d8 for each additional psi point spent beyond the minimum cost and add it to this augment's total.

DESTINY DELUGE

3rd-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Touch

Components: A, O

Duration: Concentration, up to 1 minute

You touch a creature and show them all possible futures, inundating them with more terrible knowledge than they can bear. The target must make an Intelligence saving throw. On a failure, the target takes 5d8 psychic damage and is stunned for the duration. On a success, the target takes half damage and is not stunned. A stunned target can repeat the saving throw at the end of each of its turns, and is no longer stunned on a success.

A target reduced to 0 hit points by this power is unconscious but stable.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for each additional psi point spent beyond the minimum cost.

DESTINY DISSONANCE

1st-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Touch

Components: A, O

Duration: Concentration, up to 1 minute

You touch a creature and inundate them with imperfect understanding of several possible futures. The target must succeed on an Intelligence saving throw or be overwhelmed for as long as you concentrate. While overwhelmed, the target has disadvantage on ability checks and attack rolls, and its speed is halved.

DÉJÀ VU

1st-level telepathy

Augmenting: *blind spot*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 90 feet

Components: A

Duration: 1 round

You briefly befuddle the senses and perception of one creature you can see within range, making it repeat itself. The target must make an Intelligence saving throw. On a failure, it repeats the action or actions it took on its previous turn. If conditions have changed enough to prevent the creature from taking the same actions again (if the creature it took the Attack action against last round is dead or out of range, if it no longer has the psi points necessary to manifest the augment at the same intensity it previously did, etc.), the target is instead incapacitated and doesn't move until the beginning of your next turn.

DIMINUTIVE FORM

1st-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 2 psi points

Manifesting Time: 1 bonus action

Range: Self

Components: O

Duration: Concentration, up to 10 minutes

You become Tiny until your concentration ends. While this size, you gain advantage on Dexterity (Stealth) checks and can move through gaps as small as 6 inches across without squeezing.

Intensify. If you spend 7 additional psi points when manifesting this augment beyond its minimum cost, you manifest it as a 5th-level power, and you become even smaller for the duration. While this size, you gain all the regular effects of this augment, plus you gain a +5 bonus to Dexterity (Stealth) checks, a +5 bonus to AC, you can move through gaps as small as 1 inch across without squeezing, and you can't make weapon attacks.

DISCERN HOSTILE INTENT

2nd-level telepathy

Augmenting: *psychic static*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 1 minute

You cast your telepathic field wide and become sensitive to the intention to do you harm. While you concentrate, you know the direction of the nearest creature hostile to you within the area, but not its distance from you. You can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight.

DISCERN MOODS

1st-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 2 psi points

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: Instantaneous

You briefly perceive the emotions of others as distinct colors. You learn a one-word summary of the emotional state of up to six creatures you can see (such as happy, confused, afraid, or violent).

DISCERN POSITION

1st-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 1 psi point

Manifesting Time: 1 hour

Range: Self

Components: A

Duration: Instantaneous

You meditate on the location of one creature. In order to target a creature with this augment, you must have seen the creature first-hand or have received a first-hand description or likeness of them. A disguise, whether mundane or magical, foils this power if you have not seen past the disguise first-hand. If you have a valid target, you gain an understanding of where the target is in the cosmos. You learn the region, city, town, village, and district where it is, pinpointing an area between 1 and 3 miles on a side (DM's choice). If the creature is on another plane of existence, you instead learn which plane.

You may target yourself with this power, learning where you are (useful if you find yourself lost or unexpectedly transported). If you target yourself, you also gain the knowledge of which plane of existence you are currently on.

DISCERN REMOTE VIEWING

4th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Self (60-foot radius)

Components: None

Duration: Concentration, up to 1 hour

You subtly attune your vision to detect the presence of invisible magic eyes, projections, or sensors that might be viewing the area (for example, the effects created by *arcane eye*, *clairvoyance*, *scrying*, or *thought projection*). You recognize whether the effect is an eye, sensor, or projection, but gain no further knowledge about it (such as the effect that created it, or who created it). The creator of the effect does not inherently know that you have detected it, but may realize you have depending on your actions after discovering it.

DISCERN TELEPORT

4th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Self (60-foot radius)

Components: A

Duration: Concentration, up to 1 minute

While you concentrate, you can sense disturbances in the fabric of reality, gaining knowledge about teleportation effects that occur within in range, whether you have line of sight to the effect or not. When you sense a teleportation effect, you know its direction of travel and a general indication of the distance teleported (up to a hundred feet, hundreds of feet, miles, or interplanar).

Intensify. If you spend 4 extra psi points to manifest this augment, you manifest it as a 6th-level power, and you can sense teleportation effects that have occurred in the area within the hour prior to manifesting it.

DISCONCERTING LASH

1st-level telepathy

Augmenting: *mind thrust*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Instantaneous

You inject a sudden, unsettling, and alien feeling in the mind of one creature you can see within range. The target must make a Wisdom saving throw. On a failed save, it takes 1d6 psychic damage and can't move closer to you until the end of its next turn. On a successful save, it takes half as much damage and suffers no other effect. A creature is immune to this effect if it is immune to being frightened.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for each additional psi point spent beyond the minimum cost.

DISSIPATING TOUCH

2nd-level psychoporation

Augmenting: *mystic displacement*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Touch

Components: 0

Duration: Instantaneous

You touch a creature or object and teleport tiny pieces of it away, flaying away layers of its surface. Make a melee power attack against the target. If you hit, you deal 3d12 force damage to the target.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d12 for each additional psi points spent beyond the minimum cost.

DUODIMENSIONAL BLADE

3rd-level metacreativity

Augmenting: mindblade

Psi Cost: 5 psi points

Manifesting Time: 1 bonus action

Range: Self

Components: O

Duration: Concentration, up to 1 minute

You refine the shape of your mindblade so that it only exists within two dimensions, producing an absurdly sharp cutting edge. For the duration, attacks with your mindblade score a critical hit on a roll of 19–20.

ECTOBLT

1st-level metacreativity

Augmenting: ectoplasmic object

Psi Cost: 1 psi point

Manifesting Time: 1 action

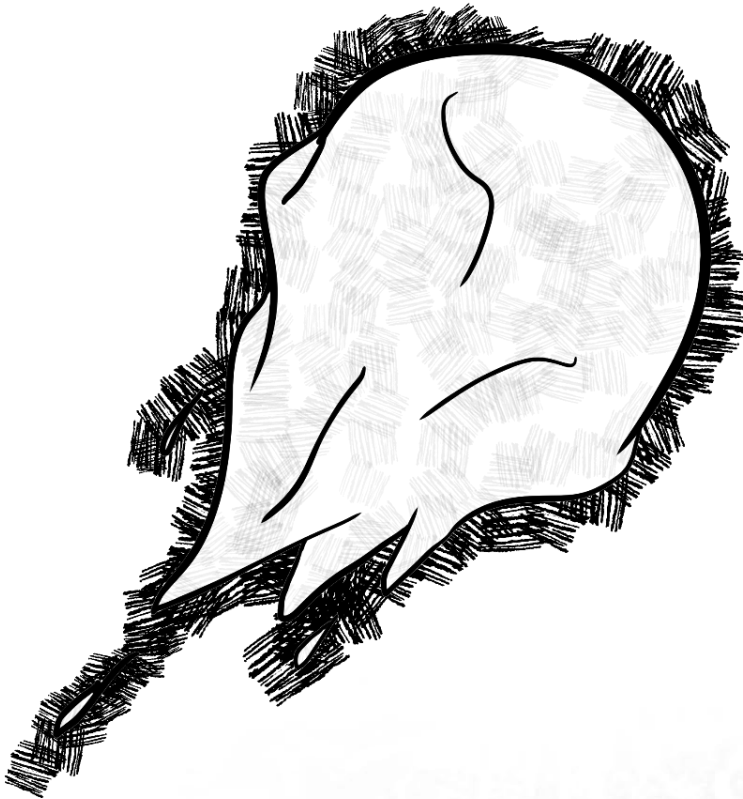
Range: 90 feet

Components: A, O

Duration: Instantaneous

You lob a ball of gooey ectoplasm pulled from another plane at a creature you can see within range. Make a ranged power attack against the target. On a hit, the target takes 2d6 bludgeoning damage, and is covered in viscous ectoplasm. The next attack roll the target makes while coated in ectoplasm has disadvantage. The ectoplasm evaporates at the end of the target's next turn.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 2d6 for every 2 additional psi points spent beyond the minimum cost.



ECTOPLASMIC BODY

3rd-level metacreativity

Augmenting: ectoplasmic object

Psi Cost: 6 psi points

Manifesting Time: 1 action

Range: Self

Components: A, O

Duration: 1 minute

You transmogrify yourself, including all equipment you are wearing, into a generally humanoid mass of translucent, wriggling ectoplasm. For the duration, you are immune to poison and nonmagical bludgeoning, slashing, and piercing damage; you cannot be poisoned; critical hits scored against you become normal hits; and your AC becomes 13 + your psionic ability modifier.

While in this form, you cannot take the Attack, Dash, or Use an Object actions. You can fly with a speed of 20 feet and can hover, and you can move through any gap that air can pass through without squeezing. You cannot enter water or other liquids, and you automatically fail saving throws to resist effects that create strong winds.

For the duration, you may only cast spells or manifest psionic powers that have no somatic, verbal, or material components. To successfully cast such a spell or manifest such a power, you must succeed on a DC 20 Constitution saving throw. On a failure, the casting or manifesting time is wasted, but spell slots or psi points are not.

ECTOPLASMIC REPAIR

1st-level metacreativity

Augmenting: ectoplasmic object

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Touch

Components: A, O

Duration: Instantaneous

You pull forth matter from a plane of thoughts and transmogrify it to match a damaged object or creature you touch. If you manifest this power on an object, you can repair up to 1 cubic foot of material. You can repair a break or tear, fuse broken halves together, or fill in missing gaps.

If you manifest this power on a construct or undead creature instead of an object, the creature regains 1d8 hit points. This power has no effect on any other kind of creature.

Intensify. When you spend extra psi points to manifest this augment on a construct or undead creature, the amount of hit points the creature regains increases by 1d8 for every additional psi point spent beyond the minimum cost.

When you spend extra psi points to manifest this augment on an object, it can repair 1 additional cubic foot of matter for every additional psi point spent beyond the minimum cost.

EGO WHIP

2nd-level telepathy

Augmenting: *mind thrust*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Instantaneous

You form your thoughts into a briefly perceptible whip of telepathic energy, and strike the mind of one creature you can see within range, forcefully imposing a sudden and intense feeling of self-doubt in it. The target must make a Wisdom saving throw. On a failed save, the creature takes 3d8 psychic damage, and it can only take the Dodge, Disengage, or Hide actions on its next turn. On a successful saving throw, the target takes half as much damage, and its choice of action is not limited by this power.

Intensify. When you spend extra psi points to manifest this augment, you may target 1 additional creature you can see within range for every 2 additional psi points spent beyond the minimum cost.

EMPATHIC PROJECTION

1st-level telepathy

Augmenting: *psychic static*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: A

Duration: 1 hour

You coalesce your telepathic field into a generalized positive disposition and implant it into one humanoid creature you can see within range. The target must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the power ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the power ends, the creature knows it was charmed by you.

Intensify. When you spend extra psi points to manifest this augment, you may intensify it in one or both of the following ways, but points spent toward one method do not apply to the other.

You may target one additional humanoid creature for every 2 additional psi points spent beyond the minimum cost.

If you spend 6 additional psi points, you may target any kind of creature within range, instead of humanoids only.

EMPATHIC SHIELD

1st-level telepathy

Augmenting: *psychic static*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: 1 minute

You target a creature you can see within range and cloak them in psychically imposed sympathy toward you. At the start of each of the target's turns, it must make a Wisdom saving throw. On a failure, the target is unable to harm you with an attack or effect until the start of its next turn, forcing it to target other creatures and place areas of effect carefully to avoid you. On a success, this power's effect ends on the target. If you take any violent action against the target, such as attacking it or affecting it with a harmful power or spell, the effect on the target immediately ends.

Intensify. When you spend extra psi points to manifest this augment, you may target 1 additional creature you can see within range for every 2 additional psi points spent beyond the minimum cost.



ENERGY ADAPTATION

3rd-level psychometabolism

Augmenting: *verve*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Touch

Components: A

Duration: Concentration, up to 1 hour

You or a creature you touch gains resistance to cold, fire, lightning, or thunder damage (your choice) for the duration.

Intensify. If you spend 4 additional psi points when manifesting this augment beyond its minimum cost, you manifest it as a 5th-level power, and the target creature instead gains immunity to cold, fire, lightning, or thunder damage (your choice) for the duration.

ENERGY BLADE

2nd-level psychokinesis

Augmenting: *mindblade*

Psi Cost: 3 psi points

Manifesting Time: 1 bonus action

Range: Self

Components: O

Duration: Instantaneous

You transform your mindblade into a semi-solid state of energy. The next attack you make with your mindblade before the end of your next turn ignores the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw against your power save DC. On a failed save, the target takes the attack's damage and effects as if you successfully hit it with a melee attack. On a successful save, the target takes half the damage you would have inflicted, as if you successfully hit it with a melee attack, but suffers no additional effects (if any).

ENERGY WAVE

3rd-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self (40-foot cone)

Components: O

Duration: Instantaneous

A rippling wave of psychokinetically generated energy emanates from you, in a 40-foot cone. Choose fire, cold, lightning, or thunder damage. Each creature in the cone must make a Dexterity saving throw, or take 6d8 damage of your chosen damage type on a failed save, or half as much on a successful one.

Intensify. When you spend extra psi points to manifest this augment, for every 2 additional psi points spent, the damage increases by 1d8 and the length of the cone increases by 10 feet.

ENMITY FEEDBACK

1st-level psychokinesis

Augmenting: *battle trance*

Psi Cost: 1 psi point

Manifesting Time: 1 reaction

Range: Self

Components: O

Duration: Instantaneous

When a creature within 60 feet of you that you can see attacks you, you may manifest this augment to impose disadvantage on the

triggering attack. If the attack hits you, the attacker takes 2d6 psychic damage.

Intensify. When you spend extra psi points to manifest this augment, the attack deals an extra 1d6 psychic damage for every 2 additional psi points spent beyond the minimum cost.

ENSNARING ENNUI

2nd-level telepathy

Augmenting: *psychic static*

Psi Cost: 3 psi points

Manifesting Time: 1 minute

Range: 60 feet

Components: A

Duration: Concentration, up to 1 minute

You spend the manifesting time of this augment conversing with one creature you can see within range. If the target converses with you for the full manifesting time, it must succeed on a Wisdom saving throw, or you insidiously infect it with a sense of overwhelming boredom. At the start of its next turn, the target sits down (becoming prone) and is incapacitated for the duration. The save automatically succeeds if the target is immune to being charmed.

This effect ends immediately if the target or any of its allies it can see are attacked or take damage. On a successful save, the creature is unaffected, with no knowledge of your attempt to ensnare its will.

FEARFUL RECALL

1st-level telepathy

Augmenting: *wild talent*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: O

Duration: Concentration, up to 1 minute

You cause a creature in range to perceive you as a subjectively frightening memory. The target must succeed on a Wisdom saving throw or become frightened of you for the duration. Whenever the frightened target ends its turn in a location where it can't see you, it can repeat the saving throw, ending the effect on itself on a success. You gain no knowledge of the specific memory triggered in the target.

FIGHTING WORDS

2nd-level telepathy

Augmenting: *psychic static*

Psi Cost: 3 psi points

Manifesting Time: 1 minute

Range: 60 feet

Components: A

Duration: Concentration, up to 10 minutes

You spend the manifesting time of this augment conversing with one creature you can see within range. If the target converses with you for the full manifesting time, it must succeed on a Wisdom saving throw, or you insert in the target's mind the urge to do violence against one creature you name or describe to it. If the target sees that creature before the duration ends, it attacks the creature. If the target was already hostile towards the creature, it attacks using weapons or magic. If the target is urged to attack a creature it was neutral or friendly towards, it will use unarmed

strikes. Once the target attacks, it continues to do so for 1 minute, at which point this power ends. This augment immediately ends if the target or any ally it can see is attacked or takes damage from any creature other than the one it has been incited against. The save automatically succeeds if the target is immune to being charmed. On a successful save, the creature is unaffected, and has no inkling of your attempt to bend its will.

FORTIFY PSICRYSTAL

1st-level metacreativity

Augmenting: *imbue psicrystal*

Psi Cost: 1 psi points

Manifesting Time: 1 action

Range: Touch

Components: A

Duration: 8 hours

You touch your psicrystal and reinforce its crystalline lattice, strengthening its ability to weather harm. Your psicrystal's maximum and current hit points increase by 5 for the duration. This power ends early if your focus on *imbue psicrystal* ends.

Intensify. When you spend extra psi points to manifest this augment, you increase your psicrystal's current and maximum hit points by an extra 5 for each additional psi point spent beyond the minimum cost.

FUSION

8th-level psychometabolism

Augmenting: *verve*

Psi Cost: 15 psi points

Manifesting Time: 1 action

Range: Touch

Components: A, O

Duration: 1 minute

You and one willing Medium or smaller humanoid you touch fuse together into one creature (you cannot fuse with an already fused creature). The fused creature is a Medium humanoid that replaces

you in your space. It has two actions each round, but one action can only involve purely mental activity, such as casting a spell with no components or manifesting a psionic power. You control all of the fused creature's actions, but you can relinquish control to the other creature comprising the fused being at any time without using an action. If you relinquish control of the fused being, you cannot regain it until the other creature relinquishes it back to you.

The fused creature's current and maximum hit point total is equal to the sum of both creature's respective hit point totals. It has access to all racial and class features of both creatures (including proficiencies, spell slots available, psi point reserves, spells prepared, cantrips, spells and augments known, etc.). The fused creature uses the higher of either creature's bonuses for any given attack roll, ability check, or saving throw, and has the higher of either creature's score in every ability score.

When the fused creature comes into being, you decide what equipment you and the other creature are wearing is subsumed into the fused creature's form, and what equipment remains usable. The fused creature has a regular humanoid body plan, so it can only accommodate as much gear as a normal humanoid could (one set of armor, two hands to hold or wield items, etc.)

When the power ends, the fused creature separates back into you and the original creature you touched. The other creature appears in an unoccupied space adjacent to yours. If no unoccupied space is available, the creature is immediately shunted to the nearest space that it can occupy and takes force damage equal to twice the number of feet it is moved.

When you and the original creature separate, you share the amount of damage inflicted on the fused being between you, as well as expended resources, such as psi points spent or spell slots used (subtracting evenly from both creatures if they share the same resources, or completely from one creature if it is the only one with such a resource).

If a fused creature is killed, it separates back into you and the original creature, both of whom are at 0 hit points, but alive and stable.



GENESIS

8th-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 15 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Instantaneous

The first time you manifest this power, you initiate a process that propagates the creation of a demiplane. This propagation takes 120 days to complete, and if you manifest *genesis* again before then, the nascent demiplane collapses and a new process begins from scratch.

The environmental features of your demiplane (temperature, weather, flora, fauna, terrain, etc.) are chosen by you when you first begin its propagation and can range from a hostile, barren wasteland to a self-sustaining idyllic paradise. Your demiplane's created environment cannot include precious minerals, gems, or special materials, and the only native life your demiplane can be created with are beasts of CR 1 or lower and inanimate plants. Your demiplane can be any shape you desire, but it cannot exceed 2 miles in any one dimension. Your demiplane does not contain structures, but buildings can be built there afterward.

Once the creation of your demiplane is complete, it comes into existence on the Ethereal Plane. Thereafter, whenever you manifest *genesis* again, you create a pair of shimmering linked portals of light, one appearing in an unoccupied space within 30 feet of you that you can see, and the other appearing anywhere on your demiplane that you choose. Both portals are 5 feet wide and 10 feet high, are vertically oriented, and must rest on the ground. Each portal has a front and back, and travel through is possible only by moving through a portal's front. Anything that does so is instantly transported, exiting the linked portal on the other side. The portals last for 1 hour, then vanish.

If you are familiar with another creature's demiplane created by *genesis* or the *demiplane* spell, you can have the portal you create with either of those effects connect to the other creature's demiplane instead of yours. Likewise, another creature that is familiar with your demiplane can connect to it if they manifest *genesis* or cast *demiplane*.

If you manifest *genesis* while already located within your demiplane, you produce one of the following effects:

Receive. You may designate one unoccupied space touching the ground that you can see and begin concentrating (as though concentrating on a power) for 1 minute. If you maintain your concentration and remain within line of sight of the designated space for the entire minute, that surface becomes mystically attuned to receive incoming portals. Thereafter, whenever *genesis* or the *demiplane* spell is used by a creature other than you to travel to your demiplane, its portal or doorway appears in the designated space.

Return. If the portals you used to travel to your demiplane have vanished, you may manifest *genesis* this way to re-open them. The portals appear in the same spaces they previously did if those

spaces are currently unoccupied, or in the closest available unoccupied space if not.

Destroy. You cause your demiplane to begin imploding in on itself, shrinking until completely annihilated 24 hours later. All creatures and nonmagical objects inside your demiplane are killed and destroyed if they remain in your demiplane when it is annihilated, leaving no remains. Magic items are scattered to random locations in the multiverse.

You cannot halt the implosion process once started, but after your demiplane is annihilated, you may manifest *genesis* again to begin propagating a new demiplane.

GRAVITIC FIELD

3rd-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 6 psi points

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: Concentration, up to 10 minutes

You suspend gravity around you and seize control of the angular velocity of your inertia. For the duration, you gain a flying speed of 60 feet.

Intensify. When you spend extra psi points to manifest this augment, you may affect one additional creature within 30 feet of you for every 2 additional psi points spent beyond the minimum cost. Affected creatures gain a flying speed of 60 feet for as long as you concentrate.

GRAVITIC SPIKE

5th-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 100 feet

Components: A

Duration: Concentration, up to 1 minute

You intensely magnify the acceleration of gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. Creatures who take falling damage in the area suffer an extra 1d12 bludgeoning damage for every 10 feet they fall. A creature's walking speed is reduced to 5 feet in the area, and when it enters the area for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failure, the creature takes 4d8 bludgeoning damage and is knocked prone. On a success, the creature takes half of this damage.

In addition to the above effects, flying creatures who are in the area when you manifest this power, or who fly into the area, must make a Dexterity saving throw. On a failure, the creature crashes, falling to the ground. On a success, the creature may use its remaining flying speed to exit the area, and its altitude is halved. If it cannot exit the area with this movement, it falls as if it failed the saving throw.

HARASSING FIGMENT

1st-level telepathy

Augmenting: *blind spot*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: None

Duration: Instantaneous

You cause one creature you can see within range to believe a threatening enemy stalks it, just out of sight. The target must make an Intelligence saving throw. On a failed save, it takes 1d8 psychic damage, and—until the end of your next turn—melee attack rolls against it have advantage and it can't use reactions. On a successful save, it takes half as much damage, and suffers no other effects. A creature is immune to this effect if it is immune to being frightened.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for each additional psi point spent beyond the minimum cost.

HARNESS HOSTILITY

1st-level telepathy

Augmenting: *battle trance*

Psi Cost: 2 psi points

Manifesting Time: 1 bonus action

Range: Self (5-foot radius)

Components: 0

Duration: Concentration, up to 1 minute

You extend your battle awareness outward to the minds of foes near you, and steer their enmity towards yourself. While you concentrate, any enemy within range that makes a melee attack roll against a creature other than you does so with disadvantage. Creatures that can't be charmed are immune to this effect.

Intensify. When you spend extra psi points to manifest this augment, this augment's range extends by 5 feet for every 2 additional psi points spent beyond the minimum cost.

If you spend at least 4 additional psi points to extend this augment's range, its effects also apply to ranged attacks that affected creatures make against creatures other than you.

HYPERCOGNITION

8th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 15 psi points

Manifesting Time: 1 action

Range: Self

Components: None

Duration: Instantaneous

You make a series of astounding deductions, putting together clues, inferences, and logical conclusions from disparate minutiae, possibly even pulling knowledge directly from the collective unconscious of all living creatures. When you manifest this power, you may answer up to five questions you pose to the DM on any topic. The DM provides the answers that you deduce, and must give accurate answers to your questions.

At the DM's discretion, some answers might be so obscure you can only deduce them by tapping into information that you couldn't possibly know. In such cases, you must succeed on a DC 30 Intelligence check to pull the answer from the collective unconscious. If you are proficient with an appropriate skill to recall lore (such as Arcana, Religion, or Nature) and it applies to the answer you seek (DM's choice), you may apply double your proficiency bonus to the Intelligence check.

ID INSINUATION

3rd-level telepathy

Augmenting: *mind thrust*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Concentration, up to 1 minute

You worm disrupting thoughts into the mind of a creature you can see within range. The target must make a Wisdom saving throw. On a failure, the target takes 3d8 psychic damage and acts erratically for the duration. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1d10 Behavior

- | | |
|------|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2–6 | The creature doesn't move or take actions this turn. |
| 7–8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9–10 | The creature can act and move normally. |

Intensify. When you spend extra psi points to manifest this augment, you may target 1 additional creature you can see within range for every 2 additional psi points spent beyond the minimum cost.

IMMOLATE SELF

4th-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 8 psi points

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: Concentration, up to 1 minute

You ignite your body in psionic fire. While you concentrate, you are immune to fire damage, and any creature that ends its turn within 5 feet of you takes 3d6 fire damage. Additionally, you shed bright light in a 30-foot radius and dim light for an additional 30 feet for the duration.

IMMOVABILITY

4th-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 8 psi points

Manifesting Time: 1 action

Range: Self

Components: O

Duration: Concentration, up to 8 hours

For the duration of this augment, you mystically anchor your body and mind to the underlying fabric of reality on your current plane of existence. While so anchored, your weight does not increase but you become next to impossible to move. You gain a +20 bonus on ability checks and saving throws to resist being moved against your will, and you cannot voluntarily allow yourself to be moved for the duration.

While anchored, you automatically fail Dexterity checks and saving throws and cannot take any actions, but you become immune to all bludgeoning, piercing, and slashing damage. Magical effects that would teleport you, or any effect described as “telekinetic” automatically fail when used on you.

Intensify. If you spend 8 additional psi points when manifesting this augment, you manifest it as an 8th-level power, and may do so as a reaction to any action another creature takes, gaining the effects of the augment before the other creature’s action.

IMPALING SHOT

3rd-level psychokinesis

Augmenting: *true shot*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self

Components: O

Duration: Instantaneous

You line up an impossible shot that pierces through every creature it hits in a line that is 5-feet wide and as long as the maximum range of the ranged weapon you are currently wielding. If you are not wielding a ranged weapon when you manifest this power, the power fails.

When you manifest this power, you make one ranged weapon attack, and compare the result against the AC of every creature in the line, scoring a hit against all creatures whose AC is equal to or less than the result of your attack roll. Creatures that you hit take force damage equal $2d8 +$ your weapon’s damage for a normal ranged weapon attack. Creatures that you miss take half as much damage.

Intensify. When you spend extra psi points to manifest this augment, the force damage increases by $1d8$ for every 2 additional psi points spent beyond the minimum cost.

IMPERVIOUS SELF

9th-level psychometabolism

Augmenting: *verve*

Psi Cost: 17 psi points

Manifesting Time: 1 reaction

Range: Self

Components: A, O

Duration: 1 round

You instantly affix the perfect version of yourself in your mind and deny all deviations from that self. You may manifest this power in response to any action, and it manifests quickly enough to apply its effects to you before the triggering action. When you manifest this power, your hit point total returns to its maximum. Additionally, until the end of your next turn, you are immune to all damage, conditions, and effects other creatures try to inflict or impose upon you.

IMPLANT BEACON

1st-level clairsentience

Augmenting: *mind thrust*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Until dispelled

You force a clairsentient beacon into the psyche of a creature you can see. The target must succeed on a Wisdom saving throw or else you know the distance and direction between you and the target, as long as you are on the same plane of existence, until the effect ends. A target can repeat the saving throw at the end of each hour, ending the effect on a success.

You may only have one beacon active at a time. If you manifest this power on a second target, your awareness of the first one fades, regardless of the second target’s success or failure on the saving throw.

Intensify. If you spend an addition 4 psi points to manifest this augment beyond the minimum cost, the target may only repeat the saving throw when they finish a long rest, ending the effect on a success.



INCEPTION

4th-level telepathy

Augmenting: *mindlink*

Psi Cost: 7 psi points

Manifesting Time: 1 hour

Range: 30 feet

Components: None

Duration: 4 or more hours

You telepathically infiltrate the mind of a creature you can see within range. The target must remain within 30 feet of you for the entire manifesting time, otherwise the power fails. The target must make three Intelligence saving throws. You plant an idea or false memory in the creature's mind, the duration of which depends on the number of saving throws it fails.

You choose whether the idea or memory is trivial (such as "I woke up 5 minutes late today" or "Griffons are majestic creatures") or personality-defining ("I deserted my unit in the war, causing their deaths, and I can barely live with the shame" or "Violence is never the answer, I will never touch a weapon again").

With one failed saving throw, the idea or memory lasts for the next 4 hours. With two failed saving throws, it lasts for 24 hours. With three failed saving throws, it lasts for 48 hours.

Intensify. If you spend 8 extra psi points to manifest this augment, you manifest it as an 8th-level power, its manifesting time is shortened to 1 minute, and the idea or memory lasts one week with one failed saving throw, one month with two failed saving throws, or is permanent with three failed saving throws.

INCITE FURY

1st-level telepathy

Augmenting: *psychic static*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You distill your telepathic field into a mote of pure fury within the mind of a creature you can see within range. The target must succeed on a Wisdom saving throw or take 1d6 psychic damage and immediately use its reaction to move up to its speed in a straight line toward its nearest enemy. On a failure, the target takes half as much damage and does not suffer any further effect. The save automatically succeeds if the target is immune to being charmed.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for each additional psi point spent beyond the minimum cost.

INERTIAL ARMOR

2nd-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Self

Components: None

Duration: 10 hours

You wreathe yourself with a persistent, intangible field of warped space that absorbs and redirects the kinetic energy of attacks made against you. For the duration, your Armor Class can't be less than 14, regardless of what kind of armor you are wearing.

Intensify. When you spend extra psi points to manifest this augment, the minimum Armor Class provided by this power increases by 1 for every two additional psi points spent beyond the minimum cost.

INERTIAL BARRIER

2nd-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 10 minutes

You create an invisible, insubstantial wall of distorted space within 60 feet of you that is up to 30 feet long, 10 feet high, and 1 foot thick. Any creature attempting to move through it must make a Strength saving throw. On a successful save, a creature can pass through it. A creature must make this saving throw whenever it attempts to pass through the wall, whether willingly or unwillingly.

INERTIAL NULLIFICATION

4th-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: A

Duration: Concentration, up to 10 minutes

You strip all inertia and momentum from a creature you can see within range. The target must make a Charisma saving throw. On a failed save, the creature is cut off from nearly all physical and magical interactions. A target can choose to fail this saving throw if they wish.

An affected creature can't be damaged by attacks or effects, nor can it damage or affect anything else. The creature's speed is reduced to 0, and it hovers in place, unable to fall.

This power can be dispelled by targeting the affected creature with the *accelerate* power or the *haste* spell, but these then have no further effect on the target.

INSANITY

6th-level telepathy

Augmenting: *psychic static*

Psi Cost: 11 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Concentration, up to 1 minute

You form your telepathic field into a spike of concentrated madness and ram it into one creature you can see within range, attempting to drive it permanently insane. If the target has an Intelligence score of 4 or higher, it must make a Wisdom saving throw. On a successful save, the creature isn't affected.

On a failed save, maddening whispers and visions fill the creature's mind. The target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1d10 Behavior

- | | |
|------|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2–6 | The creature doesn't move or take actions this turn. |
| 7–8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9–10 | The creature can act and move normally. |

A creature affected by this power must make another Wisdom saving throw at the end of each of its turns. If it successfully saves against this power three times, the effect ends. If it fails its save three times, it becomes comatose, subjected to the paralyzed condition for the power's duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If you maintain your concentration on this power for the entire possible duration, the creature is rendered permanently insane. A permanently insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. Permanent insanity lasts until removed by *greater restoration*, *intensified revitalization*, *psychic surgery*, or similar magic.

INSTINCTIVE ADAPTATION

2nd-level psychometabolism

Augmenting: *verve*

Psi Cost: 3 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: 0

Duration: Instantaneous

When a creature you can see within range takes acid, cold, fire, lightning, or thunder damage, you may manifest this augment to grant the target creature resistance to the triggering damage type until the end of their next turn. This power is manifested quickly enough that the resistance it grants applies to the triggering damage.

INTELLECT FORTRESS

3rd-level telepathy

Augmenting: *psychic static*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self (30-foot radius)

Components: A

Duration: Concentration, up to 10 minutes

You create a field of protective psychic energy. Choose any number of creatures within 30 feet of you. Until your concentration ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

IRON ENDURANCE

1st-level psychometabolism

Augmenting: *verve*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Self

Components: 0

Duration: Instantaneous

You harness the intensity of your will to shrug off attacks that would cripple weaker minds and bodies. Choose bludgeoning, piercing, or slashing damage. You gain resistance to the chosen damage type until the end of your next turn.

Intensify. If you spend 6 additional psi points when manifesting this augment beyond its minimum cost, you manifest it as a 5th-level power and you gain resistance to the chosen damage type for as long as you concentrate on this augment, for up to 1 hour.

LAUNCHING STRIKE

1st-level psychometabolism

Augmenting: *battle trance*

Psi Cost: 1 psi point

Manifesting Time: 1 reaction

Range: Self

Components: O

Duration: Instantaneous

When you hit a target with a melee attack, you briefly magnify the force of the blow, launching the target away from you. The target must succeed on a Strength saving throw or be knocked 10 feet away from you in a straight line. If the target hits an object, this movement immediately ends and the target takes 2d6 bludgeoning damage.

Intensify. When you spend extra psi points to manifest this augment, for each additional psi point spent beyond the minimum cost the distance you knock the target back on a failed save increases by 10 feet and the potential damage if it hits an object increases by 1d6.

MASS HYSTERIA

5th-level telepathy

Augmenting: *psychic static*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 1 minute

You choose up to six creatures that you can see within range, and induce a horrific, shared hallucination in each of them. Each target must make an Intelligence saving throw. On a failed save, a target takes 8d6 psychic damage and is frightened for the duration. On a successful save, a target takes half as much damage and is not frightened.

While frightened by this augment, a target's speed is reduced to 0, and the target can use its action, and any bonus action it might have, only to make melee attacks. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for each additional psi point spent beyond the minimum cost.



MELEE COMBAT PRESCIENCE

3rd-level clairsentience

Augmenting: *battle trance*

Psi Cost: 5 psi points

Manifesting Time: 1 bonus action

Range: Self

Components: A, O

Duration: Instantaneous

You enhance your combat senses, allowing you to exploit opportunities you wouldn't see otherwise. As part of the manifesting time of this power, you either take the Dodge action or make one melee weapon attack.

MENTAL INQUISITION

1st-level telepathy

Augmenting: *mindlink*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Self

Components: None

Duration: Concentration, up to 1 hour

While you concentrate on this power, you know when a creature communicating with you via telepathy is lying.

MENTAL SHUTDOWN

8th-level telepathy

Augmenting: *mind thrust*

Psi Cost: 15 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You telepathically batter the psyche of a creature you can see, locking them in an unresponsive state. If the target has 150 hit points or fewer, it is stunned. Otherwise, the power has no effect.

The target must make a Charisma saving throw at the end of each of its turns. On a successful save, it is no longer stunned by this power.

MESMERIZING VOICE

9th-level telepathy

Augmenting: *blind spot*

Psi Cost: 17 psi points

Manifesting Time: 1 action

Range: Touch

Components: None

Duration: 1 hour

A creature you touch becomes irresistibly captivating to others. For the duration, whenever the target makes a Charisma check, it can replace the number rolled with a 15. Additionally, no matter what the target says, effects that would determine if it is telling the truth indicate that it is being truthful.

METACONCERT

1st-level telepathy

Augmenting: *mindlink*

Psi Cost: 1 psi point

Manifesting Time: 1 reaction

Range: Self

Components: None

Duration: 1 hour

When you manifest this augment, you begin communicating telepathically using *mindlink* with one additional target creature.

In addition, for the duration of this augment, you can use a bonus action on your turn to share one memory of your choice with all targets of *mindlink*, or allow one target to share one of its memories with yourself and all other targets of *mindlink*. The recipients of a memory gain perfect recall of one thing the sender of the memory saw or did.

Intensify. When you spend extra psi points to manifest this augment, you can add an additional target creature to your *mindlink* communication for each additional psi point spent beyond the minimum cost.

METAMORPHOSIS

3rd-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self

Components: O

Duration: Concentration, up to 1 hour

You transmogrify your body into a new form. Choose one of the following effects.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, the sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same. The change to your appearance lasts for the duration.

Beast Form. You transform into the form of a beast. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your new form can be any beast whose challenge rating is equal to or less than your level. Your game statistics, including mental ability scores, are replaced by the statistics of the chosen creature. You retain your alignment and personality.

You assume the hit points of your new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are limited in the actions you can perform by the nature of your new form, and you can't manifest powers, cast spells, or take any other action that requires hands or speech.

Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

Intensify. If you spend 10 extra psi points when manifesting this augment, you manifest it as an 8th-level power and can transform yourself into any type of creature whose challenge rating is equal to or less than your level, when you use the Beast Form effect.

MICROCOSM

9th-level telepathy

Augmenting: *mind thrust*

Psi Cost: 17 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: O

Duration: Instantaneous

When you manifest this power, you forcefully induce catatonia, isolating consciousness. You can choose to target either a single creature or any number of creatures you can see within range. The targeted creatures suffer one of the effects detailed below, depending on the number of targets.

Single Target. If the target has 100 hit points or fewer, its consciousness is completely cut off from the real world. It perceives an imaginary landscape and creatures, but in reality it falls prone, is incapacitated, and can't move or speak intelligibly.

Multiple Targets. Any target that has 30 hit points or fewer, up to a maximum of 300 hit points worth of creatures (affecting creatures with the lowest hit points first), suffers a shared catatonic state. All affected creatures can perceive and interact with each other and their shared hallucinatory environment, but are in actuality prone, incapacitated, and unable to move or speak intelligibly. Affected creatures believe they are interacting with each other normally, but are in fact telepathically communicating with other affected creatures and hallucinating physical interactions.

Regardless of the number of targets, affected creatures will eventually die of thirst and starvation without external care.

Microcosm's effects can only be removed by manifesting *microcosm* on the targets a second time, or other by powerful effects such as *psychic surgery*, *reality revision*, or *wish*.

MIND BLAST

4th-level telepathy

Augmenting: *mind thrust*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Self (60-foot cone)

Components: O

Duration: 1 minute

You emit a blast of psychic energy in a 60-foot cone. Each creature in the area must succeed on an Intelligence saving throw or take psychic damage equal to 4d8 + your psionic ability modifier and be stunned for the duration. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MIND OVER MATTER

4th-level psychometabolism

Augmenting: *verve*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Self

Components: O

Duration: Concentration, up to 1 minute

You assert the power of your own mind over any base matter that tries to harm you. Until your concentration ends, you gain a +1 bonus to your Armor Class and resistance to bludgeoning, piercing, and slashing damage.

MIND PALACE

7th-level metacreativity

Augmenting: *imbue psicrystal*

Psi Cost: 13 psi points

Manifesting Time: 1 hour

Range: 120 feet

Components: A, O

Duration: 24 hours

You teleport your psicrystal anywhere in an unoccupied cube of space that is up to 120 feet on each side and with its bottom surface on the ground. If no such space exists within range, the power fails. Once your psicrystal is in place, you begin pulling gooeey, ectoplasmic matter from a plane of thoughts, enfolding the psicrystal in it. The ectoplasm crystallizes and hardens into an otherworldly structure that fills the cube.

You completely control the growth of the crystalline structure, making all decisions about the structure's interior chambers and layout, though all interior chambers must connect to others and must be at least 5 feet in any dimension. Interior chambers are otherwise enclosed by floors, walls, and ceilings. Walls can be as thick as 6 inches, blocking light, or thin enough to appear as glass windows. One 10-foot section of the exterior wall on the ground level is a magical entranceway. As an action, you and any creatures you designate when you manifest this power can activate the entranceway when adjacent to it, switching its phases between corporeal and incorporeal states with each activation. Once you finish growing the crystalline structure of your mind palace, your psicrystal detaches itself from an interior wall and awaits further instructions.

Your mind palace is partially extradimensional, and blocks teleportation and planar travel effects within its walls (whether it is the destination or origin point of the effect). Additionally, sensors, eyes, and projections created by divination spells and clairsentience powers can't appear inside the structure, and creatures inside can't be targeted by divination or clairsentience effects. The crystallized thought-substance of the structure also diffuses harmful psychic energies, granting resistance to psychic damage to all creatures located inside it.

The crystallized ectoplasm of the mind palace's structure can't be dispelled by dispel magic, and antimagic field has no effect on it. Nothing can physically pass through the structure's exterior, except the entranceway, when its phase is shifted to incorporeal. An attack or effect that deals at least 10 points of thunder damage destroys a 5-foot section of the wall, or an area of the wall that overlaps with the area of effect that deal the damage, if applicable. The crystal is otherwise impervious to damage or harm. When this power's duration expires, the mind palace evaporates into nothing.

Casting this spell on the same spot every day for a year makes this effect permanent.

MIND PROBE

7th-level telepathy

Augmenting: *mindlink*

Psi Cost: 13 psi points

Manifesting Time: 1 minute

Range: 30 feet

Components: None

Duration: Concentration, up to 1 minute

You delve into the depths of the mind of a creature you are telepathically communicating with. You gain limited access to the complete personal experience of the target, from fleeting memories of everyday events to life-defining moments. For the duration, you may use an action to learn the answer to one question that the target could answer. You do not actually converse with the creature, and need not share a language with it. You merely search the target's psyche for the information you seek and find it if it is present.

The target may refuse to give you access to an answer if it succeeds on a Charisma saving throw, but success on this saving throw does not end the power. You may continue to seek answers (either to the same question or a different one) in subsequent rounds of the effect, until the duration ends. This power ends early if the target moves out of range.

An unconscious creature automatically provides you answers, but after you receive an answer from it, it may make a Wisdom saving throw if it has at least 1 hit point, becoming conscious on a success.

MIND SEED

8th-level telepathy

Augmenting: *mindlink*

Psi Cost: 15 psi points

Manifesting Time: 1 action

Range: Touch

Components: None

Duration: Instantaneous

You touch one humanoid you are telepathically communicating with and infect it with a parasitic seed of your own psyche. The target must make a Charisma saving throw immediately when you manifest this power on it, and must then repeat the saving throw whenever it finishes a long rest. If the target successfully saves against this power three times, the power ends and the parasitic seed fades away with no effect. If it fails its save three times, the parasitic seed of your psyche in the target's mind germinates. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

While a creature is still making saves against this power, it acts normally but begins to mimic quirks of your own personality. For instance, if you have a habit of ending sentences with "y'know?" the target begins doing so as well, subconsciously.

If the parasitic seed germinates, the target's mind is replaced with a duplicate of your own. Its Intelligence, Wisdom, and Charisma scores change to match yours at the time you manifested this power on it. The target loses all class levels and class specific NPC traits it might have, and gains the class levels you had 8 levels

ago (in effect, gaining the same experience and abilities you had 8 levels earlier). Its physical ability scores, race, and appearance do not change.

Although the target becomes a mental duplicate of you, you have no special control over it, and its personality may diverge from yours over time. The duplicate psyche's initial attitude toward you is friendly, but it does not believe itself to be your servant or slave, and it will act as you would if it is treated as such.

Effects that prevent possession prevent you from infecting a target with mind seed, but grant no protection once the seed is already implanted. An intensified *revitalization*, *greater restoration*, or the break enchantment effect of *dispel evil and good* cast on the target specifically to cleanse it of a growing mind seed does so only if the caster succeeds on a spellcasting or psionic ability check with a DC equal to your power save DC, and only if cast on the target before it fails three saves against mind seed.

Once the parasitic seed of your psyche germinates in a target, only *reality revision*, *wish*, *psychic surgery*, or similarly powerful magical effects can restore the target to its original personality and class levels (if applicable).

MIND SEIZE

4th-level telepathy

Augmenting: *mind thrust*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Concentration, up to 1 minute

You disrupt the mind of a creature you can see within range, causing it to lock up. The target must succeed on a Charisma saving throw, or it is paralyzed for the duration. At the end of each of its turns, it can repeat the saving throw. On a success, this effect ends. On a failure, you can use your reaction to force the target creature to move up to half its speed as you desire, even though it is paralyzed.

MIND STORM

3rd-level telepathy

Augmenting: *mind thrust*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: None

Duration: Instantaneous

You cause a 20-foot-radius sphere of intense psionic disruption to appear, centered on a point within range. Each creature in the area must make a Charisma saving throw. On a failed save, a target takes 4d8 psychic damage and suffers disadvantage on all saving throws until the end of your next turn. On a successful save, a creature takes half as much damage and does not suffer any further effect from this power.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for every 2 additional psi points spent beyond the minimum cost.

MINDFLAME

7th-level telepathy

Augmenting: *psychic static*

Psi Cost: 13 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: 0

Duration: Instantaneous

You ignite parts of your telepathic field into translucent purple flames of debilitating mental disruption. Choose any number of creatures you can see within range. Each creature with an Intelligence score of 4 or higher must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50 hit points or fewer: suffer 1 level of exhaustion that is removed after 1 minute
- 40 hit points or fewer: suffer 2 levels of exhaustion that are removed after 10 minutes
- 30 hit points or fewer: paralyzed for 1 hour
- 20 hit points or fewer: killed instantly

MISLEAD

1st-level telepathy

Augmenting: *mindlink*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: None

Duration: 5 minutes

You couch your falsehoods in feelings of trust and acceptance, and deliver them into the mind of another. When you manifest this augment, you target one creature you are telepathically communicating with. The target must make a Wisdom saving throw. On a failed save, you telepathically communicate one statement of your choice to the target, and the target believes that statement for the duration. The statement can be up to ten words long, and it must describe you or a creature or object the target can see. On a successful save, the target is unaffected. A creature is immune to this effect if it is immune to being charmed or it succeeded on a saving throw against this augment since the end of your last long rest.

MISSIVE

2nd-level telepathy

Augmenting: *mindlink*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Self (500-foot radius)

Components: A

Duration: Instantaneous

You broadcast a short telepathic message of up to 25-words to every creature within range. Any creature you can see, as well as any creatures that you know or know of in the area can be included or excluded from this communication. This communication is one-way only and instantaneous. If a recipient of your communication does not share a language with you, it perceives only garbled mental gibberish.

MOTION BLUR

1st-level psychoportation

Augmenting: *speed of thought*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Self

Components: None

Duration: Instantaneous

Until the end of this turn, you turn invisible during your movement.

MYSTIC AMMUNITION

2nd-level psychoportation

Augmenting: *true shot*

Psi Cost: 3 psi points

Manifesting Time: 1 bonus action

Range: Self

Components: 0

Duration: Concentration, up to 10 minutes

For the duration, whenever you make a ranged attack with a weapon with the ammunition property, you gain the ability to teleport magical ammunition for the attack into your waiting hand. This requires no further action beyond making the ranged weapon attack. The piece of ammunition you summon is appropriate for the weapon you are wielding, but you cannot specify a particular piece of ammunition (such as, "an arrow from the quiver of a creature I can see"). Instead, the ammunition is summoned from mysterious parts unknown, somewhere in the multiverse. The magical ammunition you summon has a +1 bonus to its attack and damage rolls. Whether your attack hits or misses, the summoned ammunition teleports away, returning from whence it came.

Intensify. When you spend extra psi points to manifest this augment, until your concentration ends, each summoned piece of ammunition's bonus to attack and damage rolls increases by +1 for every 2 additional psi points spent beyond the minimum cost, to a maximum total bonus of +3.

MYSTIC ANCHOR

4th-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 150 feet

Components: 0

Duration: 1 minute

You fire a thin purple ray from your brow at a creature you can see within range. Make a ranged power attack. On a hit, the target becomes anchored to the plane of existence it is currently on for the duration of this power.

While anchored, teleportation and planar travel effects fail to work on the target, whether the target is the originator of the effect or not. The target is also barred from entering portals to other locations, whether the portal's destination is on the same plane, another plane or demiplane, or an extradimensional space such as that created by the rope trick spell. If an anchored creature attempts to pass through such a portal, they find it an impassable barrier.

Intensify. When you spend extra psi points to manifest this augment, you may target one additional creature you can see within range for every 2 additional psi points spent beyond the minimum cost.

MYSTIC CARAVAN

5th-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: Touch

Components: 0

Duration: Up to 5 days

You lead a caravan of two or more willing mystic travelers (creatures affected by the *mystic traveler* power manifested by you previously, one of which must be yourself) into the Astral Plane and beyond. When you manifest this power, you must specify another plane of existence as your destination (and may choose a specific location within that plane). Then, all mystic travelers are transported to the Astral Plane, where you begin to travel to your destination. This power automatically fails if you are already on the Astral Plane when you manifest it.

Your journey through the Astral Plane is not instantaneous, instead taking several days, and arrival at your destination is not guaranteed. At the end of each day of astral travel, you must make a DC 15 Arcana check. Successes bring you closer to your destination and failures lead you further away. Your journey ends if you accrue either three successes or three failures. The DM may grant you disadvantage or advantage on these checks, depending on certain factors (the waxing or waning periods of your destination plane, your familiarity with your destination, etc.).

The result of your journey depends on how many failures you accrued before it ends:

If your journey ends with no failures, all mystic travelers are transported to your intended plane of existence, within 1d10 miles of your destination on that plane if you specified one, or arriving at a random location on that plane if you did not.

If your journey ends with only 1 failure, all mystic travelers are transported to your intended plane of existence, arriving at a random location, but suffer two levels of exhaustion due to the difficulties of the astral journey.

If your journey ends with 2 failures, you are forced to turn back, arriving within 1d10 miles of the location you manifested this power. Additionally, all mystic travelers suffer four levels of exhaustion as your astral journey was especially tiring and rough.

If your journey ends because you accrued 3 failures, all mystic travelers run afoul of turbulent psychic currents of the Astral Plane. Each mystic traveler must make a Charisma saving throw, taking 10d6 psychic damage on a failed save, or half as much on a successful one. Then, regardless of the result of the saving throw, each mystic traveler suffers two levels of exhaustion and is transported to a random plane of existence, separated from its fellow travelers.

In addition to the pure navigational challenge of the journey, the DM may describe additional encounters and challenges the mystic travelers might face along the way.

MYSTIC DIVERSION

7th-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 13 psi points

Manifesting Time: 1 reaction

Range: 100 feet

Components: 0

Duration: Instantaneous

You manifest this power as a reaction to one creature teleporting into, out of, or within range. The teleporting creature must succeed on a Charisma saving throw to continue its teleport as normal. If the target fails its save, it teleports to a destination of your choice instead of its intended destination, provided the destination you choose is within the normal range of the teleportation effect.

MYSTIC TRAVELER

1st-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Touch

Components: None

Duration: Until dispelled

You or one willing creature you touch become a mystic traveler, able to join a group journey enabled by the *mystic caravan* power. This power's duration ends early if the mystic traveler is not affected by you manifesting *mystic caravan* within 1 hour of manifesting this power. This power also ends early if the mystic caravan journey ends.

For the duration of a mystic caravan journey, mystic travelers must remain within 15 feet of at least one other mystic traveler. If a mystic traveler is out of this formation for more than 1 round, the *mystic traveler* power is automatically dispelled on that creature, and it is sent tumbling through the rough psychic currents of the Astral Plane. Such creatures must make a Charisma saving throw, taking 10d6 psychic damage on a failure, or half as much on a success, and are then transported to a random plane of existence.

NEGATE

3rd-level psychokinesis

Augmenting: *psychic hammer*

Psi Cost: 5 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: 0

Duration: Instantaneous

When you visually, audibly, or mentally perceive a creature within 60 feet of you generate a psionic effect, you attempt to negate their psionic power and stop it from coming to fruition. If the target is casting a psionic talent, the casting fails. If the target is manifesting a psionic power of a level equal to this power's level or lower, the manifesting fails and the target's focus on a psionic talent ends. If the target is manifesting a power of a level higher than this power's level, make a psionic ability check. The DC of this check equals 10 + the power level of the target's power. On a success, the target's power fails to manifest, and its focus on a psionic talent ends.

Intensify. When you spend extra psi points to manifest this augment, this augment's power level increases by 1 for every 2 additional psi points spent beyond the minimum cost.

NOISE BARRIER

4th-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A, 0

Duration: Concentration, up to 10 minutes

You mentally excite the air molecules before you, forming a wall of pure sound. The wall is 60 feet long, 15 feet high, and 1 foot thick. At least one 10-foot-long section of the wall must be within range when you form the wall. The wall lasts for the duration. Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall's space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, or it takes 6d6 thunder damage, is pushed in a straight line up to 30 feet away from the wall, and is knocked prone.

The wall blocks any sound from passing through it, and the cacophony it creates can be heard up to 500 feet away. If another effect that deals thunder damage overlaps with the wall or crosses through it, the wall absorbs the effect, dispelling or destroying it.

NOMADIC DOORWAY

5th-level psychoportation

Augmenting: *speed of thought*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 1 mile

Components: A, 0

Duration: Concentration, up to 1 hour

You fold the fabric of reality and bore a doorway between two points in space. You create a 5-foot cube of dim, gray light within 5 feet of you, and an identical cube at any point of your choice within 1 mile that you have viewed within the past 24 hours. The cubes last for the duration. A creature entering one of the cubes immediately teleports to the other one, appearing in an unoccupied space next to it. The teleportation fails if there is no space for the creature to appear in.

Intensify. When you spend extra psi points to manifest this augment, the maximum distance you can teleport is increased by 1 mile for each additional psi point spent beyond the minimum cost.

NOMADIC RECALL

4th-level psychoportation

Augmenting: *speed of thought*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 120 feet

Components: A, 0

Duration: 8 hours

You fold the fabric of time and space to create a harmless singularity in a 5-foot cube you can see within range. For the next 8 hours, whenever another ability or effect allows you to teleport to a destination, you can instead teleport to the singularity, regardless of the normal range of the teleport allowed by the other effect, and regardless of whether you can see the singularity or not.

Intensify. If you spend 2 additional psi points beyond the minimum cost to manifest this augment, you manifest it as a 5th level power and you can take up to six additional willing creatures with you when you teleport to the singularity, assuming all targets were also affected by the other ability or effect that allowed you to teleport.

NOMADIC SHIFT

1st-level psychoportation

Augmenting: *speed of thought*

Psi Cost: 1 psi point

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: Instantaneous

You store your potential energy and release it as a burst of psychoportation. If you have not yet moved on your turn, you may manifest this augment to teleport up to 20 feet, and then your speed is reduced to 0 until the beginning of your next turn. If you manifest this augment after you have moved on your turn, it fails.

Intensify. When you spend extra psi points to manifest this augment, the maximum distance you can teleport is increased by 20 feet for each additional psi point spent beyond the minimum cost.

NOMADIC SLINGSHOT

2nd-level psychoportation

Augmenting: *speed of thought*

Psi Cost: 3 psi points

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: Instantaneous

You create a temporary imprint of your location in the fabric of reality, and instantaneously return to it. At the start of your turn, you can use your reaction to teleport up to 40 feet to an unoccupied space you can see and then your speed is halved until the end of your turn. At the end of your turn, you can teleport back to the spot you occupied before teleporting, unless it is now occupied or on a different plane of existence.

NOMADIC TRANSPOSITION

2nd-level psychoportation

Augmenting: *speed of thought*

Psi Cost: 3 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: 0

Duration: Instantaneous

You store your potential energy to swap dimensional coordinates with an ally. If you have not yet moved on your turn, you may choose one willing ally you can see within range. You and that ally teleport, swapping places, and your speed is reduced to 0 for the remainder of your turn. If you manifest this augment after you have moved on your turn, or if either you or the target ally can't fit in the destination space, it fails.

NOMADIC TRAVEL

4th-level psychoportation

Augmenting: *speed of thought*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Instantaneous

You and up to six willing creatures of your choice that you can see within range teleport up to 1 mile to a spot you can see. If there isn't an open space for all the targets to occupy at the arrival point, this ability fails and is wasted.

Intensify. When you spend extra psi points to manifest this augment, the maximum distance you can teleport is increased by 1 mile for each additional psi point spent beyond the minimum cost.

OBSCURE

2nd-level telepathy

Augmenting: *blind spot*

Psi Cost: 3 psi points

Manifesting Time: 1 bonus action

Range: Self

Components: A

Duration: Concentration, up to 1 minute

You cloak yourself from sight. You are invisible to all creatures you can see until your concentration ends, or until immediately after you damage or otherwise affect any creature with an attack, magical effect, or other ability.

Intensify. When you manifest this augment, you can target one creature you can see in addition to yourself within 60 feet of you for each additional psi point spent beyond the minimum cost. Each target is invisible to all creatures seen by at least one target. Your concentration ends if any creature affected by this augment damages or otherwise affects any creature with an attack, magical effect, or other ability.

PANDEMONIUM

3rd-level telepathy

Augmenting: *psychic static*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 90 feet

Components: None

Duration: Concentration, up to 1 minute

You incite stark, raving panic in up to 8 creatures you can see within range. For the duration, each target must make a Wisdom saving throw at the start of its turn. On a failed save, the target is frightened until the start of its next turn. Roll a die for each frightened target. If you roll an odd number, that target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random creature within its reach. If there is no such creature, the target moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it.

PARANOID DELUSIONS

5th-level telepathy

Augmenting: *psychic static*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Concentration, up to 1 minute

You coalesce part of your telepathic field into an uncontrollable fear of betrayal, and it seeps into the mind of one creature you can see within range. The target must succeed on a Wisdom saving throw, or it must target its allies with attacks and other damaging effects for the duration of this augment. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being frightened.

PERFECT CLARITY

9th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 17 psi points

Manifesting Time: 1 minute

Range: Touch

Components: None

Duration: 8 hours

You grant yourself or a willing creature that you touch a sense of profound understanding and serenity. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

If you manifest this power again before its duration expires, it immediately ends.

PERSONALITY SHARD

1st-level metacreativity

Augmenting: *imbue psycrystal*

Psi Cost: 1 psi point

Manifesting Time: 1 reaction

Range: Touch

Components: 0

Duration: Instantaneous

When you cast *imbue psycrystal*, you may manifest this augment as a reaction to impart the psycrystal with a facet of your personality as you create it. If you do, for as long as you focus on *imbue psycrystal*, the psycrystal is associated with a particular skill and gains the ability to use its reaction to roll a d6 and add the result to one ability check you make with that skill, so long as you are within 15 feet of the psycrystal. The psycrystal may take this reaction after you roll the ability check, but it must do so before the DM determines if the result was a success or failure.

The skill that the psycrystal can give you a bonus to is determined by what kind of personality you impart it with. Choose from one of the options below.

Artiste. Charisma (Performance) checks.

Bully. Charisma (Intimidation) checks.

Cautious. Wisdom (Survival) checks.

Coward. Dexterity (Stealth) checks.

Curious. Intelligence (Arcana) checks.

Friendly. Charisma (Persuasion) checks.

Liar. Charisma (Deception) checks.

Meticulous. Intelligence (Investigation) checks.

Nimble. Dexterity (Acrobatics) checks.

Observant. Wisdom (Perception) checks.

Pious. Intelligence (Religion) checks.

Sage. Intelligence (History) checks.

Sympathetic. Wisdom (Insight) checks.

Intensify. If you spend 4 additional psi points to manifest this augment, you may impart your psicrystal with two facets of your personality instead of one, gaining the benefit of both simultaneously.

PHANTOM MENACE

2nd-level telepathy

Augmenting: *blind spot*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: None

Duration: Concentration, up to 1 minute

You cause one creature you can see within range to perceive a horrifying figment of its imagination. The target must make an Intelligence saving throw. On a failed save, the target believes a horrifying creature is adjacent to it until your concentration ends. During this time, the target can't take reactions, and takes 1d8 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this effect if it is immune to being frightened.

Intensify. When you spend extra psi points to manifest this augment, the damage every round increases by 1d8 for each additional psi point spent beyond the minimum cost.

POLAR VORTEX

3rd-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 120 feet

Components: A, O

Duration: Concentration, up to 1 minute

Choose a point you can see within range. The air in a 20-foot-radius sphere centered on that point becomes deathly cold and instantly freezes creatures in place. Each creature in the area must make a Constitution saving throw. On a failed save, a target takes 4d8 cold damage, and its speed is reduced to 0 until your concentration ends. On a successful save, a target takes half as much damage and suffers no further effect.

As an action, a target that has its speed reduced can end that effect early if it succeeds on a Strength (Athletics) check with a DC equal to your power save DC.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for every 2 additional psi points spent beyond the minimum cost.

POST-HYPNOTIC SUGGESTION

4th-level telepathy

Augmenting: *mindlink*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: None

Duration: Up to 7 days

You mentally implant a suggested course of activity (limited to a sentence or two) and a triggering event (such as "when you awake two days from now" or "when you come within sixty feet of the local Countess") to magically influence a creature you are telepathically communicating with. Creatures that can't be charmed are immune to this effect.

When you manifest this power, the target must immediately make a Wisdom saving throw. On a success, the target perceives a faint whisper intruding into its mind, but is not otherwise affected, and you know the suggestion did not take hold. On a failure, the suggestion and trigger are telepathically implanted in the target without their notice. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Suggesting the creature stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the effect.

Once the triggering condition is met, the target pursues the course of action you described to the best of its ability. The suggested course of action can continue for up to 8 hours after the triggering condition is met. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was influenced to do. The target will not be able to explain why it took the actions you compelled it to take after the suggestion is triggered and it will have no memory of the suggestion or trigger being implanted.

Whenever the target creature finishes a long rest, it may repeat the Wisdom saving throw, ending the effect on a success, though it will still not realize it was affected. If the triggering condition is not met before the power expires, the suggested activity isn't performed. If you or any of your companions damage the target, the power ends.

PRECOGNITION

1st-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Self

Components: O

Duration: Concentration, up to 1 minute

You open your mind to receive momentary insights from the future, improving your odds of success. Until your concentration ends, whenever you make an attack roll, saving throw, or ability check, you roll a d4 and add it to the total.

Intensify. If you spend 10 extra psi points beyond the minimum cost to manifest this augment, you manifest it as a 6th-level power, and you roll 2d4 instead of a d4 for this power's effect.

PRESCIENT SHOT

1st-level clairsentience

Augmenting: *true shot*

Psi Cost: 2 psi points

Manifesting Time: 1 reaction

Range: Self

Components: None

Duration: Instantaneous

You look into the immediate future and lead your shot. When you miss with a ranged weapon attack you may manifest this power to repeat the attack roll against the same target.

PRESCIENT WARNING

6th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 11 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: 0

Duration: Concentration, up to 1 hour

You open your mind to the future, and impart vital knowledge to your allies. When you roll initiative, you can manifest this power to grant you and up to 3 creatures of your choice you can see within range a +10 bonus to initiative. Additionally, until your concentration ends, you and affected creatures can't be surprised and attack rolls against you and affected creatures can't gain advantage.

Intensify. When you spend extra psi points to manifest this augment, you may affect one additional creature for every 2 additional psi points spent beyond the minimum cost.

PROJECT EIDOLON

3rd-level metacreativity

Augmenting: *imbue psicrystal*

Psi Cost: 5 psi points

Manifesting Time: 1 minute

Range: 30 feet

Components: A, 0

Duration: Up to 1 hour

You move your psicrystal to an unoccupied space within range, then draw matter from a plane of thought, coalescing it around your psicrystal into the shape of an eidolon—a construct made of solid thought. Your psicrystal becomes the core of this eidolon. Its statistics are completely replaced by the eidolon's and you cannot manifest a power that augments *imbue psicrystal* again while the eidolon exists. The eidolon disappears when it drops to 0 hit points, when this power's duration expires, or when you stop focusing on *imbue psicrystal*. When the eidolon disappears, your psicrystal remains behind, and occupies one space previously occupied by the eidolon. As a reaction, you may direct your psicrystal to teleport to your space immediately after the eidolon disappears.

For the duration of its existence, the eidolon is friendly to you and your companions. It acts on the same initiative count as you, directly after your turn. You can use an action to give the eidolon a verbal or mental command, and it obeys any such commands that you issue to it. If you don't issue any commands to the eidolon, it takes the Dodge action to defend itself from hostile creatures but otherwise takes no actions.

The eidolon's base statistics are detailed in Chapter 5: Psionic Monsters. When you manifest this power, you can select one

ability from the Lesser Eidolon Abilities menu and apply it to the eidolon's base statistics for free.

Intensify. When you spend extra psi points to manifest this augment, you may select one additional ability from the Lesser Eidolon Abilities menu for each additional psi point beyond the minimum cost, and apply it to the eidolon's statistics.

For every 2 psi points you spend to intensify this power from 5th to 6th level or higher, you may select an ability from the Greater Eidolon Abilities menu instead of two choices from the Lesser Eidolon Abilities menu.

PRY MEMORIES

3rd-level telepathy

Augmenting: *mindlink*

Psi Cost: 5 psi points

Manifesting Time: 1 hour

Range: 30 feet

Components: None

Duration: Instantaneous

You probe the mind of a creature you can see within range. The target must remain within 30 feet of you for the entire manifesting time, otherwise the augment fails. The target must make three Wisdom saving throws, and you learn information from it based on the number of saving throws it fails. The target may voluntarily fail any saves. If the target succeeds on all three saving throws, this power fails.

If the target fails any saves, you learn the details of events from the target's memories that it considers significant. With one failed saving throw, you learn such details from the past 12 hours; with two failed saving throws, you learn such details from the past 24 hours; and with three failed saving throws, you learn such details from the past 48 hours.

PSIONIC BLAST

1st-level telepathy

Augmenting: *mind thrust*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You unleash a blast of inexorable psychic disruption at one creature you can see within range. The target automatically takes 2d6 psychic damage.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for every 2 additional psi points spent beyond the minimum cost.

PSIONIC LEAP

1st-level psychometabolism

Augmenting: *verve*

Psi Cost: 1 psi point

Manifesting Time: no action

Range: Self

Components: None

Duration: Instantaneous

As part of your movement on your turn, you can fly 20 feet. If you end this flight in the air, you fall unless something else holds you aloft.

Intensify. When you spend extra psi points to manifest this augment, your flying speed increases by 20 feet for each additional psi point spent beyond the minimum cost.

PSYCHIC CHIRURGERY

9th-level telepathy

Augmenting: *mindlink*

Psi Cost: 17 psi points

Manifesting Time: 1 action

Range: Touch

Components: A, O

Duration: Instantaneous

You telepathically enter the mind of willing creature you touch, and skillfully repair or improve its psyche. When you manifest this power, you choose one of the following effects.

Repair. If the target is charmed or frightened, you instantly end those conditions on the target. You also automatically end any effect that mentally limits or dictates actions the creature can take (such as *id insinuation*, *ego whip*, or the *command* or *confusion* spells), possession, permanent insanity, madness, or a reduction in maximum hit points caused by an effect that dealt psychic damage. Additionally you restore the creature's Intelligence, Wisdom, and Charisma scores to normal if they were reduced by another effect.

Improve. If you choose this effect, you begin to concentrate. If you maintain your concentration for a full minute, you permanently bestow the target creature with the ability to cast one psionic talent that you know, or the *wild talent* power. You also permanently reduce your psi reserve maximum by 2 each time you manifest this power to improve a creature this way. This reduction applies to any increased maximum psi reserve you attain for gaining a level, and it can only be reversed with *reality revision* or *wish*.

PSYCHIC DAZE

2nd-level telepathy

Augmenting: *mind thrust*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You briefly pause the higher brain functions of one creature you can see within range. The target must make a Charisma saving throw. On a failed save, the target takes 2d12 psychic damage and is incapacitated until the end of your next turn, or until it takes any further damage. While incapacitated, its speed is halved.

PSYCHIC DEFIBRILLATION

4th-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Touch

Components: A

Duration: Instantaneous

You touch a creature that has recently died and jumpstart its body's vital processes. The target creature must have died within the last minute, or this augment fails. The creature returns to life at 0 hit points but is stable. You cannot return to life a creature that has died of old age, nor can you restore a creature missing any essential body parts.

PSYCHIC GRASP

2nd-level psychokinesis

Augmenting: *wild talent*

Psi Cost: 4 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: O

Duration: Concentration, up to 1 minute

You seize an object with your mind and move it at your psychic command. Choose one object you can see within 60 feet of you that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and it can weigh no more than 50 lbs.

While you concentrate, you may use your action to move the object up to 60 feet. You must keep the object within sight during this movement. If your concentration ends while the object is in the air, it falls.

You may also use your action to end your concentration early and launch the object at a creature you can see within range. The target must succeed on a Dexterity saving throw or take 3d8 bludgeoning, piercing, or slashing damage (as appropriate to the item, chosen by the DM) on a failed save, or half as much on a successful one.

Intensify. When you spend extra psi points to manifest this augment, for every 2 additional psi points spent beyond the minimum cost, the damage increases by 2d8, and the maximum weight of the object doubles (6 total psi points for 100 lbs., 8 total psi points for 200 lbs., etc.).

PSYCHIC PROWESS

2nd-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 3 psi points

Manifesting Time: 1 reaction

Range: Self

Components: A, O

Duration: Instantaneous

You channel your psychic potential to improve yourself. Choose an ability score. Until the end of your next turn, you gain a +5 bonus to all ability checks using the chosen ability score.

PSYCHIC REFORMATION

6th-level clairsentience

Augmenting: *aura beacon*

Psi Cost: 11 psi points

Manifesting Time: 16 hours

Range: Touch

Components: None

Duration: Instantaneous

You guide a creature you touch through mediation to psychically reorganize its memories and past experiences, following different pathways of causality. The target creature must concentrate (as if concentrating on a power), and you must remain in contact with it for the entire manifesting time, or you fail to manifest this augment.

When you manifest this augment, the target creature can choose to do any of the following:

- Lose proficiency in one of its skills and gain proficiency in another.
- Lose proficiency in one tool it is proficient with and gain proficiency in another.

- Forget one language it knows and learn another.
- Change any decisions it made for any Ability Score Improvement class feature it previously gained, including the decision to take a feat it meets the prerequisites for, if applicable.
- Forget a spell or augment known and choose a different one of the same level.

The target can choose to do any of the above effects any number of times, however each time an effect is chosen, the maximum hit point total of both you and the target are reduced by 2. This reduction lasts for each creature respectively until it gains a level, and cannot be removed with *greater restoration*, *revitalization*, *psychic surgery*, or similar magic.

PSYCHIC SIPHON

8th-level telepathy

Augmenting: *psychic static*

Psi Cost: 15 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A, 0

Duration: Instantaneous

You feed on the psyche of a creature that you can see within range, gaining power by draining its mental faculties. The target must succeed on a Charisma saving throw or its Intelligence and Charisma scores become 1. You increase your current and maximum hit points by 1 for every point of Intelligence or Charisma the target creature lost. This increase lasts until you finish a long rest.

If the target fails its saving throw, it can't cast spells, manifest powers, activate magic items, understand language, or communicate in any intelligent way. It can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the power's effects end.

This power's effect on a target can also be ended by *greater restoration*, *heal*, *psychic surgery*, *wish*, *reality revision*, or an intensified *revitalization*.

PSYCHIC STRIKE

1st-level psychokinesis

Augmenting: *mindblade*

Psi Cost: 2 psi points

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: Instantaneous

When you deal damage with your mindblade, you may manifest this power as a reaction to increase the damage your mindblade would deal by 2d8 and change all of its damage to psychic damage.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by an extra 1d8 for every 2 additional psi points spent beyond the minimum cost. You cannot intensify this power with more than 8 extra psi points.

PSYCHOKINETIC WEAPON

2nd-level psychokinesis

Augmenting: *battle trance*

Psi Cost: 3 psi points

Manifesting Time: 1 bonus action

Range: Touch

Components: 0

Duration: Concentration, up to 10 minutes

You channel your *battle trance* as pure kinetic energy into one simple or martial melee weapon you touch. Until your concentration ends, that weapon becomes a magic weapon with a +1 bonus to its attack and damage rolls.

Intensify. When you spend extra psi points to manifest this augment, the weapon's bonus to attack and damage rolls increases by +1 for every 2 additional psi points spent beyond the minimum cost, to a maximum total bonus of +3.



PSYCHOMETRIC SENSE

5th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: Self (60-foot radius)

Components: A, O

Duration: Concentration, up to 1 hour

As you concentrate, you become sensitive to the psychic impressions left by historical events in the area. Normal everyday occurrences do not leave impressions strong enough to sense, rather you perceive events with strong emotional resonances, such as battles, weddings, murders, and births.

You perceive these events as if you were an unnoticed bystander anywhere in the area, witnessing them as they happened. Your “vision” of the event is lightly obscured, as if by dim light or mist, but otherwise you view the event as though with truesight, detecting invisible creatures and sensing the apparent and true form of magically disguised creatures. Additionally, you identify the primary emotion left by the event, such as terror, joy, or anger. You can perceive events only within the limits of the area; your historical “vision” is completely obscured beyond this power’s radius.

Your concentration ends early if you move from your space. For every full 10 minutes that you concentrate, you perceive one historical event strong enough to leave psychic impressions, starting with the most recent and then going backwards in time. You can sense historical events as far back as 500 years, assuming your concentration lasts long enough to do so.

PSYCHOMETRIC TOUCH

2nd-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Touch

Components: A, O

Duration: Concentration, up to 10 minutes

You read the aura of one object you touch while you concentrate. If you maintain contact with the object for the complete duration, you learn a fact about the object. Choose from one of the options below:

- The race, gender, age, and alignment of the last owner of the object (a creature in personal possession of the object for more than 7 days).
- A vision of the last time the object was touched by someone other than you or creatures you can see. The vision is from the perspective of the object, as if it could see as well as a human, in any direction you choose, and lasts for 10 minutes, at the end of which the item was let go.
- Whether the item is magical or not and, if it is, all of its magical properties, as if you cast *identify* on it.

PSYCHOSOMATIC FEEDBACK

4th-level telepathy

Augmenting: *psychic static*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: 1 minute

You sharpen your telepathic field into a sensory feedback loop, causing creatures in the area to believe they feel the pain that they inflict on you. For the duration, whenever a creature in the area deals damage to you, it automatically takes 7 psychic damage, ignoring all resistances and immunities to psychic damage the creature might have. A creature that suffers this damage believes it to be of the same type they inflicted on you.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1 for each additional psi point spent beyond the minimum cost.

PSYCHOSOMATIC HAZE

1st-level telepathy

Augmenting: *blind spot*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: None

Duration: Concentration, up to 1 minute

You cause one creature you can see within range to believe its sight has become impaired. The target must make an Intelligence saving throw. On a failed save, it takes 1d8 psychic damage and is blinded to everything more than 10 feet from it until your concentration on this augment ends. On a successful save, it takes half as much damage and its vision is not affected.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for each additional psi point spent beyond the minimum cost.

PYROKINESIS

1st-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 120 feet

Components: O

Duration: Concentration, up to 1 minute

You fix your gaze on one creature or object you can see within range and cause it to burst into flames. The target must make a Constitution saving throw. On a failed save, the target takes 1d10 fire damage, and it catches on fire, taking 1d6 fire damage at the end of each of its turns until your concentration ends or until it or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage and doesn’t catch fire.

Intensify. When you spend extra psi points to manifest this augment, the initial damage increases by 1d10 for each additional psi point spent beyond the minimum cost.

PYROKINETIC DETONATION

2nd-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Instantaneous

You excite and compress the air into a superheated point within range, until it explodes like a miniature sun. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw, taking 4d6 fire damage and being knocked prone on a failed save, or half as much damage on a successful save with no other effects.

QUICK BURST

1st-level psychometabolism

Augmenting: *verve*

Psi Cost: 1 psi point

Manifesting Time: 1 reaction

Range: Self

Components: 0

Duration: Instantaneous

You rapidly but briefly increase your mobility and reflexes. Until the end of your current turn, all movement speeds you have increase by 10 feet, and you don't provoke opportunity attacks.

Intensify. When you spend extra psi points to manifest this augment, until the end of your current turn, your movement speeds increase by an additional 10 feet for each additional psi point spent.

RANGED COMBAT PRESCIENCE

3rd-level clairsentience

Augmenting: *true shot*

Psi Cost: 5 psi points

Manifesting Time: 1 bonus action

Range: Self

Components: A, 0

Duration: Instantaneous

You enhance your combat senses, allowing you to exploit opportunities you wouldn't see otherwise. As part of the manifesting time of this augment, you either take the Disengage action or make one ranged weapon attack.

READ THOUGHTS

2nd-level telepathy

Augmenting: *mindlink*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Self (500-foot radius)

Components: None

Duration: Concentration, up to 1 minute

When you manifest this augment, and as your action on each turn until your concentration ends, you can focus your mind on one creature you are telepathically communicating with.

When you initially begin to focus on a creature, you initially learn its surface thoughts—what is most on its mind in that moment. As an action, you can attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, this power ends. Either way, the target knows that you are probing into its mind.

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



REALITY REVISION

9th-level metacreativity

Augmenting: *aura beacon*

Psi Cost: 18 psi points

Manifesting Time: 1 action

Range: Self

Components: 0

Duration: Instantaneous

The power to reshape reality as one desires is the mightiest power a mortal being can possess. When you manifest this power, a visible ripple in space and time propagates out from you, and, in its wake, the world is revised to your liking.

The basic use of this power is to duplicate any other power or spell of 8th level or lower. If you duplicate a psionic augment, you do not need to be focusing on the augment's appropriate psionic talent, and any other requirements of the augment simply appear. You need not provide any costly material components to duplicate a spell either; the spell simply takes effect.

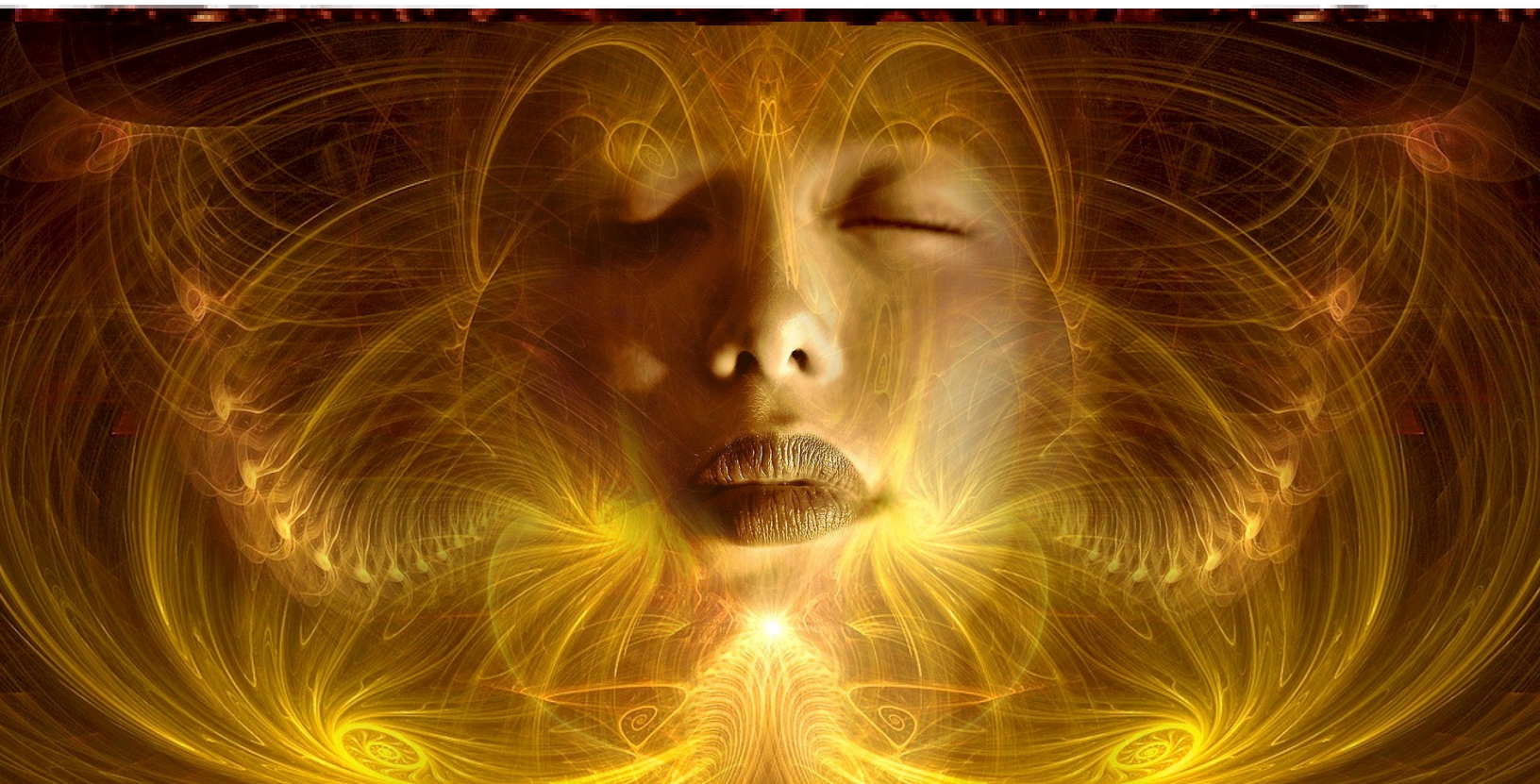
Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the *revitalization* power (including its intensified effects).
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single power, spell, or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a *kalaraq quori's* Focused Mind Seed attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality

reshapes itself to accommodate the new result. For example, a reality revision power could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your desired revision of reality to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the revision, the greater the likelihood that something goes wrong. The revision might simply fail to take hold, the effect you desire might only be partially achieved, or you might suffer some undesirable outcome as the result of a runaway butterfly effect you failed to anticipate. For example, altering reality with the desire that all Inspired be wiped from the world might propel you centuries forward in time to a period after the age of Dal Quor has turned and destroyed all the quori—effectively removing you from the game. Similarly, revising reality such that you are in the possession of a legendary magic item might pull you to the location of the item's current owner, rather than transporting the item to you.

The stress of manifesting this power to produce any effect other than duplicating another power or spell taxes you mentally and physically. After enduring that stress, each time you manifest a power or cast a spell until you finish a long rest, you take 1d10 psychic damage per level of that magical effect. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that the psi points you spent to manifest *reality revision* are permanently burned, reducing your maximum psi reserve by 18 points. This reduction cannot be reversed by mortal means, even with a *wish* spell or another *reality revision*, and it applies to any increased maximum psi reserve you attain for gaining a level.



REALIZED POTENTIAL

4th-level psychometabolism

Augmenting: *wild talent*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Touch

Components: A

Duration: Concentration, up to 1 minute

You unlock the potential in yourself or a creature you touch. The target gains 30 temporary hit points. In addition, for the duration of this power, whenever the target makes an ability check, attack roll, or a saving throw, the target can roll a d6 and add the number rolled to the ability check, attack roll, or saving throw. Any remaining temporary hit points granted by this power disappear when your concentration ends.

REMOTE PROJECTION

5th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 9 psi points

Manifesting Time: 10 minutes

Range: Self

Components: O

Duration: Concentration, up to 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Charisma saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're manifesting this power, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-10

On a successful save, the target isn't affected, and you can't use this power against it again for 24 hours.

On a failed save, you create an invisible projection of yourself within 10 feet of the target. You can see and hear through the projection as if it were your body. The projection moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible creatures sees the projection as an indistinct, translucent humanoid unrecognizable as you. Instead of targeting a creature, you can choose a location you have seen before as the target of this power. When you do, the projection appears at that location and doesn't move.

REVITALIZATION

3rd-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Touch

Components: O

Duration: Instantaneous

You touch one creature and restore vigor to it. Remove one of the following conditions from the touched creature: blinded, deafened, paralyzed, or poisoned. Alternatively, you remove one disease from the creature.

Intensify. If you spend 6 additional psi points beyond this augment's minimum cost, you manifest it as a 6th-level power, and the list of conditions you can remove from the touched creature expands to include the following: all reductions to one of its ability scores, an effect that reduces its hit point maximum, one level of exhaustion, or any other effect specifically noted as removable with the *greater restoration* spell.

RING OF BLADES

3rd-level metacreativity

Augmenting: *mindblade*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self (15-foot radius)

Components: O

Duration: Concentration, up to 10 minutes

You create dozens of floating duplicates of your mindblade and send them whizzing about you in a ring. The ring of blades is 10 feet high and can have a radius up to 15 feet (5 feet minimum). The ring moves with you, remaining centered on you.

Whenever a creature enters the ring's space for the first time on a turn or starts its turn there, you may choose for it to be affected by the blades. If it is so affected, the creature must make a Dexterity saving throw. On a failed save, the creature takes 3d8 damage of the damage type your mindblade currently deals. On a successful save, the creature takes half as much damage.

As a bonus action on your turn, you may contract or expand the ring's radius to be anywhere within the above limits. Moving the ring this way onto a creature does not damage it until it starts its turn in the ring's space, as above.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for every 2 additional psi points spent beyond the minimum cost.

SAVAGE PRESENCE

2nd-level telepathy

Augmenting: *psychic static*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: O

Duration: Concentration, up to 1 minute

You alter your telepathic field to emanate waves of rage and bloodlust. Until your concentration ends, you and any creature within 60 feet of you has advantage on melee attack rolls. You can only voluntarily end your concentration on this power if you begin concentrating on another effect; your instilled bloodlust is too strong to deny on a mere whim.

SEEKING SHOT

2nd-level psychokinesis

Augmenting: *true shot*

Psi Cost: 3 psi points

Manifesting Time: A ranged weapon attack

Range: Touch

Components: A

Duration: Instantaneous

As part of making a ranged weapon attack with a ranged weapon you touch, you may manifest this power to imbue the weapon's fired ammunition with a psychokinetic charge that seeks the mind of an intelligent target. If the target of your ranged weapon attack has an Intelligence score of 4 or higher, your attack ignores half cover and three-quarters cover. Additionally, against such a target, your fired ammunition can make one turn of up to 90 degrees in order to bypass total cover (for example, firing around a corner, or over a wall) provided that you are aware of the target's presence.

SELF-ACTUALIZATION

1st-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 1 psi point

Manifesting Time: 10 minutes

Range: Self

Components: A

Duration: 1 hour

You meditate deeply and contemplate on knowledge you seek, pulling the information from the collective unconscious. For the duration, you gain proficiency in one of the following skills: Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, or Survival.

Intensify. When you spend extra psi points to manifest this augment, you may choose one additional skill to gain proficiency in for every 2 additional psi points spent beyond the minimum cost.

SENSE LINK

3rd-level clairsentience

Augmenting: *wild talent*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 200 feet

Components: A

Duration: Concentration, up to 1 hour

You link your senses of sight and hearing to one willing creature you can see within range. While you concentrate, you can see through the target's eyes and hear what it hears, gaining the benefits of any special senses that the target might have. During this time, you are deaf and blind with regard to your own senses.

As an action, and if the target is willing, you can reverse this link so the target sees through your eyes and hears what you hear.

Intensify. If you spend 4 extra psi points beyond the minimum cost to manifest this augment, you manifest this augment as a 5th

level power, and the target of the power does not need to be willing, either for the initial manifestation or the reversing of its effects as an action. If the target is not willing, it must make a Wisdom saving throw. On a success, the power fails. On a failure, the unwilling target is affected, but may repeat the saving throw at the end of each of its turns for the duration of the power, ending it on a success.

SHARE PAIN

3rd-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 1 minute

You forcefully attune the vital rhythm of a creature you can see within range to match your own. The target must succeed on a Constitution saving throw, or you become linked for as long as you concentrate. A creature may choose to fail this saving throw if it wishes. At the end of each of its turns, the target may choose to make another Constitution saving throw, ending the link on a success.

While linked, you and the target have resistance to all damage, and each time you or the creature takes damage, the other linked creature takes the same amount of damage.

The link ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if this power or the *warding bond* spell is placed on either of the linked creatures. You may also end the link as an action.

If you target a creature currently affected by *warding bond* with this power and they fail their saving throw, the *warding bond* spell ends on that creature.

SHATTER INVISIBILITY

3rd-level psychokinesis

Augmenting: *psychic hammer*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self (50-foot radius)

Components: A

Duration: Instantaneous

From your brow, a wave of attenuated force bursts out and disrupts all magic in range that veils sight. The duration of a magical effect that renders a creature invisible ends on a creature if that creature fails a Dexterity saving throw and if that magic effect is of an equal or lower level than this power.

Any creature that is invisible due to an effect that does not have a level (including creatures with natural invisibility such as the invisible stalker) and fails its saving throw is instead briefly revealed as a dim outline, which removes its invisibility until the end of your next turn.

SHATTER MENTAL DEFENSES

6th-level psychokinesis

Augmenting: *mind thrust*

Psi Cost: 11 psi points

Manifesting Time: 1 action

Range: Touch

Components: A

Duration: 1 minute

You touch a creature and attempt to annihilate any and all defenses against mental and psionic effects it may have. The target must succeed on a Charisma saving throw or be affected by this power.

Any temporary magical effect on an affected creature that grants it resistance or immunity to psychic damage, advantage against or immunity to being charmed or frightened, or immunity to enchantment, telepathy, divination, or clairsentience effects, ends early (including *mind blank*, *veiled psyche*, and similar effects).

If the affected creature is benefiting from a permanent trait, feature, or magical effect that grants resistance or immunity to psychic damage or advantage against or immunity to being charmed or frightened (such as an elf or kalashtar's racial traits, a paladin's Aura of Courage feature, or a *ring of mind shielding*), those defenses cease to function for 1 minute. At the end of each of its turns, a creature whose permanent defenses are being suppressed in this way can repeat the saving throw, ending the effect on itself on a success.

SOLICIT PSICRYSTAL

5th-level telepathy

Augmenting: *imbue psicrystal*

Psi Cost: 9 psi points

Manifesting Time: 1 reaction

Range: Touch

Components: None

Duration: Until dispelled

When you manifest this power, your psicrystal takes over focus for the *imbue psicrystal* power, allowing you to begin focusing on another psionic talent without ending the duration of *imbue psicrystal*. Additionally, if you begin concentrating on any other power, spell, or feature within 1 minute after manifesting this augment, you may use your reaction to transfer your concentration on that effect to your psicrystal. Once your psicrystal begins concentrating on this other effect, this power ends if the psicrystal loses concentration.

Until your psicrystal's focus and/or concentration ends, it cannot take any actions or reactions except those specified in the effect it is concentrating on, and you cannot manifest any other powers that augment *imbue psicrystal*. While your psicrystal concentrates, your psicrystal must make a DC 10 Constitution saving throw at the end of each of its turns, ending this power and its concentration on a failure.

SOOTHING IMPULSE

2nd-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 3 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: 0

Duration: Instantaneous

You unleash a pulse of soothing vigor. Choose up to 3 creatures you can see within range. Each target gains 9 temporary hit points.

Intensify. When you spend extra psi points to manifest this augment, the number of temporary hit points targets gain from this augment increases by 3 for each additional psi point spent beyond the minimum cost.

SOW PSICRYSTAL

8th-level metacreativity

Augmenting: *imbue psicrystal*

Psi Cost: 15 psi points

Manifesting Time: 1 hour

Range: Touch

Components: None

Duration: Instantaneous

You imprint within your psicrystal a metacreative seed of a duplicate of yourself. The seed must germinate for 120 days before it is viable.

If your seed germinates for the full 120 days and becomes viable, it remains dormant and tethered to your soul. At any time after the seed becomes viable, if you die, the crystal housing your seed shatters and is permanently destroyed as the seed blooms into a metacreative duplicate of your body in its prime. Your soul then enters the duplicate body, provided your soul is free and you are willing to return to life. Your duplicated body is identical to your original one, except for its possible younger age, and has the same personality, memories, and abilities, but none of your original



body's equipment. Your original body's remains, if they still exist, become inert and can't thereafter be restored to life, since your soul is elsewhere.

The metacreative seed, whether currently germinating or in a dormant, viable state, evaporates and is destroyed if the crystal you use as a material component for imbue psicrystal spends more than 12 consecutive hours as a mundane crystal, or if it is permanently destroyed

SPECTRAL MIST

5th-level metacreativity

Augmenting: ectoplasmic object

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 90 feet

Components: A, O

Duration: Concentration, up to 10 minutes

You draw a significant quantity of ectoplasm from a plane of thoughts and create a roiling, tangible mist of turbulent psychic energy with it. The mist fills an area consisting of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. On your turn, you can direct any or all cubes of the mist's area to move up to 20 feet in any direction, but they must still be adjacent to one another during and after this movement. The mist lasts for the duration, or until strong wind disperses it, ending the power.

The mist can occupy the same space as other creatures and objects, and its area is heavily obscured. When a creature enters the mist's area for the first time on a turn or starts its turn there, it takes 9 psychic damage from the mist's psychic turbulence. A creature in the area must succeed on a DC 15 Constitution saving throw to cast spells or manifest powers. On a failure, the casting or manifesting time is wasted, but spell slots or psi points are not.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1 for each additional psi point spent beyond the minimum cost. For every 2 additional psi points you spend, the mist's area increases by one 10-foot cube.

SPECTRAL SHELL

4th-level metacreativity

Augmenting: ectoplasmic object

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 90 feet

Components: A, O

Duration: Concentration, up to 1 hour

You pull matter from a plane of thoughts and create a shell of solid ectoplasm around a Medium or smaller creature you can see within range. The target is encased in the shell if they fail a Dexterity saving throw; a creature can choose to fail this saving throw if it wishes. The shell lasts until your concentration ends and protects the target from harm while it is trapped inside, providing it total cover from all attacks and effects originating outside of the shell. The target is visible only as a vague shadow within the shell, obscuring line of sight to the creature. The shell has AC 18 and 20 hit points, and weighs as much as the creature trapped inside.

While inside the shell, the target can breathe but can't move or speak, and it can take only take actions that do not require physical movement (such as casting a spell with no verbal or somatic components, or manifesting a psionic power). Teleportation effects can be used to escape the shell, but the ectoplasmic matter

of the shell extends into the Ethereal Plane and blocks ethereal travel.

A target that is trapped in a shell while flying falls immediately, but the shell protects it from falling damage. The ectoplasmic shell is buoyant, and floats to the surface if it encases a creature underwater.

When the power ends, the ectoplasmic shell evaporates.

Intensify. If you spend 8 additional psi points beyond the minimum cost to manifest this augment, you manifest it as an 8th-level power, and it potentially traps all creatures regardless of size fully within a 20-foot-radius sphere centered on a point you choose within range (provided they fail their saving throws). Each creature is trapped in an individual shell, and the shells created have AC 20 and 50 hit points.

SPECTRAL STEPS

1st-level metacreativity

Augmenting: ectoplasmic object

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

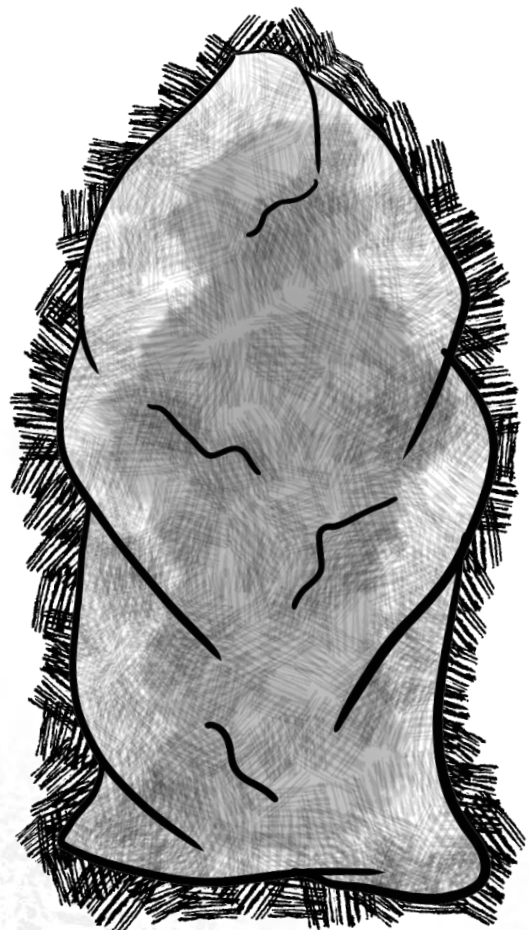
Components: A, O

Duration: Concentration, up to 10 minutes

You pull ectoplasm from a plane of thoughts and create a solid, translucent staircase that lasts until your concentration ends. The stairs form a spiral that fills a 10-foot-by-10-foot area, and reaches upward 20 feet.

When the augment ends, the ectoplasmic staircase evaporates.

Intensify. When you spend extra psi points to manifest this augment, the staircase increases in height by up to 20 feet for each additional psi point spent beyond the minimum cost.



SPECTRAL WALL

1st-level metacreativity

Augmenting: ectoplasmic object

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: A, O

Duration: Concentration, up to 10 minutes

You pull matter from a plane of thoughts and create a wall of cloudy ectoplasm that lasts until your concentration ends. The wall is 60 feet long, 15 feet high, and 1 foot thick. At least one 10-foot section of the wall must be within range when you create it. Creatures can pass through the wall without hindrance, but the wall blocks vision.

When the power ends, the ectoplasmic wall evaporates.

Intensify. If you spend 2 additional psi points beyond the minimum cost to manifest this augment, you fortify the wall with more ectoplasm on creation, making it solid. Creatures cannot pass through the solid version of the wall. Each 5-foot wide section of this wall has AC 12 and 10 hit points. Breaking one section creates a 5-foot by 5-foot hole in it, but the wall otherwise remains intact until your concentration ends.

SPECTRAL WEB

2nd-level metacreativity

Augmenting: ectoplasmic object

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 90 feet

Components: A, O

Duration: Concentration, up to 1 minute

You pull ectoplasmic matter from a plane of thoughts and form it into a 20-foot square area of sticky, psychoactive webbing starting from a point within range. For the duration, the web turns the ground in the area into difficult terrain.

A creature in the area when you manifest this augment must succeed on a Dexterity saving throw or be restrained by the web until the augment ends. A creature restrained by the web can use its action to make a Strength check against your power save DC. On a success, it frees itself. Regardless of success or failure, however, the creature's struggles activate the web's psychoactive strands, causing them to constrict. The creature attempting to escape takes 2d4 bludgeoning damage, plus another 2d4 bludgeoning damage for each previous failed attempt to escape the web (2d4 for the first failure, 4d4 for the second, 6d4 for the third, etc.).

When the augment ends, the ectoplasmic web evaporates.

STOMP

1st-level psychometabolism

Augmenting: verve

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Self (15-foot cone)

Components: A

Duration: Instantaneous

You briefly but exponentially increase the density of your body and stomp the ground, sending out a shockwave that sweeps from you along the ground in a 15-foot cone. Each creature standing on the ground in the area must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for every 2 additional psi points spent beyond the minimum cost.

SUDDEN INTUITION

1st-level clairsentience

Augmenting: wild talent

Psi Cost: 1 psi points

Manifesting Time: 1 reaction

Range: Self

Components: None

Duration: Instantaneous

When you fail an Intelligence check to recall any sort of lore (such as the kind covered by the Arcana, Religion, or Nature skill), you may manifest this power to reroll the ability check with advantage.

SUDDEN STEP

3rd-level psychoportation

Augmenting: speed of thought

Psi Cost: 5 psi points

Manifesting Time: 1 reaction

Range: Self

Components: O

Duration: Instantaneous

When you are hit by an attack, you manifest this augment to suddenly teleport out of the way of danger. The triggering attack misses you, and you teleport up to 10 feet to an unoccupied space you can see.

SUSPEND LIFE

7th-level psychometabolism

Augmenting: *verve*

Psi Cost: 13 psi points

Manifesting Time: 1 action

Range: Self

Components: A

Duration: Until dispelled or dismissed

You descend into a meditative trance so deep your body enters suspended animation. While in this trance you are paralyzed, but are resistant to all damage and immune to poison and disease (although a poison or disease already in your system is suspended, not neutralized), and you cease to age. Additionally, while you meditate, divination and clairsentience effects do not recognize that you exist, and are unable to target you.

For the duration of this power, you are aware of your surroundings, but perceive time differently. Events rapidly progress around you, such that every actual year passing feels like a day to you. This makes it next to impossible to communicate with you, even telepathically, without extraordinary measures.

If you attempt to rouse yourself from your mediation and dismiss this power, it takes you 1 minute to do so. If you have taken damage, you can attempt to instantly rouse yourself by making a Constitution saving throw against your own power save DC. On a success, you dismiss this power at the end of your next turn after having taken damage. On a failure, you remain in your meditative trance.

If your *verve* talent is dispelled, you rouse instantly but are dazed until the end of your next turn. While dazed, you have disadvantage on all attack rolls, ability checks, and Strength and Dexterity saving throws, and your speed is halved.

SYNAPTIC ARC

1st-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Self (15-foot cone)

Components: A, O

Duration: Concentration, up to 1 minute

Visible arcs of synaptic lightning extend from your brow to strike creatures before you. Each creature in a 15-foot cone must make a Dexterity saving throw, and if the target is wearing heavy armor it makes the save with disadvantage. On a failed save, a creature takes 1d10 lightning damage, and it has disadvantage on ability checks and ranged attacks until your concentration ends. On a successful save, a creature takes half as much damage and doesn't suffer any further effects.

A target suffering the effects of failed saving throw can repeat the saving throw at the end of each of its turns, ending this power's effects on itself on a success.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d10 for every 2 additional psi points spent beyond the minimum cost.

SYNAPTIC LEAP

3rd-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self (60-foot line)

Components: A, O

Duration: Instantaneous

You cause yourself to sublimate into pure synaptic lightning and shoot forth in a line that is 60 feet long and 5 feet wide. Each creature in the line besides yourself must make a Dexterity saving throw, taking 3d6 lightning damage on a failed save, or half as much damage on a successful one. You then teleport to an unoccupied space touched by the end of the line opposite from the space you occupied when you manifested this power.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for each additional psi point spent beyond the minimum cost.

SYNAPTIC WEB

5th-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 90 feet

Components: A, O

Duration: Instantaneous

You overload the brain of one creature you can see within range and cause bolts of synaptic lightning to coruscate from it to 2 other creatures in range, each of which must be within 30 feet of the first target. The first target must have an Intelligence score of 4 or higher, or the power fails. All targets must make a Constitution saving throw. On a failure, a target takes 6d8 lightning damage and is stunned until the end of its next turn. On a successful save, the target takes half as much damage and is not stunned.

SYNCHRONIZED SIGHT

1st-level clairsentience

Augmenting: *true shot*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 1 round

You hone your vision in on one creature within range, and link your sight with that of your allies. Until the start of your next turn, your allies have advantage on attack rolls against the target creature.

TACTICAL AURA

3rd-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self (60-foot radius)

Components: A

Duration: Concentration, up to 1 minute

You create an aura of coordination and tactical potential. Until your concentration ends, any ally within range can use a bonus action on their turn to take the Dash or Disengage action, or they may roll a d4 and add the result to each attack roll they make that turn.

TELEKINETIC CLUTCH

2nd-level psychokinesis

Augmenting: *psychic hammer*

Psi Cost: 3 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 1 minute

You seize a creature you can see within range and hold it fast with telekinetic force. The target must succeed on a Strength saving throw or be grappled by you until your concentration ends or until the target leaves your reach, which is 60 feet for this grapple.

The grappled target can escape by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your psionic ability plus your proficiency bonus. When a target attempts to escape in this way, you can spend additional psi points to gain a +1 bonus per psi point spent on your check.

While a target is grappled in this manner, you can create one of the following effects as an action, spending the indicated number of additional psi points (obeying your psi limit each time you create an effect):

Crush (1 - 18 psi). The target takes 1d6 bludgeoning damage per psi point spent.

Move (1 - 18 psi). You move the target up to 5 feet per psi point spent. You can move it in the air and hold it there. It falls if the grapple ends.

TELEKINETIC LANCE

1st-level psychokinesis

Augmenting: *psychic hammer*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Self (30-foot line)

Components: O

Duration: Instantaneous

You form a battering ram of pure kinetic force and send it plowing away from you in a line 30 feet long and 5 feet wide. Each creature in the area must make a Strength saving throw, taking 1d6 force damage and being knocked prone on a failed save, or half as much damage on a successful one.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for every 2 additional psi points spent beyond the minimum cost.

TELEKINETIC PUPPET

5th-level psychokinesis

Augmenting: *psychic hammer*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A, O

Duration: Concentration, up to 1 minute

You telekinetically seize a creature you can see in range and force its limbs to move with brute mental force. The target must succeed on a Strength saving throw, or you gain control of it, allowing you to decide its movement and actions on its turns while you concentrate.

Due to your crude method of control, the target's speed is halved for its turn and, if you force it to take any action that requires an ability check or attack roll, the target has disadvantage on the check or roll. You cannot force the target to start or stop breathing, or force it to speak, cast spells, or take purely mental actions such as manifesting psionic powers.

At the end of each of its turns, the target can make another Strength saving throw. On a success, your control of the target's body ends.

TELEKINETIC PUSH

1st-level psychokinesis

Augmenting: *psychic hammer*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: Self (30-foot line)

Components: O

Duration: Instantaneous

You blast one creature you can see within range away from you with a psychic thrust. The target must make a Strength saving throw. On a failed save, it takes 1d8 force damage and is pushed 5 feet in a straight line away from you. On a successful save, it takes half as much damage and is not moved.

Intensify. When you spend extra psi points to manifest this augment, for each additional psi point spent beyond the minimum cost the damage increases by 1d8 and the distance the target is pushed increases by 5 feet.

TELEKINETIC WAVE

4th-level psychokinesis

Augmenting: *psychic hammer*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Self (40-foot cone)

Components: O

Duration: Instantaneous

You send forth visible waves of crushing telekinetic force from your brow, extending out into this augment's area. Each creature in the area must make a Constitution saving throw, taking 7d8 force damage on a failed save, or half as much damage on a successful one. Creatures who fail their save are also pushed 10 feet directly away from you.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for every 2 additional psi points spent beyond the minimum cost.

TELEPATHIC SLAP

1st-level telepathy

Augmenting: *mindlink*

Psi Cost: 1 psi point

Manifesting Time: 1 action

Range: 60 feet

Components: 0

Duration: Instantaneous

Your eyes flare in a moment of concentrated, telepathic anger, as you lash out at one creature you are telepathically communicating with. The target must make a Charisma saving throw. On a failed save, it takes 1d10 psychic damage and suffers disadvantage on its next Intelligence, Wisdom, or Charisma saving throw before the end of your next turn. On a successful save, it takes half as much damage, and does not suffer disadvantage from this augment.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d10 for each additional psi point spent beyond the minimum cost.

TELEPATHIC WEIGHT

5th-level telepathy

Augmenting: *mind thrust*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 120 feet

Components: A

Duration: Instantaneous

You generate a crushing telepathic presence in a 20-foot cube within range. Each creature in that area must make a Charisma saving throw. On a failed save, a target takes 7d8 psychic damage, is incapacitated, and has their speed halved until the end of your next turn. On a successful save, the target takes half as much damage and suffers no further effects.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d8 for each additional psi point spent.

TEMPORAL REGRESSION

9th-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 17 psi points

Manifesting Time: 1 action

Range: Self

Components: 0

Duration: Instantaneous

You transport yourself backwards in time. The process of regressing yourself to an earlier point in time is exceedingly difficult and dangerous. If you are not in combat, you can attempt to travel backwards in time up to 8 hours, but if you manifest this power while in combat, you can only attempt to regress time back to the point at which you rolled for initiative at the start of the current combat. You must succeed on a psionic ability check against your own power save DC to successfully travel in time with this power. On a failure, you remain in the present moment, take

10d6 force damage that cannot be mitigated in any way, and the psi points you spent to manifest temporal regression are permanently burned, reducing your maximum psi reserve by 17 points. This reduction cannot be reversed by mortal means, even with a *wish* spell or the *reality revision* power and it applies to any increased maximum psi reserve you attain for gaining a level.

When you travel back in time, only you retain knowledge of the future in which you lived, but small variances in random variables can produce different outcomes to the ones you might expect (for example, a game of chance or sporting event you witnessed the first time around might not result in the exact same outcome you first witnessed). The DM has the final call on the state of the world and the creatures in it after you manifest this power.

Likewise, a combat that you return to the beginning of may have wildly different results, necessitating that the entire encounter be replayed.

TEMPORAL RESET

8th-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 15 psi points

Manifesting Time: 1 action

Range: Self

Components: 0

Duration: Instantaneous

Your condition returns to what it was at the end of your previous turn, minus the psi cost of manifesting this power. You must maintain an accurate record of your hit points, psi points, uses remaining of features, and other pertinent information regarding your overall condition for the point to which you return. If you do not have an accurate record of such information, the power fails. This power only returns your inherent features to their previous state, it has no effect on your equipment, including magic items.

TEMPORAL SHUNT

3rd-level psychoportation

Augmenting: *mystic displacement*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Touch

Components: 0

Duration: Concentration, up to 1 minute

You attempt to propel one creature you touch up to a minute in the future. The target must succeed on a Charisma saving throw, or be shunted forward in time one minute, disappearing for the duration of this power. When this power ends, the target reappears in the space it was occupying when shunted or in the nearest unoccupied space if that space is occupied. A shunted target perceives no personal time passing between the moment it was shunted and when it reappears.

Intensify. For every 2 additional psi points spent when you manifest this augment, the power's range increases by 10 feet and you may target one additional creature in range.

THIRD EYE

3rd-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Touch

Components: 0

Duration: Concentration, up to 1 minute

You partially open your third eye, or the third eye of a willing creature you touch, granting the target a mystic sense that allows it to perceive what would not normally be possible. Until your concentration ends, the target can see all creatures, including hidden and invisible ones, regardless of lighting conditions.

Intensify. If you spend 2 additional psi points when manifesting this augment beyond its minimum cost, you manifest it as a 4th level power, and you open the target creature's third eye even wider, granting them this augment's normal effects and allowing them to see through objects that are up to 1 foot thick within 30 feet of them.

If you spend a total of 4 additional psi point when manifesting this augment beyond its minimum cost, you manifest it as a 5th level power, opening the creature's third eye completely, granting them this augment's 3rd and 4th-level effects, plus truesight with a range of 30 feet for the duration of the power.



THOUGHT PROJECTION

4th-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Concentration, up to 1 hour

You create a psychic projection within 60 feet of you, hovering in the air. The projection lasts for as long as you concentrate and is invisible. It has normal vision and darkvision with a range of 60 feet and can look in all directions, and you mentally receive visual information from it. As an action, you can move the projection up to 30 feet in any direction. There is no limit to how far away from you the projection can move, but it can't enter another plane of existence. A solid barrier blocks the projection's movement, but it can pass through an opening as small as 1 inch in diameter.

Intensify. If you spend 1 additional psi point beyond the minimum cost, the projection you create can move through solid objects, but can't end its movement in one. If it does so, the power immediately ends.

TITANIC FORM

2nd-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Self

Components: 0

Duration: Concentration, up to 1 minute

You gain 10 temporary hit points and you become Large until your concentration ends, if you're not already Large or larger. Additionally, while you concentrate, your reach increases by 5 feet and your melee weapon attacks deal an extra 1d4 bludgeoning damage on a hit.

Intensify. If you spend 6 additional psi points when manifesting this augment beyond its minimum cost, you manifest it as a 5th-level power, you gain an additional 30 temporary hit points, and you become Huge until your concentration ends, if you're not already Huge or larger. While you are Huge, this augment's bonus damage to melee weapon attacks increases to 2d6 extra bludgeoning damage, and your reach increases by 10 feet instead of 5.

TOUCHSIGHT

2nd-level clairsentience

Augmenting: *wild talent*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Touch

Components: A

Duration: Concentration, up to 1 minute

You or a willing creature you touch gain the ability to perceive even the most minute of vibrations through tactile senses. For the duration, the target creature gains tremorsense with a radius of 30 feet.

TRUE METABOLISM

5th-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 9 psi points

Manifesting Time: 1 reaction

Range: Self

Components: O

Duration: Concentration, up to 1 minute

You dig deep into the primal healing capabilities of your evolutionary antecedents and rapidly accelerate cell growth and regeneration. Until your concentration ends, you regain 15 hit points at the start of each of your turns.

TRUEVENOM

4th-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 7 psi points

Manifesting Time: 1 action

Range: Self

Components: None

Duration: 1 hour

You psionically alter your venom into a magically potent form. For the duration, whenever you would deal poison or acid damage with *primal metabolism* or a power that augments *primal metabolism*, your poison or acid damage ignores any resistance to poison or acid damage affected creatures might have, and creatures with immunity to poison or acid damage take half damage from your poison or acid damage (instead of none).

Intensify. If you spend 2 additional psi points when manifesting this augment beyond its minimum cost, you manifest it as a 5th-level power, and any creature affected by a power you manifest that augments *primal metabolism* does not benefit from immunity to the poisoned condition if that power poisons them.

TUNNEL VISION

1st-level telepathy

Augmenting: *blind spot*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: O

Duration: Concentration, up to 1 minute

You invert the sensory principle behind your *blind spot* talent and fixate the attention of a creature you can see within range solely on yourself. The target must make an Intelligence saving throw. On a failed save, the creature is so thoroughly distracted by your presence that all other creatures are invisible to it until your concentration ends. This effect ends if the creature can no longer see or hear you, or if it takes damage.

ULTRASONIC BOOM

5th-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: 60 feet

Components: A

Duration: Instantaneous

You create a shockwave of incredibly loud sound that extends out in a 20-foot-radius sphere centered on a point you can see within range. Each creature in the area must make a Constitution saving throw. On a failed save, a target takes 6d6 thunder damage, and it is stunned until the end of your next turn. On a successful save, a target takes half as much damage and is not stunned.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for each additional psi point spent beyond the minimum cost.

ULTRASONIC TONE

2nd-level psychokinesis

Augmenting: *energy ray*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Self (60-foot line)

Components: A, O

Duration: Concentration, up to 1 minute

A line of intense, high-pitched sound 60 feet long and 5 feet wide blasts from you in a direction you choose for the power's duration.

When a creature enters the line for the first time on its turn or starts its turn there, it must make a Constitution saving throw, taking 2d10 thunder damage on a failed save, or half as much on a successful one.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

As a bonus action on each of your turns while you concentrate, you can change the direction in which the line blasts from you.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d10 for every 2 additional psi points spent beyond the minimum cost.

UMBRA SIGHT

1st-level clairsentience

Augmenting: *wild talent*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Touch

Components: O

Duration: 1 hour

You grant yourself or a willing creature you touch the ability to see in the dark. For the duration, the target has darkvision out to a range of 60 feet.

UNSETTLING PRESENCE

2nd-level telepathy

Augmenting: *psychic static*

Psi Cost: 3 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: 0

Duration: Concentration, up to 1 hour

You alter your telepathic field to emanate waves of disquiet and repulsion. Until your concentration ends, any creature you choose within 60 feet of you that can see you must spend 1 extra foot of movement for every foot it moves towards you. A creature ignores this effect if it cannot be frightened.

URGENT CHARGE

1st-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 2 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: A

Duration: Instantaneous

You impart an impulse of aggression in up to three allies you can see within range. Each of those allies can immediately use their reaction to move up to their speed in a straight line toward their nearest enemy.

URGENT MOVEMENT

1st-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 2 psi points

Manifesting Time: 1 reaction

Range: 60 feet

Components: A

Duration: Instantaneous

You impart an impulse of potential energy in up to 5 allies you can see within range. Each of those allies can use their reaction to move up to half their speed, following a path of your choice.

URGENT VIOLENCE

2nd-level psychoportation

Augmenting: *inertial transference*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: 30 feet

Components: A

Duration: Instantaneous

You impart an impulse of potential violence in one ally you can see within range. That ally can use their reaction to immediately take the Attack action, attacking as though it were their turn. You choose the targets of the ally's attacks.

Intensify. When you spend extra psi points to manifest this augment, you may choose one additional ally for every 2 additional psi points spent beyond the minimum cost.

VANISHING

5th-level telepathy

Augmenting: *blind spot*

Psi Cost: 9 psi points

Manifesting Time: 1 bonus action

Range: Self (500-foot radius)

Components: None

Duration: Concentration, up to 1 minute

You disappear from the perceptions of all creatures within range. You turn invisible and remain so until your concentration ends. While you are concentrating, you cannot be detected by sound or scent, and creatures with extraordinary senses like blindsight or tremorsense can only detect you if their passive Perception is equal to or greater than your power save DC.

VEIL PSYCHE

7th-level telepathy

Augmenting: *blind spot*

Psi Cost: 13 psi points

Manifesting Time: 1 action

Range: Self

Components: None

Duration: 24 hours

You completely obscure your mind from outside influences. For the duration, you are immune to psychic damage, effects that would sense your emotions or read your thoughts, divination spells and clairsentience powers, and the charmed condition. This power even foils *wish* spells, the *reality revision* power, and spells or effects of similar magnitude used to affect your mind or to gain information about you.

VENOMOUS SPIT

1st-level psychometabolism

Augmenting: *primal metabolism*

Psi Cost: 2 psi points

Manifesting Time: 1 action

Range: Self (30 feet)

Components: 0

Duration: Instantaneous

You alter your glands to turn your saliva into a potent venom, and spit it at one creature you can see within 30 feet of you. The target must make a Constitution saving throw. On a failed save, it takes 2d6 poison damage and is poisoned until the end of your next turn. On a successful save, the target takes half as much damage and isn't poisoned.

Intensify. When you spend extra psi points to manifest this augment, the damage increases by 1d6 for each additional psi point spent beyond the minimum cost.

VITAL SURGE

1st-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 1 psi point

Manifesting Time: 1 reaction

Range: 60 feet

Components: 0

Duration: Instantaneous

When a creature within range you can see fails a death saving throw, you project a beam of bright light from the center of your chest out to the target creature, healing it before it suffers the results of the failed death save. It regains a number of hit points equal to 5 + your psionic ability modifier.

Intensify. When you spend extra psi points to manifest this augment, the amount of hit points the target creature regains increases by 5 hit points for each additional psi point spent beyond the minimum cost.

VITALITY TRANSFER

2nd-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 3 psi points

Manifesting Time: 1 action

Range: Touch

Components: 0

Duration: Instantaneous

You touch one creature and transfer your vitality to it, while accepting its pain in return. You take 2d4 necrotic damage that cannot be mitigated in any way, and the target creature regains a number of hit points equal to 10 + your psionic ability modifier.

Intensify. When you spend extra psi points to manifest this augment, for each additional psi point spent, the number of hit points the target creature regains increases by 5 and the damage you take increases by 1d4.

VITALITY TRANSFER FIELD

5th-level psychometabolism

Augmenting: *autonomous vitality*

Psi Cost: 9 psi points

Manifesting Time: 1 action

Range: Self (60-foot radius)

Components: 0

Duration: Instantaneous

You generate a field of sympathetic transference of life energy. Choose up to six creatures within range. Each target regains hit points equal to 15 + your psionic ability modifier, and you take 1d4 necrotic damage for each creature healed this way. The damage you take cannot be mitigated in any way.

Intensify. When you spend extra psi points to manifest this augment, for each additional psi point spent beyond the minimum cost the amount of hit points every target creature regains increases by 5 and the total damage you take increases by 1d4.

XENOGLOSSY

3rd-level clairsentience

Augmenting: *sixth sense*

Psi Cost: 5 psi points

Manifesting Time: 1 action

Range: Self

Components: A

Duration: 1 hour

You tap into the collective unconscious and gain the ability to understand any spoken or written language for the duration. In addition, for the duration, when you speak, all creatures that can understand a language understand what you say, regardless of what language you use.



PSIONIC FRIENDS & FOES

The potential for psionic power does not solely lie within humanoid characters. Some monsters and creatures are naturally psionic, due to their origins or natures. Be they fiend, aberration, undead, or otherwise, the monsters characters may face in the world of Eberron may challenge them with psionic might.

This chapter's monsters first appear in a bestiary, followed by a listing of generic NPCs that make use of the psionic system presented in this book.

NEW SPECIAL TRAITS

Below are two new special traits for psionic monsters and NPCs. Special traits are the abilities that appear after a monster or NPC's stat block, after their challenge rating.

INNATE PSIONIC POWERS

A creature with natural psionic abilities has the Innate Psionic Powers trait. Many creatures in the *Monster Manual* and other books have the "Innate Spellcasting (Psionics)" trait, but this book offers alternative versions of those creatures, giving them access to psionic talents and augments presented in Chapter 4: Psionic Powers through this trait.

ACreatures with innate psionics do not need to focus on a psionic talent in order to manifest an innate psionic augment. Their natural psionic abilities fulfill the augmenting requirement of any such power. Each augment's effects can be dispelled by *dispel magic* as if it was a spell of the same level as the augment's power level. Additionally, an innate power can have special rules or restrictions. For example, when a psionic mind flayer manifests *mystic travler* or *mystic caravan*, it can target itself only.

A creature can innately manifest a psionic augment without spending psi points at the noted frequency. Unless otherwise noted, an innate psionic augment is manifested at its minimum psi cost. If a higher psi point manifestation is noted, it is the additional psi points spent to intensify the power above its minimum psi cost. If a creature has a psionic talent where its level matters and no level is given, use the creature's challenge rating as its level.

A creature's innate powers can't be swapped out with other powers. If a monster's innate powers don't require attack rolls, no attack bonus is given for them.

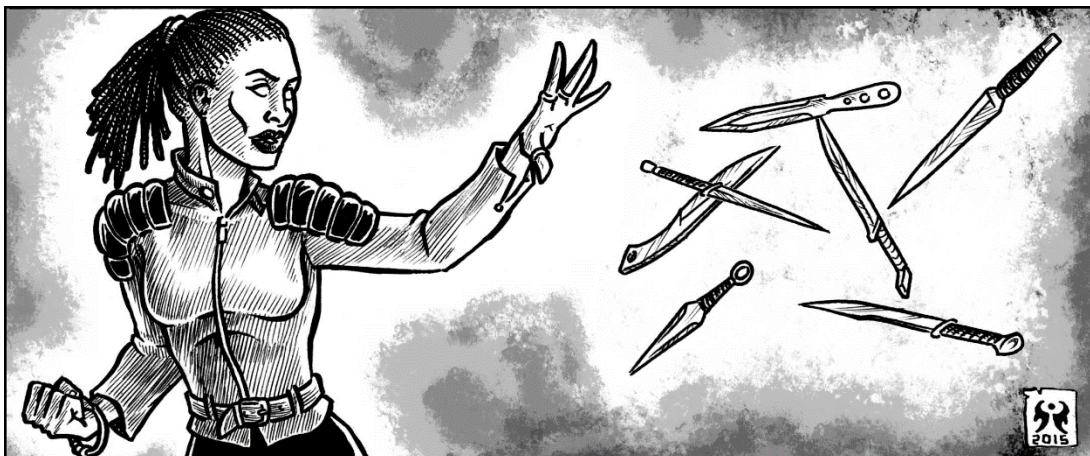
PSIONIC POWERS

A creature with the Psionics class feature has a pool of psi points and a psi limit, which it uses to manifest psionic powers (as explained in Chapter 4). Its level as a psionic character is noted in the trait.

The creature has a number of psionic talents known from a particular class, and knows a number of powers that augment those talents. The list of powers known may include powers from a feature in that class, such as the Expanded Knowledge feature of the psion.

The psi point cost for each augment a creature knows is listed in parantheses after the augment. The creature may spend additional psi points above an augment's minimum psi cost to increase its power level or to intensify it as noted in the power. A power's noted psi cost will include a '+' symbol if there is an intensify option the creature can afford for that power.

You can change the talents and augments a creature knows, replacing any power on a creature's power list with a different power of the same minimum level and from the same class list. If you do so, you might cause the creature to be a greater or lesser threat than suggested by its challenge rating.



PSIONIC MONSTERS

The following pages contain stat blocks of psionic monsters in alphabetic order. Refer to the *Monster Manual* for guidance on how to use a creature's stat block.

ABOLETH DYNAST

While all aboleths have natural telepathy and psychic abilities, some aboleths learn (or are born with the knowledge of) more focused psionic power. When they do, these megalomaniacal amphibious abominations almost universally use their fully realized psionic potential to dominate and crush the will of what they consider to be lesser creatures.



ABOLETH DYNAST

Large aberration (psionic), lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	22 (+6)	15 (+2)	18 (+4)

Saving Throws Con +7, Int +11, Wis +7

Skills History +11, Perception +12

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 30 ft., passive Perception 22

Languages Deep Speech, telepathy 120 ft.

Challenge 13 (10,000 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 15 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Innate Psionic Powers. The aboleth's psionic ability is Intelligence (power save DC 19). The aboleth can innately use the following powers:

At will: *mental inquisition*, *telepathic slap* (+3 psi), *read thoughts*

3/day: *shatter mental defenses*

2/day: *telepathic weight*

1/day: *crush psyche* (+2 psi)

Actions

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become diseased. This disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing spell or power of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Castigate (Costs 2 Actions). The aboleth casts telepathic slap.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.



CALLER IN DARKNESS

When dozens of people all have their lives end in terror in the same instant, a caller in darkness may form. The terrified psyches of the deceased separate from their bodies and souls and gain a shared gestalt animus as they congeal together into an incorporeal mass of psychically charged spiritual energy. A caller in darkness appears as a malevolent sickly cloud of mist, comprised of numerous ghostly, screaming faces roiling within it.

Misery Loves Company. These horrifying entities are driven only to draw other minds into them. Those who are killed by a caller in darkness are doomed to have their psyches subsumed by it, joining the miserable chorus of horror and fear.

The Lament of Cyre. The Day of Mourning is the latest event to cause significant numbers of these terrible psionic undead to form. When the dead-gray mists swept through Cyre and killed almost all they touched, the coagulated fear of several pockets of Cyre's populace transformed into untold numbers of these horrors. Now they roam that once great nation or haunt the misty borders of the benighted realm it became.

Dark Epidemic. Callers in darkness are vulnerable to direct sunlight, which historically kept these entities from being a widespread problem in the past, when they appeared only in isolated cases. However, the canopy of dead-gray mist that envelops Cyre's ruins grants protection from the cleansing radiance of Dol Arah's sun, allowing the callers in darkness created in the Mourmland to linger, spread, and grow for longer than anyone could have foreseen.

Undead Nature. A caller in darkness doesn't require air, food, drink, or sleep.

CALLER IN DARKNESS

Large undead, chaotic evil

Armor Class 14

Hit Points 102 (12d10 + 36)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	20 (+5)

Damage Vulnerabilities radiant, psychic

Damage Resistances acid, cold

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages they knew in life

Challenge 8 (3,900 XP)

Innate Psionic Powers. The caller in darkness's psionic ability is Charisma (power save DC 16). The caller can innately use the following powers:

At will: *aura sight*, *ego whip*, *psionic blast* (+8 psi)

3/day each: *absolute terror* (+5 psi), *mind seize*, *post-hypnotic suggestion*

1/day: *crisis of life*

Incorporeal Movement. The caller 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.

Sunlight Weakness. While in direct sunlight, the caller in darkness is incapacitated.

Actions

Multiattack. The caller can use its Frightful Presence. It then makes three Charisma drain attacks.

Charisma Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) necrotic damage, and the target's Charisma score is reduced by 1d4. If the target is paralyzed or unconscious, its Charisma score is reduced by 4 instead. The target dies if this reduces its Charisma score to 0. Otherwise, the reduction lasts until the target finishes a long rest.

If a creature dies from this attack, its psyche is absorbed by the caller in darkness and a new screaming visage permanently appears in the caller in darkness's form. The caller regains a number of hit points equal to the target's maximum number of hit dice. Additionally, the caller gains all of the target's memories, including the ability to read, speak, and write any language the creature knew in life.

Frightful Presence. Each creature of the caller's choice that is within 60 feet of the caller and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the caller's Frightful Presence for the next 24 hours.

COUATL, PSIONIC

A psionic couatl does not possess the Innate Spellcasting trait of the standard couatl. Instead, it has the Innate Psionic Powers trait.



PSIONIC COUATL

Medium celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +5, Wis +7, Cha +6

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Psionic Powers. The couatl's psionic ability is Charisma (power save DC 14). The couatl can innately use the following powers:

At will: *aura sight*, *read thoughts*

3/day each: *body adjustment*, *realized potential* (no temp HP granted), *revitalization*, *vitality transfer*, *verve* (can affect any willing creature touched, duration 24 hours with no focus required)

1/day: *revitalization* (+6 psi), *thought projection*

Magic Weapons. The couatl's weapon attacks are magical.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.



CRANIUM RATS, HIVEMIND

A swarm of cranium rats that increases in size and numbers eventually reaches a critical mass and unlocks greater psionic potential, strengthening its ego and sense of self, becoming a persistent hivemind. Some hiveminds even begin to refer to themselves as “I” instead of “we” when speaking of themselves.

A hivemind of cranium rats has access to greater powers than even a regular swarm of these telepathic vermin, making it a significantly more dangerous threat. Once formed, a hivemind retains its ego and personality even if dispersed into its constituent parts, and is able to reform itself after it recovers from the shock of dispersion. An individual cranium rat separated from a hivemind has an Intelligence score of 20 that never degrades.

HIVEMIND OF CRANIUM RATS

Large swarm of Tiny beasts, lawful evil

Armor Class 12 (16 with *inertial armor*)

Hit Points 88 (16d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	10 (+0)	20 (+5)	11 (+0)	19 (+4)

Skills Arcana +9, Insight +4, Perception +4

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 9 (1,800 XP)

Innate Psionic Powers. The hivemind’s psionic ability is Intelligence (power save DC 17). The hivemind can innately use the following powers:

At will: *aura beacon*, *ego whip*, *id insinuation*, *inertial armor* (+4 psi), *mind blast*, *psychic static*, *read thoughts*, *wild talent*, *xenoglossy*

3/day each: *telepathic weight* (+1 psi), *psychic grasp* (+8 psi)

2/day: *assume control*

Psychic Rejuvenation. If a hivemind is reduced to 0 hit points, it disperses into hundreds of individual cranium rats. If one survives, it reconstitutes the hivemind 1d6 days later, regaining all of its hit points. Reducing a hivemind to 0 hit points while it is under the effects of the *shatter mental defenses* power prevents this trait from functioning, permanently destroying the hivemind.

Swarm. The hivemind can occupy another creature’s space and vice versa, and the hivemind can move through any opening large enough for a Tiny rat. The hivemind can’t regain hit points or gain temporary hit points.

Telepathic Shroud. The hivemind is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination and clairsentience effects.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., two targets in the hivemind’s space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the hivemind has half its hit points or fewer.



CRYSMAL

A crysmal is a creature of elemental earth made from ambulatory crystal, about the size of a small dog. It is shaped like a crystalline hybrid between scorpion and spider.

Psionic Propagation. Crysmals are formed of living psychoactive crystal, and seek to transmute other minerals and gems into more of their kind. By maintaining physical contact with a vein of crystalline, mineral, or gem ore for 24 hours, the crysmal “seeds” the substance, realigning a tiny patch of its make-up into a material identical to its own elemental body. The patch of altered material then expands through the ore over the course of 24 hours, until it encompasses enough material to create a duplicate of the parent crysmal, which detaches itself from the vein. Then the process repeats, exponentially, until the entire vein of ore has been transformed into crysmals.

Shard Blights. While crysmals are typically found on planes of existence tied to elemental earth (such as Lamannia, the Twilight Forest), they may sometimes be found on the material plane, whether brought there by magical intervention or migrating across the boundaries between the planes during naturally occurring coterminous periods. House Tharashk prospectors, as well as artificers, wizards, and other creators of magic items, refer to such disastrous infestations of the material plane by crysmals as “shard blights,” as crysmal propagation can affect dragonshards as readily as mundane gemstones. In fact, crysmals seem to prefer creating more of their kind from magically potent dragonshard ore, and have an unnerving ability to seek out veins or deposits of them. Dragonshards metamorphosed into crysmals lose all of their original properties, making it impossible to salvage useful shards from destroyed crysmals composed of them.

Elemental Nature. A crysmal doesn’t require air, food, drink, or sleep.

CRYSMAL

Small elemental, neutral

Armor Class 15 (natural armor)

Hit Points 51 (6d6 + 30)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	20 (+5)	5 (–3)	10 (+0)	5 (–3)

Saving Throws Int –1, Wis +2, Cha –1

Damage Vulnerability thunder

Damage Resistances lightning, piercing, slashing

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned

Senses darkvision 30 ft., tremorsense 30 ft., passive Perception 10

Languages Understands Terran, but can’t speak

Challenge 3 (700 XP)

Innate Psionic Powers. The crysmal’s psionic ability is Constitution (power save DC 15). The crysmal can innately use the following powers:

At will: *aura sight*, *mind thrust* (5th level)

3/day each: *nomadic shift* (+5 psi), *ultrasonic tone*

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Mind Thrust (Psionic Talent). While focusing on this psionic talent, the crysmal targets a creature it can see within 60 feet of it. The target must succeed on a DC 15 Charisma saving throw or take 11 (2d10) psychic damage.

DAELKYR

The horrifying daelkyr are sealed in the twisting depths of Khyber, but they originate from the plane of Xoriat, the Realm of Madness. While Xoriat is a source of psionic energies in the cosmos, and the psionic mind flayers serve all daelkyr, most of the terrible daelkyr aren't themselves psionic creatures. But not all...

FIENDISH DAELKYR?

The Korranberg Chronicle regrets to inform you of a discrepancy in the statistical information of various daelkyr listed in *Eberron: Rising from the Last War*. While that venerable tome has gone to print with claims that daelkyr are themselves aberrations, we at the Korranberg Chronicle believe this is in error.

While daelkyr are indeed natives of the plane of Xoriat like the mind flayers and beholders that serve them, planar scholars have determined that daelkyr themselves are not merely creatures that are born, live, and die while originating from that plane, as is the case with their aberrant minions. Instead, the daelkyr are believed to be the incarnated evil essence of the Realm of Madness itself given physical form; an origin which most learned sages agree would earn them a more correct classification as **fiends**. This is also corroborated by historical analysis suggesting that the Gatekeeper druids of the Age of Monsters resorted to sealing the daelkyr in Khyber because they, as immortal fiends, could not be truly destroyed, similarly to the fiendish Overlords.

This is evidenced by several spells and effects that target fiends, but not aberrations, being effective against daelkyr, such as the *dispel evil and good* spell, and the paladin's Divine Sense feature.

GAGETHGA, MASTER OF SILENCE

Gagethga is the name of the most psionically potent daelkyr sealed in Khyber. Known as the Master of Silence and the Lord of Shattered Thoughts, Gagethga exudes an aura of madness more potent than other daelkyr, as the aura carries with it the overwhelming weight of Gagethga's psionic might which constantly seeps from its mind like water from a dam about to burst.

The Silent Master. The appearance of a daelkyr differs from one viewer to the next, but by all accounts they appear to be creatures of picturesque perfection. They are flawlessly beautiful, except for the flaws they choose for themselves. The Master of Silence usually appears as a statuesque Adonis of a man, with long, flowing raven hair and piercing eyes the color of the bluest ocean. Where its mouth would be, however, is a smooth, featureless expanse of alabaster skin. It is unclear if Gagethga even possesses an actual mouth or working jaw behind its missing lips. Because of its complete lack of a mouth, Gagethga obviously cannot speak. It is said all sound dies in the presence of the Master of Silence.

Shards of the Mind. The Lord of Shattered Thoughts crafts psychosis and delirium like its peers craft flesh. The most terrifying tales of Gagethga tell of its ability to cleave the neurosis it itself creates in a person's mind by shattering their psyches, then manifesting those malignant thoughts into physical form, creating a **phthisic** (described later in this chapter). As the preeminent lord of telepathy among the daelkyr, Gagethga's telepathic mind can extend for miles, beyond even the range of an illithid elder brain.

The Silent Cults. Gagethga has many cults among the backwater tribes of the Shadow Marches, and it gifts its cultists with psionic potential. Mind flayers, cerebriliths, and other psionic aberrations and fiends are revered as the divine messengers of The Lord of Shattered Thoughts, and elder brains are believed by many to be living altars to Gagethga's divinity.

Due to recent events, the Master of Silence has discovered the psionic potential within kalashtar and the Inspired. By examining the minds of kalashtar it has broken, Gagethga has discovered the existence of Adar in Sarlona, a land where psionic practices are widespread. The Lord of Shattered thoughts has begun expanding its realm westward, searching the paths of Khyber for access underneath the mountainous refuge of Adar. Should the Master of Silence find its way to Sarlona, a psionic war of epic proportions may consume the entire continent.

Immortal Nature. A daelkyr doesn't require air, food, drink, or sleep. It also can't die permanently. Upon its death, it reforms elsewhere in the multiverse and becomes active again at a time set by the DM. While the Gatekeepers' dimensional seals remain active, a daelkyr can only reform within Khyber.



GAGETHGA'S LAIR

Gagethga's lair is the demiplane known as the Halls of Silence, an eerie labyrinth of chambers, halls, and vaults made from mirrored crystal. The mirror-perfect surfaces of the lair periodically shatter soundlessly and slowly reform as if melting back together. If encountered in its lair, Gagethga has a challenge rating of 23 (50,000 XP)

Lair Actions. While within the Halls of Silence, Gagethga can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Gagethga can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row.

- Gagethga creates an aura of magical silence around it out to a radius of 120 feet that lasts until initiative count 20 on the next round. No sound can be created within or pass through the aura, and creatures are deafened while entirely inside it. Any creature or object entirely inside the aura is immune to thunder damage. Casting a spell that includes a verbal component is impossible in the aura.
- Gagethga unleashes the full crushing weight of its telepathy in an aura with a radius of 120 feet. All non-aberrations in the aura must make a DC 22 Charisma saving throw, taking 54 (12d8) psychic damage on a failed save, or half as much on a success.
- Gagethga uses its Mind Splinter action.

Regional Effects. A region containing a passage to Gagethga's lair is warped in one or more of these ways.

- Gagethga is telepathically aware of the presence of creatures within 10 miles of the passage that have an Intelligence score of 4 or higher. Gagethga knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by *veiled psyche*, *mind blank*, or similar magic can't be perceived in this manner.
- Gagethga can hear all telepathic communication between other creatures as long as one creature participating in the communication is within 10 miles of the passage, and it can participate in the communication if it wishes. Its telepathic eavesdropping cannot be detected.

- Sound is dampened within a 1 mile of the passage. Creatures within this area must shout to be heard, have advantage on Dexterity (Stealth) checks to move silently, suffer disadvantage on Wisdom (Perception) checks that rely on hearing, and have resistance to thunder damage.
- A humanoid who spends at least 1 hour within 10 miles of the passage must succeed on a DC 22 Wisdom saving throw or descend into a type of madness (see Madness of Gagethga below). A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

If Gagethga dies these effects fade away after 1d10 days, and resume when it reforms.

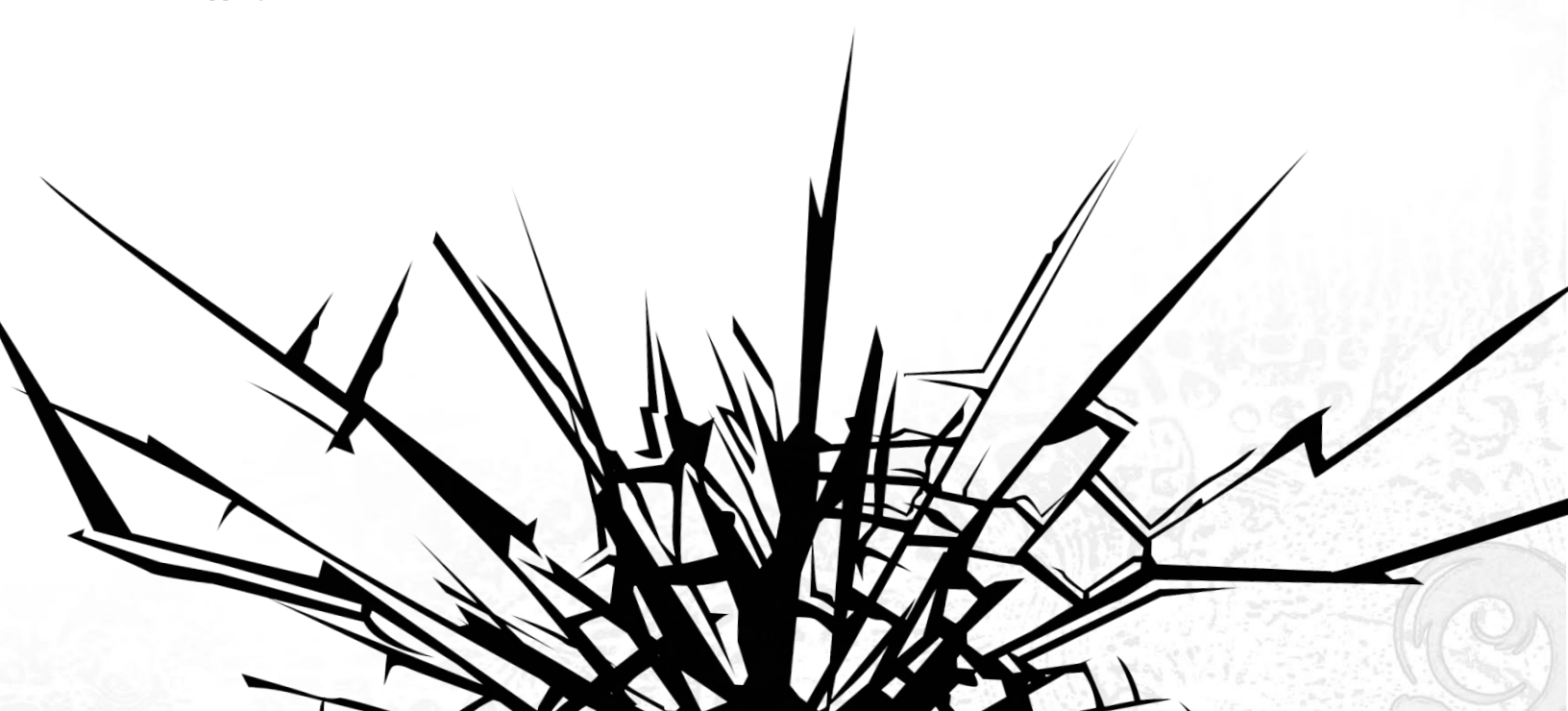
MADNESS OF GAGETHGA

If a creature goes mad in proximity to Gagethga's lair or while it can see the daelkyr, it gains a form of indefinite madness. Roll on the Madness of Gagethga table to determine the nature of this madness, which takes the form of a character flaw that lasts until cured. Chapter 8 of the *Dungeon Master's Guide* has more information on madness.

MADNESS OF GAGETHGA

d6 Flaw (lasts until cured)

- | | |
|---|---|
| 1 | "My inner thoughts have betrayed me, and constantly berate me for being weak and useless." |
| 2 | "My limb doesn't belong to me. It listens to me, and moves how I want it to, but it isn't mine!" |
| 3 | "I can't be certain that any of you are real. You can all be figments of my imagination." |
| 4 | "I am an immortal being trapped in this humanoid body. My mind is immense, and this fragile brain is too small for me. I must ascend to my true form before I am crippled forever." |
| 5 | "I can hear what others are thinking, and I know they hate me." |
| 6 | "I cannot tolerate the slithering of my tongue, nor the clacking of my teeth. Speaking is unnatural and disturbing." |



GAGETHGA

Medium fiend (daelkyr), neutral evil

Armor Class 20 (natural armor)

Hit Points 247 (26d8 + 130)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	21 (+5)	20 (+5)	25 (+7)	24 (+7)	25 (+7)

Saving Throws Int +13, Wis +13, Cha +13

Skills Arcana +13, Deception +13, Insight +13, Intimidation +13, Persuasion +13

Damage Resistances poison

Damage Immunities psychic, thunder

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 17

Languages Understands all languages but can't speak, telepathy 10 miles

Challenge 19 (41,000 XP)

Alien Mind. If a creature tries to read Gagehga's thoughts or attempts to deal psychic damage to it, that creature must succeed on a DC 22 Wisdom save or be stunned. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hush. Gagehga is absolutely silent. It creates no sound when it moves or interacts with other creatures or objects, and Wisdom (Perception) checks made to detect it that rely on hearing automatically fail.

Legendary Resistance (3/Day). If Gagehga fails a saving throw, it can choose to succeed instead.

Psionic Resistance. Gagehga has advantage on saving throws against psionic powers and all other magical effects.

Regeneration. Gagehga regains 20 hit points at the start of its turn. If Gagehga takes damage from a byeshk weapon, this trait doesn't function at the start of its next turn. Gagehga dies only if it starts its turn with 0 hit points and doesn't regenerate.

Innate Psionic Powers. Gagehga's psionic ability is Charisma (power save DC 22). Gagehga can innately use the following powers without auditory components:

At will: *id insinuation* (+10 psi), *insanity*, *mass hysteria*, *pandemonium*

Teleport. As a bonus action, Gagehga can teleport up to 30 feet to an unoccupied space it can see.

Actions

Multiattack. Gagehga makes two Telekinetic Force attacks. It may replace one of these attacks with its Mind Splinter ability.

Telekinetic Force. *Melee Power Attack:* +13 to hit, reach 20 ft., one target *Hit:* 29 (4d10 + 7) force damage, and the target must succeed on a DC 22 Strength saving throw or be pushed up to 20 feet in any direction of Gagehga's choice, including straight upward.

Mind Splinter. Gagehga targets one creature it can see within 60 feet of it, firing a bright violet ray that extends from its brow to the target's. The target must make a DC 22 Charisma saving throw. On a failed saving throw, a divergent psyche forms in the creature's mind that begins to fight it from within.

While this divergent psyche exists, the target can't take reactions, and at the start of each of its turns it rolls a d8 to determine what it does during that turn. On a 1 to 4, the target takes the Attack action to make melee attacks against itself. On a 5 or 6, the target takes no action but uses all its movement to move in a random direction. On a 7 or 8, the target takes the Attack action to make melee attacks against another random creature, or it does nothing if no creature is within reach.

The target can repeat the Charisma saving throw at the end of each of its turns, purging the divergent psyche from its mind, destroying it, on a success.

Legendary Actions

Gagehga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gagehga regains spent legendary actions at the start of its turn.

Telekinetic Force. Gagehga makes one Telekinetic Force attack.
Ominous Presence (Costs 3 Actions). Gagehga manifests one of its innate psionic powers.

Shatter Psyche (Costs 2 Actions). Gagehga targets one creature it is telepathically aware of that has a divergent psyche within its mind. The target must make a DC 22 Charisma saving throw, taking 63 (18d6) psychic damage on a failed save, or half as much on a successful one.

Regardless of success or failure, the divergent psyche is extracted from the creature's mind, ending the effect of Mind Splinter on it, and a phthisic forms in an unoccupied space next to the target. The created phthisic appears as a horribly mutated version of the target, and is hostile to the target and its allies. It acts immediately after Gagehga in the initiative order.

Once a phthisic has been created from a target creature, the target is immune to Mind Splinter while the phthisic created from it lives.

DEMONS, PSYCHIC

In the cosmology of the Eberron campaign setting, psionic powers suffuse two planes of existence, Dal Quor, the Region of Dreams, and Xoriat, the Realm of Madness. Both planes are evil-aligned, and are home to fiends, creatures born from the incarnated evil essence of the plane itself. When such creatures also embody the cosmic principles of chaos, they are classified by Eberron's sages as demons. Two such demons, one native to each plane, are known to manifest psionic powers.

CEREBRILITH

Cerebriliths are psionically potent incarnations of madness originating from Xoriat. They stand as tall as an ogre with an exaggerated, hunched appearance. Their heads smoothly transition into their hunched backs, with their gigantic, grotesquely swollen brains sweeping back from their skulls, visible under their distended spinal cords. When they manifest psychic powers, potent synaptic lightning arcs across their visible, glistening brain matter.

The Fine Line. Cerebriliths are said to embody the madness of genius. They believe themselves to be the smartest creature in any situation, and crave new knowledge and revelations to expand their understanding of the cosmos. When others fail to recognize their brilliance, or doubt the veracity of their keen insights, they grow enraged. To a cerebrilith, all who doubt them are fools, and will not live long enough to rue the day their inferior intellects failed to recognize greatness.

Abhorrent Admirers. While any given cerebrilith believes its intellect could never be matched, they also become obsessed with the minds of other creatures who show promising signs of genius. A cerebrilith free to act on its admiration seeks to remove all obstacles to success for their chosen charge. Unfortunately, this includes slaughtering all colleagues, friends, and family that might distract from what the cerebrilith assumes is their charge's intellectual pursuits.

VARIANT: DEMON SUMMONING

Some demons can have an action option that allows them to summon other demons.

Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning.

- A cerebrilith has a 30 percent chance of summoning one cerebrilith.
- An umbral eft has a 30 percent chance of summoning one umbral eft or one shadow demon.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.



CEREBRILITH

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	22 (+6)	15 (+2)	15 (+2)

Saving Throws Dex +6, Con +8, Wis +6, Cha +6

Skills Arcana +14, History +14, Nature +14

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

Innate Psionic Powers. The cerebrilith's psionic ability is Intelligence (power save DC 18). The cerebrilith can innately use the following powers:

At will: *psychic daze*, *aura sight*, *ego whip* (+6 psi), *id insinuation* (+4 psi)

3/day each: *assume control*, *mind probe*, *spectral shell*, *temporal shunt*

1/day: *psionic blast* (+16 psi)

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 24 (7d6) psychic damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

UMBRAL EFT

Umbral efts are native to Dal Quor, the Region of Dreams. Unlike the quori, nightmarish fiends that rule Dal Quor from its stable center, umbral efts hunt the roiling fringes of the plane, stalking through the endlessly forming and disappearing dreamscapes of mortal minds. Umbral efts appear to be made from black, gelatinous ink, sculpted in the oozing, dripping shape of a twelve-foot tall humanoid skeleton.

Dream Drifters. Creatures native to Dal Quor that are not directly born from *il-Lashtavar* are either idolons or “drifters.” Unlike idolons, drifters are sentient creatures that are not dependent upon mortal thoughts to exist. Umbral efts are demonic drifters that hunt and stalk mortal dreamers, feeding on their psychic energy. They might cooperate with others of their kind to hunt dangerous prey or defend themselves from quori expeditions into Dal Quor’s fringes, but typically they see other umbral efts as competition, and jealously guard their personal territories.

Toxic Thoughts. Umbral efts are embodiments of poisonous thoughts. They are the cold, clawing feeling that seeps into the back of a dreamer’s mind, poisoning them against joy, laughter, and love. While damage to a mortal’s psychic projection while they dream in Dal Quor does not normally translate to actual harm in the real world, repeated invasions by an umbral eft into the same mortal’s dreams can cause severe depression and the inability to feel joy from once-loved activities and relationships.



UMBRAL EFT

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	11 (+0)	14 (+2)	16 (+3)

Skills Stealth +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Light Sensitivity. While in bright light, the umbral eft has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the umbral eft can take the Hide action as a bonus action.

Mind Venom. Whenever the umbral eft deals poison damage, it regains a number of hit points equal to half the damage it dealt. Additionally, poison damage the umbral eft deals ignores resistance to poison damage, and treats immunity to poison damage as resistance instead.

Innate Psionic Powers. The umbral eft’s psionic ability is Charisma (power save DC 14). The umbral eft can innately use the following powers:

At will: *primal metabolism* (11th level)

3/day each: *duodimensional blades* (affects attacks with its claws), *quick burst* (+2 psi)

1/day: *venomous spit* (+8 psi)

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 6 (2d4 + 2) slashing damage plus 10 (3d6) poison damage.

DUERGAR, AKIAK

Unlike their counterparts in other campaign settings, the duergar of Eberron live among other dwarves in the Akiak tribes, and do not tend toward tyranny.

Born in Turmoil. Duergar of the Akiak tribes have, over the millennia, been saturated with ambient psionic energies present on the continent of Sarlona. It is believed they first sparked their psionic potential under the domination of the Inspired lords of Riedra, after the Sundering of Sarlona destroyed the dwarven nation. Now, Akiak duergar use their talents to protect their clans and resist the Riedran empire.

AKIAK DUERGAR

Medium humanoid (dwarf), any alignment

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8) + 10 temp hp with *titanic form*

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Riedran

Challenge 1 (200 XP)

Akiak Resilience. The duergar has advantage on saving throws against poison, telepathy and other magic effects, and 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.

Innate Psionic Powers. The duergar's psionic ability is Intelligence. The duergar can innately use the following powers:

3/day each: *titanic form*, *obscure*

Actions

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or 10 ft. with *titanic form*, one target. *Hit:* 6 (1d8 + 2) piercing damage, or 9 (1d8 + 1d4 + 2) piercing damage with *titanic form*.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or 10 ft. with *titanic form* or range 30/120, one target. *Hit:* 5 (1d6 + 2) piercing damage, or 8 (1d6 + 1d4 + 2) piercing damage with *titanic form*.



ECTOPLASMIC SWARM

The vast reaches of the Sea of Siberys are often conceived of as a barren, silver void. However, this transitory realm of thoughts between the planes is home to several rare native creatures, one of which is a breed of monstrous spider that lives in huge communal hives, known as ectoplasmic swarms.

Patient Ambush. Ectoplasmic swarms spin massive webs made from pure, congealed thought-matter, otherwise known as ectoplasm. While waiting for prey, they enter a quasi-hibernation state, waking only to maintain the structure of their web.

Travel Hazard. Although it doesn't require sustenance to survive, an ectoplasmic swarm can only breed by trapping other creatures in their ectoplasmic web and cocooning them before implanting eggs. While many natives to the Astral Sea have learned to avoid an ectoplasmic swarm's web, creatures attempting to travel via *mystic caravan* or *astral projection* can easily run afoul of sticky ectoplasm, waking the swarm from its hibernation.



ECTOPLASMIC SWARM

Medium swarm of Tiny monstrosities, unaligned

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	19 (+4)	14 (+2)	1 (−5)	16 (+3)	1 (−5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified
prone, restrained, stunned

Senses blindsight 20 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Ectoplasmic Strider. If an effect described as being made from ectoplasm would hinder the swarm's movement or attacks, the swarm is immune to that effect. For example, the *spectral shell* power does not provide total cover from the swarm's attacks.

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.

Innate Psionic Powers. The swarm's psionic ability is Wisdom (power save DC 13). The swarm can innately use the following powers:

At will: *spectral shell*, *spectral web*, *verve*

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half its hit points or fewer, and the swarm manifests *spectral shell* on the target

EIDOLONS

An eidolon is a construct made from pure thoughts. Eidolons may exist independently on some planes of thought (particularly Dal Quor, the Region of Dreams) but typically they are created through the use of the *project eidolon* psionic power. Eidolons can appear in a variety of forms, but most often appear generally humanoid. When an eidolon is reduced to 0 hit points, it winks out of existence, disappearing without a trace.

Constructed Nature. An eidolon doesn't require air, food, drink, or sleep.

CREATING AN EIDOLON

When a psionic character manifests the *project eidolon* power, they choose one or more abilities from the following menu lists, as noted in the power. An eidolon that exists independently on a plane of thoughts might also exhibit any of the following abilities. Unless otherwise noted, an ability from either list may only be taken once.

When creating an independent eidolon to challenge player characters, its challenge rating must be calculated from scratch using the method for creating monsters in chapter 9 of the *Dungeon Master's Guide*.

LESSER EIDOLON ABILITIES

The following is a menu of abilities available to all eidolons.

Armored Form. The eidolon gains a +3 bonus to the AC provided by its natural armor.

Acute Perception. The eidolon's Wisdom score increases to 10 if it is not already higher, and it gains proficiency with the Perception skill. It applies double its proficiency bonus to Wisdom (Perception) checks and its passive Perception score, instead of its normal proficiency bonus.

Celerity. The eidolon's walking speed increases by 20 feet.

Charge. If the eidolon moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw (DC 8 + the eidolon's proficiency bonus + its Strength modifier) or be knocked prone.

Claws. The eidolon's appendages develop sharp claws, allowing it to make attacks with them. An attack with its Claws is a melee weapon attack. When the eidolon hits with an attack using its Claws, it deals slashing damage equal to 2d4 + its Strength modifier.

Energy Attacks. The eidolon's appendages are wreathed in energy, dealing 1d6 extra damage when it hits with a melee weapon attack. This extra damage is of one of the following types: acid, cold, fire, lightning, psychic, or thunder, chosen when this ability is selected.

Energy Beam. The eidolon's Charisma score increases to 16 and it gains the ability to fire a beam of coherent energy as a ranged power attack against one creature it can see within 60 feet of it as an action, using Charisma for the attack roll. On a hit, the beam deals 3d6 damage of one of the following types: acid, cold, fire, lightning, psychic, or thunder, chosen when this ability is selected.

Energy Resistance. The eidolon gains resistance to one type of damage from the following list: acid, cold, fire, lightning, psychic, or thunder. This ability can be taken twice, and the second time the eidolon gains immunity to the damage type chosen the first time this ability was taken.

Heightened Faculties. The eidolon's Intelligence, Wisdom, and Charisma scores increase to 12 if not already higher, and it gains proficiency in Intelligence, Wisdom, and Charisma saving throws.

Improved Darkvision. The range of the eidolon's darkvision increases to 60 ft.

Improved Function. The eidolon's proficiency bonus increases from +2 to +4.

Massive Form. The eidolon's Strength and Constitution scores increase to 18. Additionally, it becomes Large sized and its melee reach extends to 10 feet. If the eidolon is created with this ability through the manifestation of the *project eidolon* power and there is not a 10-foot cube of unoccupied space around the psicrystal, the manifestation of *project eidolon* fails.

Mighty Slams. When the eidolon hits with a Slam attack, it deals bludgeoning damage equal to 1d12 + its Strength modifier, and the target of the attack must succeed on a Strength saving throw or be pushed 10 feet. The DC is equal to 8 + the eidolon's proficiency bonus + its Strength modifier.

Multiattack. The eidolon can use its action to make two melee weapon attacks.

Resilient Form. The eidolon's maximum hit points increase by 10. This ability can be taken more than once, increasing the eidolon's maximum hit points by 10 each time.

Sinuous Shape. The eidolon has an elongated body, allowing it to make a Constrict attack as an action. A Constrict attack is a melee weapon attack. When the eidolon hits with a Constrict attack, it deals bludgeoning damage equal to 1d10 + its Strength modifier, and the target is grappled (escape DC 10 + the eidolon's proficiency + its Strength modifier). Until the grapple ends, the target is restrained, and the eidolon can't constrict another target.

GREATER EIDOLON ABILITIES

The following is a menu of abilities available to eidolons that have acquired five or more abilities from the Lesser Eidolon Abilities menu. Some abilities from this menu require an eidolon to have an ability from the Lesser Eidolon Abilities menu before it can be selected.

Flight. The eidolon gains a flying speed of 60 feet.

Greater Energy Attacks. *Prerequisite:* *Energy Attacks.* The energy around the eidolon's appendages intensifies, dealing an additional 2d6 damage when it hits with a melee weapon attack. This extra damage is of one of the following types, chosen when this ability is selected, and need not be of the same damage type chosen for the Energy Attacks ability from the Lesser Eidolon Abilities menu: acid, cold, fire, lightning, psychic, or thunder.

Greater Energy Resistance. The eidolon gains resistance to three types of damage from the following list: acid, cold, fire, lightning, psychic, or thunder. This ability can be taken twice, and the second time the eidolon gains immunity to the damage types chosen the first time this ability was taken.

Heightened Prowess. The eidolon's Strength, Dexterity, and Constitution scores increase to 20 and it gains proficiency in Strength, Dexterity, and Constitution saving throws. This ability can be taken a second time, increasing the eidolon's Strength, Dexterity, and Constitution scores to 24.

Impervious Form. *Prerequisites:* *Armored Form, Resilient Form.* The eidolon gains resistance to bludgeoning, piercing, and slashing damage dealt by nonmagical attacks. This ability can be taken a second time, granting the eidolon immunity to the above types of damage instead of resistance.

Improved Multiattack. *Prerequisite:* *Multiattack.* The eidolon can use its action to make three melee weapon attacks.

Inexorable Senses. The eidolon gains blindsight with a range equal to the range of its darkvision.

Perfect Function. *Prerequisite:* *Improved Function.* The eidolon's proficiency bonus increases from +4 to +6.

Pounce. *Prerequisite:* *Claws.* If the eidolon moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a Strength saving throw (DC 8 + the eidolon's proficiency bonus + its Strength modifier) or be knocked prone. If the target is prone, the eidolon can make another claw attack against it as a bonus action.

EIDOLON STATISTICS

The statistics of a base eidolon, an eidolon before any abilities have been added to it, are given below. Following these base statistics, stats for a Shaper psion's 1st-level eidolon are presented with all of its penalties already applied.

Following the above, statistics for sample eidolons created with the *project eidolon* power at power levels 3 through 9 are provided, each with the maximum number of abilities applied for each level. These are presented for ease of use, and represent only one possible combination of abilities for each level.

BASE EIDOLON

Medium construct (eidolon), neutral

Armor Class 14 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (–2)	6 (–2)	6 (–2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language (one its creator knows if created with *project eidolon*), but can't speak

Challenge 1/2 (100 XP)

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) bludgeoning damage.

SHAPER'S 1ST-LEVEL EIDOLON

Small construct (eidolon), neutral

Armor Class 12

Hit Points 5 (1d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	6 (–2)	6 (–2)	6 (–2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language its creator knows, but can't speak

Challenge 1/8 (25 XP)

Actions

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

3RD-LEVEL PROJECTED EIDOLON

Medium construct (eidolon), neutral

Armor Class 14 (natural armor)

Hit Points 32 (3d8 + 9 plus 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (–2)	6 (–2)	6 (–2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language (one its creator knows if created with *project eidolon*), but can't speak

Challenge 1/2 (100 XP)

Eidolon Abilities. Celerity, Resilient Form

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) bludgeoning damage.

5TH-LEVEL PROJECTED EIDOLON

Large construct (eidolon), neutral

Armor Class 17 (natural armor)

Hit Points 38 (3d10 + 12 plus 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (–2)	6 (–2)	6 (–2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language (one its creator knows if created with *project eidolon*), but can't speak

Challenge 3 (700 XP)

Eidolon Abilities. Armored Form, Celerity, Energy Attacks (Psychic), Massive Form, Multiattack, Resilient Form

Actions

Multiattack. The eidolon makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) psychic damage.

4TH-LEVEL PROJECTED EIDOLON

Medium construct (eidolon), neutral

Armor Class 17 (natural armor)

Hit Points 32 (3d8 + 9 plus 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (–2)	6 (–2)	6 (–2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language (one its creator knows if created with *project eidolon*), but can't speak

Challenge 1 (200 XP)

Eidolon Abilities. Armored Form, Celerity, Multiattack, Resilient Form

Actions

Multiattack. The eidolon makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) bludgeoning damage.

6TH-LEVEL PROJECTED EIDOLON

Large construct (eidolon), neutral

Armor Class 19 (natural armor)

Hit Points 41 (3d10 + 15 plus 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	6 (–2)	6 (–2)	6 (–2)

Saving Throws Str +7, Dex +7, Con +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language (one its creator knows if created with *project eidolon*), but can't speak

Challenge 4 (1,100 XP)

Eidolon Abilities. Armored Form, Celerity, Energy Attacks (Psychic), Heightened Prowess, Massive Form, Multiattack, Resilient Form

Actions

Multiattack. The eidolon makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 9 (1d8 + 5) bludgeoning damage plus 3 (1d6) psychic damage.

7TH-LEVEL PROJECTED EIDOLON

Large construct (eidolon), neutral

Armor Class 19 (natural armor)

Hit Points 41 (3d10 + 15 plus 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	6 (-2)	6 (-2)	6 (-2)

Saving Throws Str +7, Dex +7, Con +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language (one its creator knows if created with *project eidolon*), but can't speak

Challenge 4 (1,100 XP)

Eidolon Abilities. Armored Form, Celerity, Energy Attacks (Psychic), Heightened Prowess, Impervious Form, Massive Form, Multiattack, Resilient Form

Actions

Multiattack. The eidolon makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 9 (1d8 + 5) bludgeoning damage plus 3 (1d6) psychic damage.

8TH-LEVEL PROJECTED EIDOLON

Large construct (eidolon), neutral

Armor Class 19 (natural armor)

Hit Points 41 (3d10 + 15 plus 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	6 (-2)	6 (-2)	6 (-2)

Saving Throws Str +7, Dex +7, Con +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language (one its creator knows if created with *project eidolon*), but can't speak

Challenge 5 (1,800 XP)

Eidolon Abilities. Armored Form, Celerity, Energy Attacks (Psychic), Greater Energy Attacks (Psychic), Heightened Prowess, Impervious Form, Massive Form, Multiattack, Resilient Form

Actions

Multiattack. The eidolon makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 9 (1d8 + 5) bludgeoning damage plus 10 (3d6) psychic damage.

9TH-LEVEL PROJECTED EIDOLON

Large construct (eidolon), neutral

Armor Class 19 (natural armor)

Hit Points 41 (3d10 + 15 plus 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	6 (-2)	6 (-2)	6 (-2)

Saving Throws Str +7, Dex +7, Con +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 8

Languages understands one language (one its creator knows if created with *project eidolon*), but can't speak

Challenge 7 (2,900 XP)

Eidolon Abilities. Armored Form, Celerity, Energy Attacks (Psychic), Greater Energy Attacks (Psychic), Heightened Prowess, Impervious Form, Improved Multiattack, Massive Form, Multiattack, Resilient Form

Actions

Multiattack. The eidolon makes three melee weapon attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 9 (1d8 + 5) bludgeoning damage plus 10 (3d6) psychic damage.





GITH

Eberron was not the first world the daelkyr invaded, merely the latest. When these horrors arrived in Khorvaire millennia ago, they brought a horde of aberrant minions from Xoriat with them. Some of these abominations were natives of the Realm of Madness, while others were the twisted creatures of all that remained from the total corruption of previous worlds. The illithid were of the latter kind, created during the successful invasion and transmogrification of the gith homeworld.

Corruption of the Gith. When the daelkyr invaded the gith homeworld, they began to experiment with the native life of that planet long before their conquest was ensured. One of the many “projects” labored over by the daelkyr known as Dyrn, the Corruptor, was the creation of the mind flayers. But like all works of the daelkyr, the process was a long, mad, convoluted one. One that would result in the creation of the githyanki, githzerai, and the illithid elder brains. To begin, the original gith race was altered to enhance their psionic potential.

Elder Origins. Captured gith were inundated with the energies of Xoriat, infusing their minds with psionic potential and warping their bodies into gaunt, emaciated forms. These transformed gith became known as the githzerai. The githzerai were not created to be soldiers, or even servants. They were bred for one purpose, and one purpose only: the harvest of psionically potent gray matter for the creation of illithid elder brains.

Futile Resistance. While vast swathes of the original gith population were being corrupted into githzerai for harvest, the people of that doomed world fought with all their might to resist the daelkyr invasion. During this extended war for survival, more gith were inevitably captured and experimented upon. One result of these further experiments was the githyanki, created to fight for the daelkyr in the Xoriat invasion.

GITHYANKI

Unlike their githzerai cousins, the githyanki were militaristic, aggressive, and born to hunt and slaughter the gith peoples that resisted their daelkyr masters.

Never Surrender. The creation of the githyanki may have proved too successful, however. When the githyanki completed the genocidal war perpetrated on the original gith race, the illithids took the initiative and began to cull the githyanki, subjecting them to ceremorphosis to create more mind flayers. The githyanki recoiled at this betrayal, breaking their bonds of servitude and fighting back against the daelkyr’s minions far more effectively than the original gith they themselves drove to extinction.

Astral Retreat. When the tide began to turn against the daelkyr and their aberrant hordes, the daelkyr decided their excursion into the material plane was finished, and enacted a horrible reality-shattering catastrophe that transmogrified the entire planet, drawing it in its entirety into Xoriat, the Realm of Madness. Finding their world rapidly warping into a form inimical to any kind of life they knew, the githyanki were forced to make a tactical retreat. The vast majority of their armies succumbed to the collapse of reality, but a few battalions managed to disperse into the Astral Plane. From the Sea of Siberys, the surviving githyanki continue their guerrilla war against the beings that created and betrayed them.

Abiding Hatred. The githyanki despise the githzerai, seeing them as nothing more than the larval form of illithid elder brains. They blame the githzerai for the destruction of their homeworld, for they believe that without the illithids, the githyanki could have soundly defeated the forces of Xoriat and preserved their home.

Psionic Githyanki. Psionic githyanki do not possess the Innate Spellcasting (Psionics) trait of standard githyanki. Instead, they have the Innate Psionic Powers trait.

PSIONIC GITHYANKI WARRIOR

Medium humanoid (gith), any alignment

Armor Class 17 (half plate)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	10 (+0)

Saving Throws Con +3, Int +3, Wis +3

Senses passive Perception 11

Languages Gith

Challenge 3 (700 XP)

Innate Psionic Powers. The githyanki's psionic ability is Intelligence. The githyanki can innately use the following powers:

At will: *mystic displacement*

3/day each: *nomadic shift* (+3 psi), *psionic leap*, *veil psyche*

Actions

Multiattack. The githyanki makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

PSIONIC GITHYANKI KNIGHT

Medium humanoid (gith), any alignment

Armor Class 18 (plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Languages Gith

Challenge 8 (3,900 XP)

Innate Psionic Powers. The githyanki's psionic ability is Intelligence (power save DC 13, +5 to hit with power attacks). The githyanki can innately use the following powers:

At will: *mystic displacement*, *mystic traveler*

3/day each: *nomadic shift* (+3 psi), *psionic leap*, *veil psyche*, *xenoglossy*

1/day each: *mystic caravan*, *telekinetic clutch* (+6 psi)

Actions

Multiattack. The githyanki makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack.

On a critical hit against a target in an astral body (as with the *astral projection* spell) or one traveling in a *mystic caravan*, the githyanki can, instead of dealing damage, either cut the silvery cord that tethers the target to its material body or dispel the *mystic traveler* power on the target, ending that power on them as if they spent more than 1 round out of formation



PSIONIC GITHYANKI GISH

Medium humanoid (gith), any alignment

Armor Class 17 (half plate)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Con +6, Int +7, Wis +6

Skills Insight +6, Perception +6, Stealth +6

Senses passive Perception 16

Languages Gith

Challenge 10 (5,900 XP)

Innate Psionic Powers. The githyanki's innate psionic ability is Intelligence (power save DC 15, +7 to hit with power attacks). The githyanki can innately use the following powers:

At will: *mystic displacement*, *mystic traveler*

3/day each: *nomadic shift* (+3 psi), *psionic leap*, *veil psyche*

1/day each: *mystic caravan*, *telekinetic clutch* (+6 psi)

Psionic Powers. The githyanki is an 8th-level psionic character. Its psionic ability is Intelligence (power save DC 15, +7 to hit with power attacks). It has a psi point maximum of 58 and a psi limit of 8. It knows the following psion talents and powers that augment them:

Blind spot: *covetous urge* (7), *obscure* (3), *psychosomatic haze* (1+)

Energy ray: *energy wave* (5+), *pyrokinetic detonation* (3), *synaptic leap* (5), *synaptic arc* (1+)

Inertial transference: *gravitic field* (5), *accelerate* (5)

Psychic hammer: *negate* (5), *telekinetic push* (1), *telekinetic lance* (1)

Speed of thought: *nomadic transposition* (3), *nomadic travel* (7)

War Mind. When the githyanki uses its action to produce an effect of a psionic talent or manifest a power that augments a talent, it can make one weapon attack as a bonus action.

Actions

Multiattack. The githyanki makes two longsword attacks.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) psychic damage.

PSIONIC GITHYANKI KITH'RAK

Medium humanoid (gith), any alignment

Armor Class 18 (plate)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Con +7, Int +7, Wis +6

Skills Intimidation +7, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 12 (8,400 XP)

Innate Psionic Powers. The githyanki's innate psionic ability is Intelligence (power save DC 15, +7 to hit with power attacks). The githyanki can innately use the following powers:

At will: *mystic displacement*, *mystic traveler*

3/day each: *nomadic shift* (+3 psi), *psionic leap*, *psychosomatic haze*, *veil psyche*

1/day each: *mystic caravan*, *telekinetic clutch* (+6 psi)

Rally the Troops. As a bonus action, the githyanki can magically end the charmed and frightened conditions on itself and each creature of its choice that it can see within 30 feet of it.

Actions

Multiattack. The githyanki makes three greatsword attacks.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage plus 17 (5d6) psychic damage.

Reactions

Parry. The githyanki adds 4 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

PSIONIC GITHYANKI SUPREME COMMANDER

Medium humanoid (gith), any alignment

Armor Class 18 (plate)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Con +9, Int +8, Wis +8

Skills Insight +8, Intimidation +9, Perception +8

Senses passive Perception 18

Languages Gith

Challenge 14 (11,500 XP)

Innate Psionic Powers. The githyanki's innate psionic ability is Intelligence (power save DC 16, +8 to hit with power attacks). The githyanki can innately use the following powers:

At will: *mystic displacement*, *mystic traveler*

3/day each: *gravitic field*, *nomadic shift* (+3 psi), *psionic leap*, *veil psyche*

1/day each: *aura of awe*, *mystic caravan*, *telekinetic clutch* (+6 psi)

Actions

Multiattack. The githyanki makes two greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 17 (5d6) psychic damage. On a critical hit against a target in an astral body (as with the *astral projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

Reactions

Parry. The githyanki adds 5 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

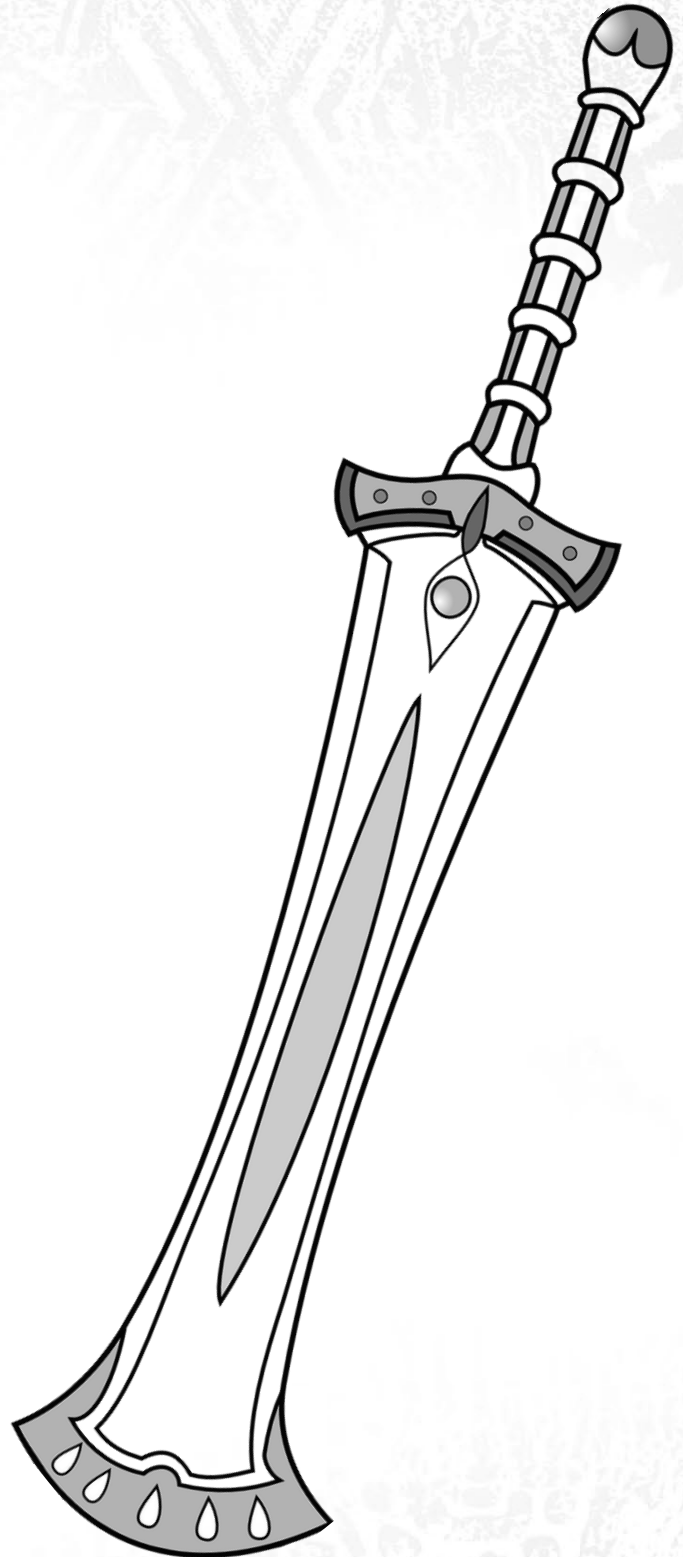
Legendary Actions

The githyanki can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The githyanki regains spent legendary actions at the start of its turn.

Attack (2 Actions). The githyanki makes a greatsword attack.

Command Ally. The githyanki targets one ally it can see within 30 feet of it. If the target can see or hear the githyanki, the target can make one melee weapon attack using its reaction and has advantage on the attack roll.

Teleport. The githyanki magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it. It also becomes insubstantial until the start of its next turn. While insubstantial, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 16 (3d10) force damage and is moved to the nearest unoccupied space.



GITHZERAI

Bred to be docile livestock, the githzerai began their existence in slavery. Though their minds were only strengthened to be harvested, eventually they gained mastery over their own psionic destiny.

Strength in Tranquility. Githzerai tend to be less aggressive than other humanoids, most especially when compared to their warlike githyanki cousins. But serenity is not weakness. Though they were created to suffer, the githzerai meditated on their suffering, and through their meditations they gained knowledge and strength. A githzerai is able to find peace in chaos, and uses this to center themselves, accessing potent psionic abilities that augment their physical bodies with psychic might.

Planar Exodus. Even while the githzerai were being harvested like livestock for the creation of elder brains, the greatest among the githzerai, powerful clairvoyant empaths, spread the sliver of hope they glimpsed through prescient visions of the future. The githzerai would be free, one day, if only they endured. Eventually, the reality of the gith homeworld was shattered, and the spiritual leaders of the githzerai seized the motes of possibility in the chaotic refractions of existence all around them. Taking as many with them as they could, these saviors lead the few remaining githzerai into another, slightly more hospitable plane than the Realm of Madness. They arrived in Kythri, the Churning Chaos, and found their freedom there.

Righteous Disdain. The githzerai find the genocide of the original gith people by the githyanki to be an unforgivable act, and they blame the githyanki for the destruction of their homeworld. The githzerai believe that if the githyanki had turned on their daelkyr and illithid masters sooner, instead of doing so only when the githyanki themselves that were threatened with extinction, then all three gith races could have united to save their world. Alas, that was not the case, and the githzerai are too few in number to seek any justice for the death of their world. This final tragedy is just one more thing the githzerai must endure as a people.

Psionic Githzerai. Psionic githzerai do not possess the Innate Spellcasting (Psionics) trait of standard githzerai. Instead, they have the Innate Psionic Powers trait.

PSIONIC GITHZERAI MONK

Medium humanoid (gith), any alignment

Armor Class 12 (14 with *inertial armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +4, Int +3, Wis +4

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages Gith

Challenge 2 (450 XP)

Innate Psionic Powers. The githzerai's psionic ability is Wisdom. The githzerai can innately use the following powers:

At will: *inertial armor*, *wild talent*

3/day each: *body equilibrium*, *psionic leap*, *read thoughts*, *sudden step*, *third eye*

Actions

Multiattack. The githzerai makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) psychic damage. This is a magic weapon attack.

PSIONIC GITHZERAI ZERTH

Medium humanoid (gith), any alignment

Armor Class 14 (17 with *inertial armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +6

Skills Arcana +6, Insight +6, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 6 (2,300 XP)

Innate Psionic Powers. The githzerai's psionic ability is Wisdom (power save DC 14). The githzerai can innately use the following powers:

At will: *inertial armor* (+6 psi), *mystic traveler*, *wild talent*

3/day each: *body equilibrium*, *psionic leap*, *third eye* (+4 psi), *read thoughts*, *sudden step*

1/day: *mystic caravan*, *phantom menace* (+5 psi)

Actions

Multiattack. The githzerai makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.

PSIONIC GITHZERAİ ENLIGHTENED

Medium humanoid (gith), any alignment

Armor Class 14 (18 with *inertial armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	17 (+3)	19 (+4)	13 (+1)

Saving Throws Str +6, Dex +8, Int +7, Wis +8

Skills Arcana +7, Insight +8, Perception +8

Senses passive Perception 18

Languages Gith

Challenge 10 (5,900 XP)

Innate Psionic Powers. The githzerai's psionic ability is Wisdom (power save DC 16, +8 to hit with power attacks). The githzerai can innately use the following powers:

At will: *inertial armor* (+8 psi), *mystic traveler*, *wild talent*

3/day each: *body equilibrium*, *psionic leap*, *psychosomatic haze*, *third eye* (+4 psi), *quick burst* (+2 psi), *read thoughts*, *sudden step*

1/day: *accelerate*, *mystic caravan*, *nomadic travel* (+4 psi)

Actions

Multiattack. The githzerai makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.

Temporal Strike (Recharge 6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 52 (8d12) psychic damage. The target must succeed on a DC 16 Wisdom saving throw or move 1 round forward in time. A target moved forward in time vanishes for the duration. When the effect ends, the target reappears in the space it left or in an unoccupied space nearest to that space if it's occupied.

PSIONIC GITHZERAİ ANARCH

Medium humanoid (gith), any alignment

Armor Class 14 (20 with *inertial armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	18 (+4)	18 (+4)	20 (+5)	14 (+2)

Saving Throws Str +8, Dex +10, Int +9, Wis +10

Skills Arcana +9, Insight +10, Perception +10

Senses passive Perception 20

Languages Gith

Challenge 16 (15,000 XP)

Innate Psionic Powers. The anarch's psionic ability is Wisdom (power save DC 16, +8 to hit with power attacks). The githzerai can innately use the following powers:

At will: *inertial armor* (+8 psi), *mystic traveler*, *wild talent*

3/day each: *body equilibrium*, *psionic leap*, *psychosomatic haze*, *third eye* (+4 psi), *read thoughts*, *sudden step*, *telekinetic clutch* (+6 psi)

1/day: *accelerate*, *impervious self*, *mystic caravan*, *nomadic travel* (+4 psi), *nomadic gate*, *nomadic recall*, *spectral shell* (+8 psi), *spectral wall* (+2 psi)

Actions

Multiattack. The anarch makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 18 (4d8) psychic damage. This is a magic weapon attack.

Legendary Actions

The anarch can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The anarch regains spent legendary actions at the start of its turn.

Strike. The anarch makes one unarmed strike.

Teleport. The anarch magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it.

Change Gravity (Costs 3 Actions). The anarch manifests the *gravitic spike* power, requiring no focus or psi points. The power has the normal effect, except that the anarch can orient the gravitic pulse in any direction and creatures and objects fall toward the end of the area.

A PSIONIC ANARCH'S LAIR

In Kythri, githzerai anarchists create islands of tranquility in the otherwise turbulent plane. By directing its psionic power, an anarch can give form to formless substance, creating mountains, lakes, and structures of any composition to serve as a foundation for a githzerai community.

Lair Actions. An anarch can use lair actions. On initiative count 20 (losing initiative ties), the anarch can take a lair action to cause one of the following effects; the anarch can't use the same effect two rounds in a row:

- The anarch manifests the *energy wave* power, requiring no focus or psi points, as though it was intensified with 4 extra psi points.
- The anarch casts *ectoplasmic object*, except the object can have any appearance, has typical AC and hit points for an object of its apparent type, and the object created can fit in a cube up to 5 feet on a side. If the anarch moves more than 120 feet away from the object, the anarch's focus on *ectoplasmic object* ends.
- The anarch can magically move an object it can see within 150 feet of it by making a Wisdom check with advantage. The DC depends on the object's size: DC 5 for Tiny, DC 10 for Small, DC 15 for Medium, DC 20 for Large, and DC 25 for Huge or larger.

GITH PLAYER CHARACTERS

The story of the githyanki and githzerai presented above is an adaptation of their original lore in core DUNGEONS & DRAGONS history. Though care was taken to ensure the gith fit into the cosmology of the Eberron campaign setting, the above version of their story was intentionally written so that the gith do not have a strong impact on Khorvaire or the rest of Eberron's Material Plane, maintaining the status quo of typical society presented in *Eberron: Rising from the Last War* and other canonical sources.

If you are not running a campaign set in Eberron, however, the gith are some of the most famously psionic races in the cosmos, and would make excellent player characters for games that focus on psionics or take place among the planes of the Great Wheel cosmology.

If your DM allows, you may also use these traits to play a gith in an Eberron campaign, though if you do, githyanki society is not controlled by an evil lich, so they tend toward lawful neutral due to maintaining discipline, and their Decadent Mastery feature is renamed Dedicated Mastery, and represents their militaristic devotion to perfecting their role in a strict hierarchy.

Variant Traits. If you wish to play a gith character using the expanded psionic options and rules in this book, the base gith race gains the Naturally Psionic trait below, and the Githyanki Psionics and Githzerai Psionics traits below replace the traits of the same names in *Mordenkainen's Tome of Foes*.

The gith presented here otherwise shares all other traits with the standard gith, which are included below in their complete form for ease of use.

Ability Score Increase. Your Intelligence score increases by 1.

Age. Gith reach adulthood in their late teens and live for about a century.

Size. Gith are taller and leaner than humans, with most a slender 6 feet in height.

Speed. Your base walking speed is 30 feet.

Naturally Psionic. You gain an internal reserve of psionic energy represented by psi points. Your psi point maximum is 2, or your existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 2. When you reach 5th level, your psi point maximum increases by an additional 2.

All expended psi points are restored when you finish a long rest. Your psi limit is 2, and when you reach 5th level your psi limit increases to 4, if it is not already higher.

Languages. You can speak, read, and write Common and Gith.

Subrace. There are two kinds of gith, githyanki and githzerai. Choose one of these subraces.

GITHYANKI

The brutal githyanki are trained from birth as warriors.

Ability Score Increase. Your Strength score increases by 2.

Alignment. Githyanki tend toward lawful evil. They are aggressive and arrogant, and they remain the faith-servants of their lich-queen, Vlaakith. Renegade githyanki tend toward chaos.

Decadent Mastery. You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge.

Martial Prodigy. You are proficient with light and medium armor and with shortswords, longswords, and greatswords.

Githyanki Psionics. At first level, you know the *mystic displacement* psionic talent. Once you reach 3rd level, you learn the *psionic leap* augment. Once you reach 5th level, you learn the *nomadic shift* augment. Intelligence is your psionic ability for these powers.

When you manifest *psionic leap* or *nomadic shift*, you may do so even when focusing on *mystic displacement* instead of the appropriate psionic talent listed in the power.

GITHZERAI

In their fortresses within Limbo, the githzerai hone their minds to a razor's edge.

Ability Score Increase. Your Wisdom score increases by 2.

Alignment. Githzerai tend toward lawful neutral. Their rigorous training in psychic abilities requires an implacable mental discipline.

Mental Discipline. You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds.

Githzerai Psionics. At first level, you know the *wild talent* psionic talent. Once you reach 3rd level, you learn the *inertial armor* augment. Once you reach 5th level, you learn the *read thoughts* augment. Wisdom is your psionic ability for these powers.

When you manifest *inertial armor* or *read thoughts*, you may do so even when focusing on *wild talent* instead of the appropriate psionic talent listed in the power.

GOLEMS, PSIONIC

Though golems are typically non-sentient beings with limited mental capacity, if any, the creation of a golem imbued with psionic potential is possible through various means.

Constructed Nature. Golems don't require air, food, drink, or sleep.

GOLEM, BRAIN

While the diet of the mind flayer is a well-known nightmare among those who speak of foul things from Khyber, few know that the illithids harvest brains for other purposes as well. One of these is the creation of brain golems.

Grotesque Construction. Through a horrific process, the brains of dozens and dozens of humanoids are harvested and gathered into a single mass, then "planted" with a morsel of gray matter taken from a recently deceased illithid. This "seed" then grows, spreading tendrils through the mass of humanoid brains and forming it into a loose humanoid shape at the direction of a mind flayer creator. A translucent, pink, rheumy membrane, secreted by the illithid-seed as it takes root, seals the mass of brains together into a solid form. This slimy membrane is deceptively tough and psionically charged to absorb incoming attacks.

Unthinking Sentinel. Despite its appearance or the illithid origins of the "seed" that forms its shape, a brain golem isn't sentient. Instead, the mass of its body merely acts as a gigantic battery of renewable psychic energy, which its illithid or daelkyr masters use in defense of their enclaves and colonies.

Aberrant Invulnerability. Due to its aberrant method of creation, a brain golem is immune to all physical damage except that dealt by byeshk weapons. If your campaign doesn't make use of this special material, brain golems are immune to all bludgeoning, piercing, and slashing damage except that dealt by adamantite weapons instead. This change has no impact on a brain golem's challenge rating.



BRAIN GOLEM

Large construct, unaligned

Armor Class 18 (with *inertial armor*)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	16 (+3)	3 (–4)	8 (–1)	1 (–5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing damage from attacks not made with byeshk weapons

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

Senses darkvision 60 ft., passive Perception 9

Languages none; understands telepathic speech from mind flayers, but isn't telepathic itself

Challenge 8 (3,900 XP)

Innate Psionic Powers. The golem's psionic ability is Constitution (power save DC 14). The golem can innately use the following powers:

At will: *inertial armor* (+8 psi), *mind blast*

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

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

BYESHK WEAPONS

This lustrous, purple metal is incredibly dense and heavy. It is mined from mountain ranges in western Khorvaire, typically the Byeshk and Graywall Mountains. It is typically worn as jewelry and is considered a precious metal akin to silver, gold, or platinum, though it is not as soft as those metals, and it can hold an edge.

Because it is so heavy, byeshk weapons are typically steel with a thin, durable byeshk plating. Druidic sects of the Eldeen Reaches, most often the Wardens of the Wood or Gatekeepers, trade with the peoples of the Byeshk and Graywall Mountains for byeshk ore to make weapons with. Additionally, many ancient weapons of the Dhakaani Empire were forged with byeshk to aid them in their war against the invading hordes from Xoriat.

Whenever you hit an aberration with a byeshk weapon, it can't regain hit points until the start of your next turn. Additionally, certain creatures have a distinct aversion to the metal and are resistant or immune to weapons that aren't byeshk.

The byeshk version of a melee weapon or ten pieces of ammunition costs 200 gp more than the normal versions.

PSION-KILLER

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	3 (−4)	11 (+0)	1 (−5)

Damage Immunities fire, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks made with weapons that aren't adamantite

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 14 (3,900 XP)

Innate Psionic Powers. The psion-killer's psionic ability is Constitution. The psion-killer can innately manifest the *negate* power at will.

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

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

Limited Psionic Immunity. The psion-killer is immune to psionic powers of 7th level or lower, unless its creator commands it to be affected by a particular manifestation of a power. It has advantage on saving throws against all other powers and magical effects.

Actions

Multiattack. The psion-killer makes two slam attacks.

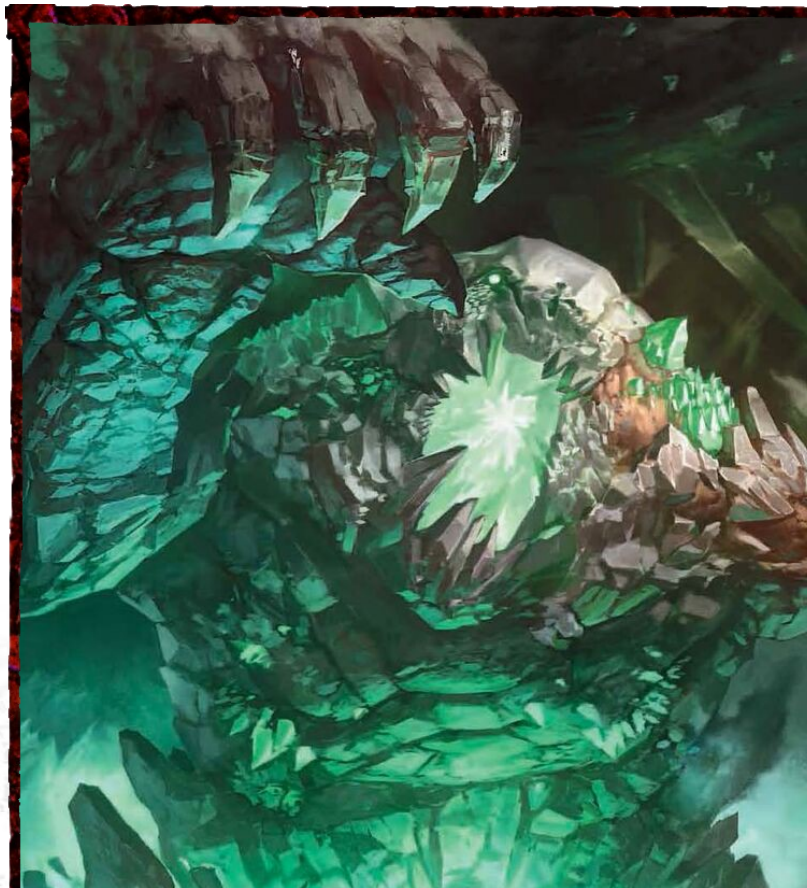
Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

GOLEM, PSION-KILLER

A psion-killer golem, or "crystal golem," is a massive construct made of sharp, gem-like crystal. Despite their name, they are the bane of all psionic creatures, not just psions.

Inexorable Soldier. The Inspired use psion-killer golems as their secret weapon against the kalashtar and other underground pockets of resistance or insurrection in or around Riedra. A few important Riedran embassies and outposts use psion-killer golems as perfect guards, most notably the Riedran enclave in Stormreach and the city of Dar Qat on Xen'drik.

Inspired Secrets. The Inspired lords of Riedra hoard the knowledge of how to construct psion-killer golems. Rumors persist that the secrets of creating these golems were gleaned by Riedran expeditions into the interior of Xen'drik that plumbed the depths of ruined civilizations of the Shattered Land. If the kalashtar and their Adaran allies could duplicate this discovery, it would greatly aid them in resisting the centuries-long siege of Adar by the armies of Riedra's Harmonious Shield.





HOLLYPHANT, PSIONIC

Hollyphants are kind, friendly celestials. They can be found in the planes of Syrania and Daanvi, and more rarely in Shavarath, where they act as messengers for the celestial armies on that plane.

Psionic Hollyphant. Psionic hollyphants do not possess the Innate Spellcasting (Psionics) trait of standard hollyphants. Instead, they have the Innate Psionic Powers trait.

PSIONIC HOLLYPHANT

Small celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 36 (8d6 + 8) + 50 temp hp with *titanic form*

Speed 20 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	19 (+4)	16 (+3)

Saving Throws Dex +3, Con +4, Cha +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Celestial, telepathy 120 ft.

Challenge 5 (1,800 XP)

Aura of Invulnerability. An invisible aura forms a 10-foot-radius sphere around the hollyphant for as long as it lives. Any spell or power of 5th level or lower cast or manifested from outside the barrier can't affect creatures or objects within it, even if the effect is cast using a higher level spell slot or intensified to a higher power level. Such an effect can target creatures and objects within the barrier, but it has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells and powers. The hollyphant can use an action to suppress this trait until its concentration ends (as if concentrating on a spell).

Innate Psionic Powers. The hollyphant's psionic ability is Wisdom (power save DC 15). The hollyphant can innately use the following powers:

At will: *aura beacon*

3/day each: *aura of comfort*, *psychic prowess*, *realized potential*, *vitality transfer*

1/day each: *psychic defibrillation*, *temporal shunt*, *titanic form* (+6 psi), *vitality transfer* (+12 psi)

Magic Weapons. The hollyphant's weapon attacks are magical.

Actions

Tusks. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or 15 ft. with *titanic form*, one target. *Hit:* 3 (1d6) piercing damage, or 10 (3d6) piercing damage with *titanic form*.

Trumpet (3/Day). The hollyphant blows air through its trunk, creating a trumpet sound that can be heard out to a range of 600 feet. The trumpet also creates a 30-foot cone of energy that has one of the following effects, chosen by the hollyphant:

Trumpet of Blasting. Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 17 (5d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Nonmagical objects in the cone that aren't being held or worn take 35 (10d6) thunder damage.

Trumpet of Sparkles. Creatures in the cone must make a DC 14 Constitution saving throw, taking 22 (4d8 + 4) radiant damage on a failed save, or half as much damage on a successful one. Evil creatures have disadvantage on the saving throw. Good creatures in the cone take no damage.

KUO-TOA ORACLE

According to the sahuagin of the Thunder Sea, there used to exist a vast, advanced civilization of kuo-toa in what is now called the Barren Sea. Some cataclysm struck their underwater realm, and now kuo-toa gather in small communities in other seas or in deep underwater realms of Khyber.

The Shape of Thoughts. When enough kuo-toa congregate and believe in something strongly enough, it becomes reality. Psions and other sages of psionic mysticism theorize that kuo-toa are naturally adept in metacreativity, possessing some sort of communal ability to manifest a *reality revision*. The limits of this ability aren't understood, and it is not known what the critical mass of kuo-toa needed to perform this mystical feat is.

Occult Vision. Oracles are important to several kuo-toa communities, as they direct the beliefs of the school. Oracles cast their mystic vision into the future to find out what is and isn't possible. Then, they lead their followers to believe in the inevitability of the most desirable possible outcome.

KUO-TOA ORACLE

Medium humanoid (kuo-toa), any alignment

Armor Class 13 (natural armor, shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	16 (+3)	8 (–1)

Saving Throws Wis +5, Charisma +1

Skills Insight +5, Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Deep Speech

Challenge 2 (450 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Psionic Powers. The kuo-toa oracle is a 5th-level psionic character. Its psionic ability is Wisdom (power save DC 13, +5 to hit with power attacks). It has a psi point maximum of 32 and a psi limit of 6. It knows the following empath talents and powers that augment them:

Aura beacon: aura of comfort (2), aura of victory (1+)

Psychic static: savage presence (3)



Sixth sense: discern position (1), destiny deluge (5), precognition (2), psychometric touch (3), self-actualization (1+), third eye (5)

Verve: ablative hide (1+), acclimatize (2)

Wild talent: aura sight (3)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

MIND FLAYERS, PSIONIC

Mind flayers are not native to the planet of Eberron. Khorvairian sages believe they hail from Xoriat, the Realm of Madness, like their daelkyr masters, but few know that their true origins lie even further back on the gith homeworld.

Aberrant Resistances. In the Eberron campaign setting, several kinds of aberrant creatures, mind flayers foremost among them, have resistance to damage dealt by nearly all kinds of weapons, even magical ones. The only known substance that these aberrations are susceptible to is an incredibly dense and heavy purple metal found only in the mountain ranges of western Khorvaire, known as byeshk. This resistance increases the challenge rating of mind flayers and other aberrations in Eberron campaigns, as noted in their stat blocks.

ELDER BRAIN, PSIONIC

Elder brains are the supreme state of the illithid lifecycle, gigantic brains festooned with whipping tentacles.

Origin of the Ego. The original elder brain was created during the daelkyr invasion of the gith homeworld by Dyrn the Corruptor. It was comprised of the harvested brains of hundreds of githzerai congealed into one psychoactive mass. More elder brains were created from yet more githzerai, and from there they began to propagate their own species by spawning larva to be implanted in further gith and githzerai hosts. When no more gith were left, elder brains began harvesting their armies of githyanki warriors, without the direct input of the daelkyr. This resulted in the githyanki rebellion and, eventually, the shattering of an entire planet's reality. This was likely the first example of the illithid meta-species exhibiting its own agency and agenda, separate from their daelkyr masters.

Invasion and Imprisonment. During the invasion of Eberron, most elder brains remained in Xoriat, the Realm of Madness, and were subsequently cut off when the invasion was defeated by the Gatekeeper druids. However, during the course of the invasion, long before the gates were closed, a number of elder brains were carried through to Eberron. When the invasion was defeated, these elder brains were driven into Khyber and imprisoned there with the daelkyr. There, they developed mind flayer colonies of the kind depicted in Volo's Guide to Monsters.

Psionic Elder Brain. Psionic elder brains do not possess the Innate Spellcasting (Psionics) trait of standard elder brains. Instead, they have the Innate Psionic Powers trait.



A PSIONIC ELDER BRAIN'S LAIR

The lair of a psionic elder brain is invariably found at the epicenter of its colony, where it languishes in psychoactive, acidic slime.

Lair Actions. When fighting inside its lair, a psionic elder brain can use lair actions. On initiative count 20 (losing initiative ties), an elder brain can take one lair action to cause one of the following effects; the elder brain can't use the same lair action two rounds in a row:

- The elder brain casts *spectral shell* on up to two targets it can sense within 120 feet of it.
- The elder brain targets one friendly creature it can sense within 120 feet of it. The target has a flash of inspiration and gains advantage on one attack roll, ability check, or saving throw it makes before the end of its next turn. If the target doesn't or can't use this benefit in that time, the inspiration is lost.
- The elder brain targets one creature it can sense within 120 feet of it and anchors it by sheer force of will. The target must succeed on a DC 18 Charisma saving throw or be unable to leave its current space. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Regional Effects. The territory within 5 miles of a psionic elder brain is altered by the creature's psionic presence, which creates one or more of the following effects:

- Creatures within 5 miles of an elder brain feel as if they are being followed, even when they are not.
- The elder brain can overhear any telepathic conversation happening within 5 miles of it. The creature that initiated the telepathic conversation makes a DC 18 Wisdom (Insight) check when telepathic contact is first established. If the check succeeds, the creature is aware that something is eavesdropping on the conversation. The nature of the eavesdropper isn't revealed, and the elder brain can't participate in the telepathic conversation unless it has formed a psychic link with the creature that initiated it.
- Any creature with which the elder brain has formed a psychic link hears faint, incomprehensible whispers in the deepest recesses of its mind. This psychic detritus consists of the elder brain's stray thoughts commingled with those of other creatures to which it is linked.

If the elder brain dies, these effects immediately end.

PSIONIC ELDER BRAIN

Large aberration, lawful evil

Armor Class 10

Hit Points 210 (20d10 + 100)

Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	20 (+5)	21 (+5)	19 (+4)	24 (+7)

Saving Throws Int +10, Wis +9, Cha +12

Skills Arcana +10, Deception +12, Insight +14, Intimidation +12, Persuasion +12

Damage Resistances bludgeoning, piercing, and slashing damage from attacks not made with byeshk weapons

Senses darkvision 120 ft., passive Perception 14

Languages understands Common, Deep Speech, Gith, but can't speak, telepathy 5 miles

Challenge 15 (13,000 XP)

Creature Sense. The elder brain is aware of the presence of creatures within 5 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by *veiled psyche*, *mind blank*, or similar magic can't be perceived in this manner.

Innate Psionic Powers. The mind flayer's psionic ability is Intelligence (power save DC 18). The elder brain can innately use the following powers:

At will: *gravitic field*, *mystic traveler* (self only), *read thoughts*
1/day each: *assume control*, *mystic caravan* (self only)

Legendary Resistance (3/Day). If the elder brain fails a saving throw, it can choose to succeed instead.

Psionic Resistance. The elder brain has advantage on saving throws against psionic powers and all other magical effects.

Telepathic Hub. The elder brain can use its telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. The elder brain can let those creatures telepathically hear each other while connected in this way.

Actions

Tentacle. Melee Weapon Attack: +7 to hit, reach 30 ft., one target. **Hit:** 20 (4d8 + 2) bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 15) and takes 9 (1d8 + 5) psychic damage at the start of each of its turns until the grapple ends. The elder brain can have up to four targets grappled at a time.

Mind Blast (Recharge 5-6). The elder brain magically emits

psychic energy. Creatures of the elder brain's choice within 60 feet of it must succeed on a DC 18 Intelligence saving throw or take 32 (5d10 + 5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Psychic Link. The elder brain targets one incapacitated creature it can perceive with its Creature Sense trait and establishes a psychic link with that creature. Until the psychic link ends, the elder brain can perceive everything the target senses. The target becomes aware that something is linked to its mind once it is no longer incapacitated, and the elder brain can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the psychic link, doing so with a successful DC 18 Charisma saving throw. On a successful save, the target takes 10 (3d6) psychic damage. The psychic link also ends if the target and the elder brain are more than 5 miles apart, with no consequences to the target. The elder brain can form psychic links with up to ten creatures at a time.

Sense Thoughts. The elder brain targets a creature with which it has a psychic link. The elder brain gains insight into the target's reasoning, its emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates). The elder brain can also make a Charisma (Deception) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. The target contests this attempt with a Wisdom (Insight) check. If the elder brain succeeds, the mind believes the deception for 1 hour or until evidence of the lie is presented to the target.

Legendary Actions

The elder brain can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The elder brain regains spent legendary actions at the start of its turn.

Tentacle. The elder brain makes a tentacle attack.

Break Concentration. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain breaks the creature's concentration on a spell or power it has cast or manifested. The creature also takes 1d4 psychic damage per level of the spell.

Psychic Pulse. The elder brain targets a creature within 120 feet of it with which it has a psychic link. Enemies of the elder brain within 10 feet of that creature take 10 (3d6) psychic damage.

Sever Psychic Link. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain ends the link, causing the creature to have disadvantage on all ability checks, attack rolls, and saving throws until the end of the creature's next turn.

MIND FLAYER, PSIONIC

When the Gatekeepers sealed the dimensional gates, some mind flayers in Eberron were cut off from the elder brains controlling them from Xoriat. These orphaned mind flayers became independently sentient, something elder brains find abhorrent, like a hand that acts on its own, refusing to listen to the mind. The elder brains imprisoned in Khyber attempt to hunt these orphans and integrate them into their own hiveminds. Some orphaned mind flayers welcome this, while others prefer to make use of their own independence and their ability to execute their own inscrutable plans.

Psionic Mind Flayer. Psionic mind flayers do not possess the Innate Spellcasting (Psionics) trait of standard mind flayers. Instead, they have the Innate Psionic Powers trait.

VARIANT: MIND FLAYER TELEPATH

While all mind flayers have psionically potent minds, some discipline themselves and study to further their psychic potential. Most often, these illithid psions focus on the psionic discipline of domination, as befits their natural telepathic abilities. A mind flayer telepath has a challenge rating of 9 (5,000 XP), and the following trait.

Psionic Powers. The mind flayer is a 10th-level psionic character. Its psionic ability is Intelligence (power save DC 16, +8 to hit with power attacks). It has a psi point maximum of 82 and a psi limit of 10. It knows the following psion talents and powers that augment them:

Aura beacon: aura beam (5+)

Blind spot: obscure (3+)

Energy ray: noise barrier (7), synaptic leap (5+)

Mind thrust: ego whip (3+), id insinuation (5+), telepathic weight (9+)

Mindlink: compel confession (2), mental inquisition (2), metaconcert (1+), missive (3), post-hypnotic suggestion (7), read thoughts (3)

Sixth sense: precognition (2), third eye (5+), thought projection (7+)

Speed of thought: nomadic doorway (9+), nomadic shift (1+), sudden step (5)

PSIONIC MIND FLAYER

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing damage from attacks not made with byeshk weapons

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Gith, telepathy 120 ft.

Challenge 8 (2,900 XP)

Psionic Resistance. The mind flayer has advantage on saving throws against psionic powers and all other magical effects.

Innate Psionic Powers. The mind flayer's psionic ability is Intelligence (power save DC 15). The mind flayer can innately use the following powers:

At will: *gravitic field*, *mystic traveler* (self only), *read thoughts* 1/day each: *assume control*, *mystic caravan* (self only)

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





ULITHARID, PSIONIC

The first known ulitharids arose not on the gith homeworld, but in Eberron, millennia after the Xoriat invasion of Khorvaire. Neither the daelkyr nor the illithids quite know why, but when a humanoid native to Sarlona is subjected to ceremorphosis, there is a small chance that the resulting illithid is transformed into an ulitharid instead of a regular mind flayer, a larger specimen with more potent psionic powers and telepathic range that begins to rival that of the elder brains themselves. Fortunately for the world, the illithid infestation of Khyber seems to correspond to realms below the surface of Khorvaire, resulting in relatively few opportunities to transform Sarlonan natives.

Psionic Ulitharids. Psionic ulitharids do not possess the Innate Spellcasting (Psionics) trait of standard ulitharids. Instead, they have the Innate Psionic Powers trait.

PSIONIC ULITHARID

Large aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+4)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

Saving Throws Int +9, Wis +8, Cha +9

Skills Arcana +9, Insight +8, Perception +8, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from attacks not made with byeshk weapons

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Gith, telepathy 2 miles

Challenge 10 (5,900 XP)

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by *veiled psyche*, *mind blank*, or similar magic can't be perceived in this manner.

Psionic Hub. If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Psionic Resistance. The ulitharid has advantage on saving throws against psionic powers and all other magical effects.

Innate Psionic Powers. The ulitharid's psionic ability is Intelligence (power save DC 17). The ulitharid can innately use the following powers:

At will: *gravitic field*, *mystic traveler* (self only), *read thoughts* 1/day each: *assume control*, *mystic caravan* (self only), *pandemonium*, *telepathic clutch*, *thought projection*, *psychic siphon*

Actions

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12 + 5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NEOTHELID, PSIONIC

The product of the illithid lifecycle gone wrong, a mind flayer larva that grows too large to be implanted into a humanoid skull for ceremorphosis only continues to grow. Eventually it reaches titanic size, dissolving and devouring all in its path.

Mad Obeisance. While illithids of all kinds find neothelids just as disturbing as they do in other campaign settings, in Eberron the mind flayers have masters they must answer to: the daelkyr. Occasionally, a daelkyr might demand the creation of a neothelid for its own inscrutable purposes, and the illithids are forced to comply despite their deep-seated reservations.

Aberrant Resistance. Just as mind flayers do, neothelids of Eberron also resist all physical damage except that dealt by byeshk weapons. This increases their challenge rating in Eberron campaigns.

Psionic Neothelid. Psionic neothelids do not possess the Innate Spellcasting (Psionics) trait of standard neothelids. Instead, they have the Innate Psionic Powers trait.

PSIONIC NEOTHELID

Gargantuan aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 325 (21d20 + 105)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (–2)	21 (+5)	3 (–4)	16 (+3)	12 (+1)

Saving Throws Int +1, Wis +8, Cha +6

Damage Resistances bludgeoning, piercing, and slashing damage from attacks not made with byeshk weapons

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 15 (13,000 XP)

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by veiled psyche, mind blank, or similar magic can't be perceived in this manner.

Innate Psionic Powers. The neothelid's psionic ability is Wisdom (power save DC 16). The neothelid can innately use the following powers:

At will: *gravitic field*

1/day each: *pandemonium*, *psychic siphon*, *telekinetic clutch*



Psionic Resistance. The neothelid has advantage on saving throws against psionic powers and all other magical effects.

Actions

Tentacles. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage plus 13 (3d8) psychic damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 35 (10d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 30 damage or more in a single turn from a creature inside it, the neothelid must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Acid Breath (Recharge 5-6). The neothelid exhales acid in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.



PHTHISIC

Phthisics are the creation of a particular daelkyr lord; Gagehga, the Lord of Shattered Thoughts. This terrible being is able to shear a creature's repressed neurosis away from its psyche, and bestow upon these malignant thoughts a warped body of aberrant flesh, birthing a new phthisic. Some scholars doubt that a single being could be the source of all phthisics and posit that they may also arise spontaneously from the minds of vulnerable individuals within Xoriat manifest zones.

Distorted Copy. A phthisic appears as horrible, grotesque simulacrum of the humanoid it is created from. Other creatures who know the humanoid a phthisic was birthed from will find its particular phthisic disturbingly familiar, and may recognize its origin with a DC 20 Wisdom (Perception) check.

Mind Feeders. A phthisic hungers for the mental capacity of humanoids, feeding on them with its hideous maw. It hunts on its own whims, with no regard for its originator, attacking them like any other source of sentient thought it can find.

Aberrant Resistance. As an aberrant creation of a daelkyr, or Xoriat's influence, phthisics resist all physical damage except that dealt by byeshk weapons. If your campaign doesn't make use of this special material, phthisics instead resist all bludgeoning, piercing, and slashing damage from non-magical attacks. This change has no impact on a phthisic's challenge rating.

PHTHISIC

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	10 (+0)	16 (+3)	16 (+3)

Saving Throws Con +5, Int +3, Cha +6

Damage Resistances bludgeoning, piercing, and slashing damage from attacks not made with byeshk weapons

Senses blindsight 120 ft., passive Perception 13

Languages one language known by the creature it was created from (usually Common)

Challenge 6 (2,300 XP)

Regeneration. The phthisic regains 5 hit points at the start of its turn. If the phthisic takes acid or fire damage, this trait doesn't function at the start of the phthisic's next turn. The phthisic dies only if it starts its turn with 0 hit points and doesn't regenerate.

Innate Psionic Powers. The phthisic's psionic ability is Charisma (power save DC 13). The phthisic can innately use the following powers:

At will: *psionic blast* (+2 psi)

3/day each: *ego whip*, *intellect fortress*, *nomadic shift* (+1 psi), *psychic daze*

1/day each: *body adjustment* (+3 psi)

Actions

Multiattack. The phthisic makes one attack with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, and the target's Intelligence score is reduced by 1d4. The reduction lasts until the target finishes a long rest, unless its Intelligence score is reduced to 0.

If a target is reduced to 0 Intelligence by this attack, it is knocked unconscious and the reduction becomes permanent until restored by an intensified *revitalization*, a *greater restoration* spell, or similar magic. The target cannot be restored to consciousness while its Intelligence score remains 0.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage plus 7 (2d6) psychic damage.

PSYCROAK

Deep within the Shadow Marches, orcs and other tribes-folk whisper in fear of the one of the regions most deadly creatures: the dreaded psycroak.

Anura Mania. The psycroak is a tiny, frog-like creature. It would appear to be a normal tropical frog or swamp toad, if not for one distinguishing feature: massive, glowing eyes that shift rapidly from one color to another. This shifting has a hypnotic effect on other creatures, and can cause permanent catatonia. Some insane tribes capture and worship psycroaks, believing the hallucinations they induce to be the true state of the world, and consider those who fall under its permanent catatonia to have transcended the prison of false reality.

Psionic Corruption. Psycroaks are created when the warping influence of a daelkyr or Xoriat manifest zone begins to leak through the *dimensional seals* placed by the Gatekeeper druids millennia ago. This aura of corruption seeps into the local wildlife, and psycroaks are one such being that might result from this tainting of the natural world.

PSYCROAK

Tiny aberration, unaligned

Armor Class 11

Hit Points 1 (1d4 – 1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	13 (+1)	8 (–1)	1 (–5)	30 (+10)	3 (–4)

Skills Perception +15

Senses darkvision 30 ft., passive Perception 25

Languages —

Challenge 14 (11,500 XP)

Amphibious. The psycroak can breathe air and water.

Standing Leap. The psycroak’s long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Innate Psionic Powers. The psycroak’s psionic ability is Wisdom (power save DC 23). The psycroak can innately use the following powers:

At will: *microcosm*, *psychic static*, *shatter mental defenses*

Actions

None. A psycroak has no effective attacks.



QUORI

The quori are the undisputed rulers of Dal Quor, the Region of Dreams. Nightmare and emotions given flesh, the quori follow the law of *il-Lashtavar*, a god-like entity of utter darkness at the center of the plane.

The Darkness That Dreams. The Darkness That Dreams is the all-powerful being that exists at the very center of Dal Quor, upon which the entire realm of existence revolves. Its ultimate goals are inscrutable, and it speaks only to its chosen servant. Its desires are absolute, followed as law and scripture by the legions of quori that serve it.

Nightmare Hierarchy. Every quori knows its place in the overall hierarchy of quori society, each serving the desires and executing the orders of the quori above it. The hierarchy is split into a tiered series of castes, each caste populated by a specific type of quori. Each type of quori is unique in form and embodies a kind of emotion or nightmare mortal dreams are made of.

Quori Psionics. The quori presented here differ from their statistics described in *Eberron: Rising from the Last War* and *Korranberg Chronicle: Threat Dispatch*. Those statistics include several traits and actions that mimic psionic powers in Chapter 4, and so have been removed and replaced with expanded options in each quori's Innate Psionic Powers trait.

DU'ULORA

Designed by Keith Baker and Will Brolley,
Adapted from *Exploring Eberron* courtesy of KP Presents

Du'ulora quori are the tacticians, generals, and elite warriors of the Dreaming Dark. They are spirits of rage and anger, able to incite and control the fires of hatred and fury in those around them. Despite being innately tied to these tempestuous emotions, du'ulora are themselves ascetically stoic, rarely losing their cool and remaining calm in the face of adversity.

Du'ulora are also capable of sensing hatred anywhere in the multiverse, as long as they have established a psychic link to their target, making them the preeminent hunters of the Dreaming Dark.

HASHALAQ (DREAMSTEALER)

Hashalaq quori are the scribes, lore keepers, and magistrates of quori society. They are also known as dreamstealers. Hashalaqs are natural empaths and their talents have led to many mortals succumbing to temptation and willingly accepting possession by quori. Hashalaq quori make up the bulk of the Inspired bureaucracy on Dal Quor, but many other hashalaq function as spymasters and handlers for the Dreaming Dark.

KALARAQ

Kalaraq quori are the most powerful of the quori. They form the Circle of Night, a council that directs the course of the quori's destiny. Leading the Circle of Night is the Devourer of Dreams, the only quori capable of communing with *il-Lashtavar* at the center of Dal Quor without being consumed by it. The plots and plans of the Circle of Night are kept secret to all but their most trusted minions.

FIENDISH NIGHTMARES?

We here at the Korranberg Chronicle strive for taxonomic accuracy, and pursuant to that we must present evidence for another print error in *Eberron: Rising from the Last War*.

The official account of quori being classified as aberrations must be an error, especially since that book details how the *dispel evil* and *good* spell itself can expel a possessing quori. If the quori were aberrations as indicated, then such a casting would have no effect, as that spell only provides protection and defense from celestials, elementals, fey, fiends, and undead.

Given the above evidence, and the nature of quori as the incarnated evil of *il-Lashtavar* given nightmarish form, the Korranberg Chronicle can only conclude that all quori are in fact **fiends**.

TSOREVA

The weakest of the quori, tsoreva make up a legion of expendable troops for the Darkness That Dreams. Where the more cunning tsucora quori employ sophisticated fears and horrors as their weapons, the brutish tsoreva wield instinctual, primal terror like a knife—literally.

While they form fear itself into blades of psionic energy, tsoreva have no understanding of what it is to feel fear themselves, to the point of having no survival instincts. Each tsoreva wishes only to distinguish itself in battle and die gloriously, hoping its energies reform into a greater caste of quori.

Tsoreva spend their time patrolling the border around the core of Dal Quor. They keep the quori's territory free from drifters and wild eidolons native to the Region of Dreams, and dispatch errant thought-forms of dreaming mortals that stray from their dreamscapes.

TSUCORA

The tsucora quori are the foot soldiers of the Devourer of Dreams' forces on Dal Quor. Beings of pure horror and fear incarnate, they form the majority of the Dreaming Dark forces that infiltrate the material plane, as well as many Inspired soldiers and guards in the Unity of Riedra.

USVAPNA (DREAM MASTER)

Usvapna quori serve the hashalaqs as their spies and assassins. Also known as dream masters, the usvapna revel in twisting the dreams of mortals against themselves, turning hope to despair and triumph into anguish. They can hear the secret doubts of mortals, the voices in their minds that foment hesitation and insecurity. Usvapna quori hear this voice in their own minds, but unlike mortals their inner voices are in complete accord with themselves, allowing the dream masters to split their mental attention in two with ease.

DU'ULORA

Large fiend (quori), lawful evil

Armor Class 11 (16 with *inertial armor*)

Hit Points 168 (16d10 + 80)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	15 (+2)	18 (+4)	19 (+4)

Saving Throws Wis +8, Cha +8

Skills Intimidation +12, Perception +12, Survival +8

Damage Resistances fire, psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 120 ft., passive Perception 22

Languages Common, Quori, Riedran, telepathy 120 ft.

Challenge 11 (7,200 XP)

All-Around Vision. The quori can't be surprised while it isn't incapacitated.

Aura of Fury. Any creature of the quori's choice that ends its turn within 60 feet of the quori must succeed on a DC 16 Wisdom saving throw or become enraged for 1 minute. During that time, the enraged target has advantage on all melee attack rolls, and all attack rolls made against that target have advantage. An enraged target is subject to the quori's Channel Fury reaction.

Beacon of Hatred. When the quori deals damage to any creature, it can form a psychic link with the target. This link functions like the *implant beacon* power, except the target receives no saving throw to resist it, the quori can know the target's location even on another plane of existence, and the beacon fades away after 24 hours. The quori can have only one such link active at a time.

Innate Psionic Powers. The quori's psionic ability is Charisma (power save DC 16). It can innately use the following powers:

At will: *implant beacon*, *inertial armor* (+4 psi), *mystic displacement*

3/day each: *ablative hide* (+3 psi), *harassing figment* (+4 psi), *pyrokinesis* (+2 psi)

1/day: *absolute terror*

Psionic Resistance. The quori has advantage on saving throws against psionic powers and all other magical effects.

Actions

Multiattack. The quori uses makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 17). Until this grapple ends, the target takes 10 (3d6) fire damage and 10 (3d6) psychic damage at the start of each of the quori's turns, and the quori can't use that tentacle against a different target. The quori has three tentacles.

Possession (Recharge 6). One humanoid that the quori can see within 5 feet of it must succeed on a DC 16 Charisma saving throw or be possessed by the quori; the quori then disappears, and the target is incapacitated and loses control of its body. The quori now controls the body but doesn't deprive the target of awareness. The quori can't be targeted by any attack, spell, or other effect, except ones that turn fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the quori ends it as a bonus action, or the quori is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the quori reappears in an unoccupied space within 5 feet of the body. The target is immune to this quori's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Recall Agony (Recharge 5-6). The quori makes a creature recall the most agonizing moments of its past—or future. One creature within 60 feet of the quori must make a DC 16 Wisdom saving throw, taking 67 (15d8) psychic damage on a failed save, or half as much on a successful one.

Reactions

Channel Fury. When an enraged creature targets the quori with an attack, the quori can cause it to instead target another creature of the quori's choice within range.



HASHALAQ

Medium fiend (quori), lawful evil

Armor Class 12 (17 with *inertial armor*)

Hit Points 99 (18d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Wis +7, Cha +8

Skills Arcana +12, History +12, Insight +11, Persuasion +8

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common, Quori, Riedran

Challenge 9 (5,000 XP)

Innate Psionic Powers. The quori's psionic ability is Charisma (power save DC 16). It can innately use the following powers:

At will: *empathic projection*, *enmity feedback* (+2 psi), *inertial armor* (+6 psi), *mind thrust* (17th level), *psychic static* 3/day each: *metamorphosis* (humanoid only), *read thoughts*, *post-hypnotic suggestion*
1/day: *assume control*

Actions

Multiattack. The quori uses its Mind Thrust effect twice.

Idyllic Touch. *Melee Power Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) force damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or fall prone in a fit of laughter.

Mind Thrust (Psionic Talent). While focusing on this psionic talent, the quori targets a creature it can see within 60 feet of it. The target must succeed on a DC 16 Charisma saving throw or take 22 (4d10) psychic damage.

Possession (Recharge 6). One humanoid that the quori can see within 5 feet of it must succeed on a DC 16 Charisma saving throw or be possessed by the quori; the quori then disappears, and the target is incapacitated and loses control of its body. The quori now controls the body but doesn't deprive the target of awareness. The quori can't be targeted by any attack, spell, or other effect, except ones that turn fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the quori ends it as a bonus action, or the quori is turned or forced out by an effect like the *dispel evil* and *good* spell. When the possession ends, the quori reappears in an unoccupied space within 5 feet of the body. The target is immune to this quori's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

VARIANT: ABILITIES ON DAL QUOR

Quori are immortal beings born of the very essence of Dal Quor. When physically on that plane of existence, they have the following additional abilities:

Dream Walk. A quori on the plane of Dal Quor can innately manifest the *nomadic travel* power at will, without focusing on a psionic talent, and may teleport to any destination it has seen on the same plane, regardless of distance or line of sight. Charisma is its psionic ability for this power.

Invade Dreams (1/Day). A quori on the plane of Dal Quor can cast the *dream* spell on a creature known to it currently on another plane. It can send only itself as the messenger, but it can change its appearance, as if it was a creature of the same type and size of the target casting *alter self*. The Wisdom saving throw for a nightmarish message is equal to the save DC for the quori's innate psionic powers, or 8 + its proficiency bonus + its Charisma modifier.

Quori Possession. When a humanoid dreams, it psychically projects its mind into Dal Quor, the Region of Dreams. A quori can use its Possession ability on a willing creature even when it is on another plane of existence, as long as the creature is dreaming and its psychic projection in Dal Quor is within 5 feet of the quori. If a quori possesses a creature this way and is later expelled from the host, the quori returns to Dal Quor.



KALARAQ

Medium fiend (quori), lawful evil

Armor Class 15 (18 with *inertial armor*)

Hit Points 161 (19d8 + 76)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	18 (+4)	23 (+6)	24 (+7)	25 (+7)

Saving Throws Int +12, Wis +13, Cha +13

Skills Deception +13, Perception +19, Persuasion +13

Damage Resistances cold, necrotic, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained

Senses truesight 120 ft., passive Perception 29

Languages all, telepathy 120 ft.

Challenge 19 (25,000 XP)

All-Around Vision. The quori can't be surprised while it isn't incapacitated.

Psionic Resistance. The quori has advantage on saving throws against psionic powers and all other magical effects.

Incorporeal Movement. The quori 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.

Innate Psionic Powers. The quori's psionic ability is Charisma (power save DC 21). It can innately use the following powers:

At will: *inertial armor* (+8 psi), *psychic hammer* (17th level), *thought projection* (+1 psi; the projection is an eye)
3/day each: *remote projection*, *id insinuation* (+6 psi), *eyebite* (as the spell)

Actions

Multiattack. The quori makes two Soul Binding attacks. Alternatively, it can use its Psychic Hammer effect four times.

Soul Binding. *Melee Power Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 29 (4d10 + 7) necrotic damage. A creature reduced to 0 hit points from this attack dies and has its soul

imprisoned in one of the quori's eyes. The target can't be revived by any means short of reality revision or wish until the quori is destroyed.

Psychic Hammer (Psionic Talent). While focusing on this psionic talent, the quori can target a creature it can see within 30 feet of it. The target must succeed on a DC 21 Constitution saving throw or take 14 (4d6) force damage and be knocked prone.

Focused Mind Seed (1/Day). The kalarraq manifests the *mind seed* power on a creature it is telepathically communicating with. The power functions as normal (DC 21 Charisma saving throws to resist), except that it can affect any type of creature, and if the seed germinates, the target retains its class levels and class specific NPC traits.

Swarm of Eyes (Recharge 6). The quori creates a swarm of spectral eyes that fills a 30-foot-radius sphere centered on a point it can see within 60 feet of it. Each creature in that area must make a DC 21 Wisdom saving throw. On a failure, a creature takes 45 (10d8) psychic damage, and it is blinded for 1 minute. On a success, a creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Possession (Recharge 6). One humanoid that the quori can see within 5 feet of it must succeed on a DC 21 Charisma saving throw or be possessed by the quori; the quori then disappears, and the target is incapacitated and loses control of its body. The quori now controls the body but doesn't deprive the target of awareness. The quori can't be targeted by any attack, spell, or other effect, except ones that turn fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the quori ends it as a bonus action, or the quori is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the quori reappears in an unoccupied space within 5 feet of the body. The target is immune to this quori's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

TSOREVA

Medium fiend (quori), lawful evil

Armor Class 13 (15 with *inertial armor*)

Hit Points 39 (6d8 + 12)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +6

Skills Intimidation +6, Perception +5, Stealth +5

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Quori, Riedran

Challenge 3 (700 XP)

Natural Mindblades. When the quori casts *mindblade*, it creates two mindblades that extend from the end of its forelimbs.

Frightful Strike (1/Turn). When the quori hits with a mindblade attack, the target must make a DC 13 Wisdom saving throw or become frightened of the quori for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Innate Psionic Powers. The quori's psionic ability is Charisma (+5 to hit with power attacks). It can innately use the following powers:

At will: *inertial armor* (+2 psi), *mindblade*
3/day: *psychic strike* (+4 psi)

Actions

Multiattack. The tsoreva makes two mindblade attacks.

Mindblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Possession (Recharge 6). One humanoid that the quori can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the quori; the quori then disappears, and the target is incapacitated and loses control of its body. The quori now controls the body but doesn't deprive the target of awareness. The quori can't be targeted by any attack, spell, or other effect, except ones that turn fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the quori ends it as a bonus action, or the quori is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the quori reappears in an unoccupied space within 5 feet of the body. The target is immune to this quori's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

TSUCORA

Large fiend (quori), lawful evil

Armor Class 12 (16 with *inertial armor*)

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6

Skills Insight +5, Perception +5

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Quori, Riedran

Challenge 7 (2,900 XP)

Innate Psionic Powers. The quori's psionic ability is Charisma (power save DC 14). It can innately use the following powers:

At will: *empathic projection*, *inertial armor* (+4 psi), *wild talent*
1/day: *pandemonium*

Actions

Multiattack. The quori makes three attacks: one pincer attack, one attack with its claws, and one stinger attack.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage. The target is grappled (escape DC 14) if it is a Huge or smaller creature. The quori has two pincers, each of which can grapple one target.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (4d4 + 3) slashing damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 10 (3d10) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or be frightened of the quori for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Possession (Recharge 6). One humanoid that the quori can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the quori; the quori then disappears, and the target is incapacitated and loses control of its body. The quori now controls the body but doesn't deprive the target of awareness. The quori can't be targeted by any attack, spell, or other effect, except ones that turn fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the quori ends it as a bonus action, or the quori is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the quori reappears in an unoccupied space within 5 feet of the body. The target is immune to this quori's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

USVAPNA (DREAM MASTER)

Large fiend (quori), lawful evil

Armor Class 14 (15 with *inertial armor*)

Hit Points 93 (11d10 + 33)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Wis +7, Cha +8

Skills Intimidation +8, Perception +7, Persuasion +8

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Quori, Riedran

Challenge 10 (2,900 XP)

Mind Schism. As a bonus action, the quori may manifest one of its innate psionic powers with a manifesting time of 1 action. If it does so, it may use its action to manifest any other psionic power it knows with a manifesting time of 1 action, and is not limited to psionic talents.

Innate Psionic Powers. The quori's psionic ability is Charisma (power save DC 16). It can innately use the following powers:

At will: *apathy impulse*, *inertial armor* (+2 psi), *mind thrust* (11th level)

3/day each: *id insinuation* (+4 psi), *third eye* (+6 psi)

1/day each: *crush psyche*, *inception* (+8 psi)

Actions

Multiattack. The quori makes four pincer attacks.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage and the target is grappled (escape DC 15). The quori has four pincers, each of which can grapple one target.

If a creature is hit by two pincer attacks in one turn, the creature must succeed on a DC 16 Charisma save. On a failure, the creature is incapacitated for 1 round while its mind is filled with doubt and it hears thoughts of self-loathing. A creature with Intelligence 4 or less is unaffected.

Possession (Recharge 6). One humanoid that the quori can see within 5 feet of it must succeed on a DC 16 Charisma saving throw or be possessed by the quori; the quori then disappears, and the target is incapacitated and loses control of its body. The quori now controls the body but doesn't deprive the target of awareness. The quori can't be targeted by any attack, spell, or other effect, except ones that turn fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the quori ends it as a bonus action, or the quori is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the quori reappears in an unoccupied space within 5 feet of the body. The target is immune to this quori's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



Tsoreva (left) and Usvapna (right) quori

WAKING NIGHTMARES

In the current timeline of Eberron, the Region of Dreams is barred from the rest of the multiverse due to the result of an ancient planar catastrophe.

As a consequence, the quori can only interact with the waking world in very limited ways. Their primary tools to do so are their abilities to invade mortal dreams and possess willing vessels. After centuries of manipulation through these methods, the quori have managed to breed a race of people on the material plane that have no mental defenses against possession by quori spirits. These "empty vessels" are the Chosen, rulers of the psionically adept empire of Riedra that dominates the continent of Sarlona. When inhabited by a quori spirit, the Chosen are revered by Riedra's citizens as "the Inspired," who are considered to be near-divine emissaries and prophet-kings.

Through the Unity of Riedra, the Inspired have ordered the construction of the *hanbalani altas*, huge monoliths suffused with psychic energies capable of controlling the dreams of mortals. There is an even more sinister purpose to the monoliths, however. Each one constructed pulls Dal Quor closer to the material plane. As more and more are built, the quori may begin to gain access to the material plane in more ways.

At the DM's option, one such method may be available to psionic characters and NPCs, the project quori spirit psionic power detailed below:

PROJECT QUORI SPIRIT

6th-level metacreativity

Augmenting: *ectoplasmic object*

Psi Cost: 11 psi points

Manifesting Time: 1 minute

Range: 90 feet

Components: A, O

Duration: 1 hour

You draw ectoplasm from the plane of Dal Quor and fashion it into a vessel in the shape of a quori of challenge rating 8 or lower, then invite a matching quori spirit in to possess it, expending the use of their Possession ability. If you know a specific quori's name that you can create a vessel for, you can speak that name when you manifest this power to request that quori to possess the vessel you create, though you might get a different creature anyway (DM's choice).

The vessel appears in an unoccupied space that you can see within range and has identical statistics to the quori that possesses it. It disappears when it drops to 0 hit points or when the power ends.

The quori possessing the vessel is under no compulsion to obey you or be friendly to you. It rolls initiative and has its own turn in combat. Its vessel cannot be dismissed by you. When the vessel disappears, the quori returns to Dal Quor, no worse for wear. If the quori's Possession ability recharges, it may use it to possess another creature. If it does so, the ectoplasmic vessel disappears and this power ends.

Intensify. For every 2 additional psi points you expend when manifesting this augment beyond its minimum cost, you can fashion a vessel for a quori of challenge rating 1 higher than before.



SHULASSAKAR

While psionics has come to dominate the continent of Sarlona with the arrival of the kalashtar and the rise of the Inspired, these were not the first peoples to adopt psionic power in history. Indeed, shrouded in Sarlona's pre-Sundering past is the ancient nation of Khalesh. The people of Khalesh were righteous and just—at least, according to them—and channeled holy power to crusade against the evils of their time. Sages of the Library of Korranberg have identified Khalesh's ancient religion as a "serpent cult," worshipping the celestial couatl and venerating their fight against the demonic forces of Khyber. Unbeknownst to Khalesh's greater population, however, the champions and nobles of their society were infused with the essence of couatls themselves, becoming the shulassakar, whose bloodlines were bestowed with several traits associated with their serpentine idols—some more noticeable than others. Among the more subtle of these traits was the innate psionic power that the couatls themselves possessed.

Hidden People. Despite their psionics and divine aid, the nation of Khalesh was conquered during the Sundering of Sarlona and was eventually subsumed into the Unity of Riedra. The shulassakar themselves were hunted by the Inspired, who ironically accused them of being possessed by *altavars* ("evil spirits").

For The Greater Good. Little is known of where Khalesh's shulassakar went, or if they were the only peoples so blessed by the couatl, but isolated outposts of shulassakar can be found throughout the world—such as the guardians of the ruins of Krezent in the Blade Desert of eastern Khorvaire. Typically these shulassakar have no contact with others of their kind and repel all intruders. The shulassakar can be coldly ruthless in their opposition to evil. If a fiendish evil lurks in a forgotten ruin, the shulassakar are willing to go to any lengths to stop explorers and treasure-seekers from disrupting the seals imprisoning the darkness, up to and including murdering innocents to prevent a demonic apocalypse.

The Corrupted. These righteous champions bear a startling resemblance to another king of serpentfolk—the yuan-ti. Where shulassakar scales are often prismatic in color and accompanied by rainbow feathers—or even full wings—the yuan-ti more straightforwardly resemble terrestrial, venomous snakes. While a connection to the shulassakar has not been proven, some scholars theorize that the yuan-ti may be descended from shulassakar that abandoned their faith in their couatl progenitors, while other sages suggest that yuan-ti might be a similar but completely unrelated kind of creature, whose origins lie in humanoids corrupted or influenced by some demonic serpent.

Shulassakar Psionics. Shulassakar statistics are based on those of the yuan-ti of the *Monster Manual*, but differ in several ways. Most fundamentally, they do not possess the Innate Spellcasting trait of yuan-ti. Instead, they have the Innate Psionic Powers trait.

SHULASSAKAR BLOODSWORN

The bloodsworn are the shulassakar equivalent of yuan-ti purebloods. However, where the purebloods infiltrate human society to seek to weaken and corrupt it, a bloodsworn is a hidden sentinel against the darkness. Bloodsworn make up the bulk of any force of shulassakar, but outside of an isolated fortress-garrison, bloodsworn are extremely rare. The city of Sharn may have only a single bloodsworn disguised among its human population, watching for any sign of demonic corruption.

SHULASSAKAR BLOODSWORN

Medium humanoid (shulassakar), lawful neutral

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3, Stealth +3

Damage Resistances poison, radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common, Draconic

Challenge 1 (200 XP)

Holy Smite (1/Turn). When the shulassakar hits with an attack made with a weapon, it can choose to deal an extra 7 (2d6) radiant damage.

Innate Psionic Powers. The shulassakar's psionic ability is Charisma (power save DC 12). The shulassakar can innately use the following powers:

At will: *aura beacon*, *aura of charm* (affects snakes only)
3/day each: *energy ray* (deals radiant damage only), *post-hypnotic suggestion*

Psionic Resistance. The shulassakar has advantage on saving throws against psionic powers and all other magical effects.

Actions

Multiattack. The shulassakar makes two ranged attacks.

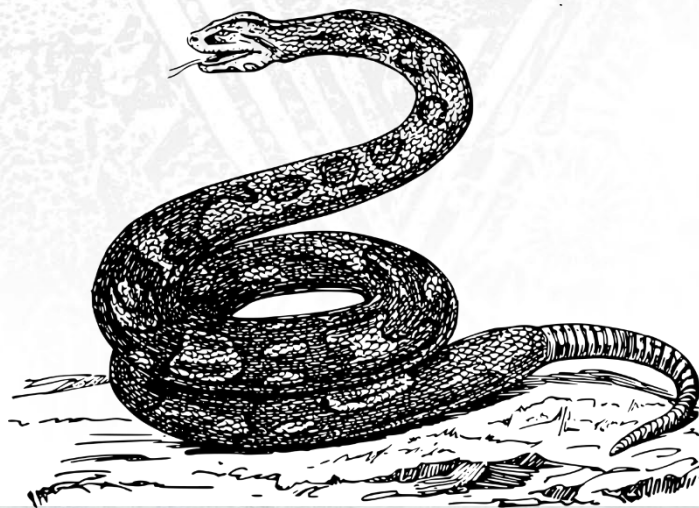
Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

SHULASSAKAR FLAMETOUCHED

Counterparts of yuan-ti malisons, the flametouched are powerful warriors and champions of the shulassakar. The religious beliefs of the shulassakar combine their reverence for the couatl, the Silver Flame, and a belief that worthy souls are reincarnated to continue the fight against evil. Such souls are believed to “touch the Flame” on their way to their next incarnation, and are reborn into a form imbued with much more pronounced couatl-like qualities. These are the “flametouched.”

Just as with yuan-ti malisons, there are several kinds of flametouched shulassakar. Each is believed to represent a stage of reincarnation considered more blessed than the last, further along the path toward a shulassakar soul’s final apotheosis.



SHULASSAKAR FLAMETOUCHED

Medium monstrosity (shulassakar), lawful neutral

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30 ft., 60 ft. fly (Stage 2 only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Persuasion +5, Perception +3

Damage Resistances radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The shulassakar can use its action to polymorph into a Medium snake (winged, if Stage 2), or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It doesn’t change form if it dies.

Innate Psionic Powers (Shulassakar Form Only). The shulassakar’s psionic ability is Charisma (power save DC 13). The shulassakar can innately use the following powers:

At will: *aura beacon*, *aura of charm* (affects snakes only)
3/day: *post-hypnotic suggestion*

Psionic Resistance. The shulassakar has advantage on saving throws against psionic powers and all other magical effects.

Reincarnation Stage. Shulassakar flametouched are incarnated into one of following three stages:

Stage 1: Human body with a snake head

Stage 2: Human head and body with rainbow-feathered wings instead of arms

Stage 3: Human head and upper body with a serpentine lower body instead of legs

Actions for Stage 1

Multiattack (Shulassakar Form Only). The shulassakar makes two ranged attacks or two melee attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Shortsword (Shulassakar Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) radiant damage.

Longbow (Shulassakar Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) radiant damage.

Actions for Stage 2

Multiattack (Shulassakar Form Only). The shulassakar makes two buffet attacks using its wings.

Buffet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 7 (2d6) radiant damage.

Actions for Stage 3

Multiattack (Shulassakar Form Only). The shulassakar makes two ranged attacks or two melee attacks, but can constrict only once.

Bite. (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the shulassakar can’t constrict another target.

Shortsword (Shulassakar Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) radiant damage.

Longbow (Shulassakar Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) radiant damage.

SHULASSAKAR TRANSCENDENT

The blessed equivalent of the yuan-ti abomination is the shulassakar transcendent. These revered individuals are rare, typically found in small councils leading a shulassakar encampment or garrison.

A transcendent appears very similarly to a couatl. However, in addition to its serpentine body and rainbow-feathered wings, it has the powerfully built torsos and arms of a scaled humanoid. The transcendent form is considered the final, “true” form of the shulassakar, embodying the full blessing of the couatl—invested with all of the couatls’ holiness after the shulassakar has gone through countless purifying reincarnations. Though they are dedicated mind, body, and soul to the forces of good, shulassakar transcendent also suffer from the hubris and arrogance typical of mortals raised to believe they are some sort of superior lifeform. They tend to dismiss the possibility of non-shulassakar having any value in the fight against evil, and most of their followers agree.

VARIANT: PSIONIC YUAN-TI

In the world of Eberron, the relationship between yuan-ti, shulassakar, and couatl is not entirely known. The yuan-ti don’t explicitly have a tie to the psionic couatl, so it is not inappropriate to use the non-psionic yuan-ti from the *Monster Manual* as-is.

However, in other settings, and in prior editions of *Dungeons and Dragons*, yuan-ti have been explicitly psionic creatures. If you would like to use the psionic powers in this book to represent psionic yuan-ti, replace the Innate Spellcasting traits of normal yuan-ti with the Innate Psionic Powers traits listed below:

YUAN-TI ABOMINATION

Innate Psionic Powers (Abomination Form Only). The yuan-ti’s psionic ability is Charisma (power save DC 15). It can innately use the following powers:

At will: *aura of charm* (affects snakes only)
3/day: *aura of awe*
1/day: *fearful recall*

YUAN-TI MALISON

Innate Psionic Powers (Yuan-ti Form Only). The yuan-ti’s psionic ability is Charisma (power save DC 13). It can innately use the following powers:

At will: *aura of charm* (affects snakes only)
3/day: *post-hypnotic suggestion*

YUAN-TI PUREBLOOD

Innate Psionic Powers. The yuan-ti’s psionic ability is Charisma (power save DC 12). It can innately use the following powers:

At will: *aura of charm* (affects snakes only), *primal metabolism* (may only expel poisonous vapor, and only 3/day)
3/day: *post-hypnotic suggestion*

SHULASSAKAR TRANSCENDENT

Large monstrosity (shulassakar), lawful neutral

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., 60 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Persuasion +7

Damage Immunities poison, radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The shulassakar can use its action to polymorph into a Large winged snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It doesn’t change form if it dies.

Innate Psionic Powers (Transcendent Form Only). The shulassakar’s psionic ability is Charisma (power save DC 15). The shulassakar can innately use the following powers:

At will: *aura beacon*, *aura of charm* (affects snakes only)
3/day: *aura of awe*
1/day: *aura of comfort*

Psionic Resistance. The shulassakar has advantage on saving throws against psionic powers and all other magical effects.

Actions

Multiattack (Transcendent Form Only). The shulassakar makes two ranged attacks or three melee attacks, but can use its bite, shortsword, and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the shulassakar can’t constrict another target.

Shortsword (Transcendent Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 5 (1d10) radiant damage.

Longbow (Transcendent Form Only). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 10 (3d6) radiant damage.

SPECTRAL SAVANT

Spectral savants appear as thin, shadowy silhouettes of the humanoids they once were, but are far more dangerous than any normal undead shadow. They are the remains of powerful psions that succeeded in finding a way to preserve their intellect past death. But such immortality comes with a steep cost.

Psychic Parasites. Though the psion's intellect and knowledge are maintained by the power of the spectral savant's necromantic animus, the creature no longer possesses the psionic potential to manifest its own powers. Thus stricken, the spectral savant hunts for others capable of channeling psionic or magical power, to feed on their potential. Once it has drained a victim, a spectral savant may once more manifest the psionic abilities it worked so hard to preserve for all time. Each manifestation, however, drains its reserve, requiring it to seek out more prey to replenish its psionic power.

Undead Nature. A spectral savant doesn't require air, food, drink, or sleep.



SPECTRAL SAVANT

Medium undead, any alignment

Armor Class 11

Hit Points 49 (11d8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	20 (+5)	12 (+1)	17 (+3)

Saving Throws Dex +7, Wis +4

Skills Arcana +11, History +8, Nature +8

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 7 (2,900 XP)

Psionic Powers. The spectral savant is an 11th-level psionic character. Its psionic ability is Intelligence (power save DC 16, +8 to hit with power attacks). It has no psi point maximum but starts with 0 psi points, and it has a psi limit of 11. It knows the following psion talents and powers that augment them:

Energy ray: cryo wave (3+), energy wave (5+), immolate self (8), pyrokinesis (1+), synaptic arc (1+), ultrasonic boom (9+)

Ectoplasmic object: ectoplasmic repair (1+), spectral shell (7), spectral wall (1+), spectral web (3),

Inertial transference: inertial armor (3+), inertial barrier (3), gravitic spike (9)

Psychic hammer: telekinetic clutch (3), telekinetic lance (1+), telekinetic push (1+)

Sixth sense: destiny deluge (5), third eye (5+), thought projection (7+)

Speed of thought: baleful transposition (5), sudden step (5)

Incorporeal Movement. The spectral savant 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.

Actions

Multiattack. The spectral savant makes a Power Drain attack, then manifests or casts a psionic power it knows with a casting or manifesting time of 1 action or less.

Power Drain. *Melee Power Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) psychic damage and the spectral savant drains psionic or magical energy from the target as follows:

- If the target has a psi point reserve, it loses up to 11 psi points from it, and the spectral savant gains the same number of psi points.
- If the target has no psi point reserve but does have innate psionic powers, it loses one use of its least frequently available power remaining, and the savant gains psi points equal to that power's minimum cost, plus any extra psi noted, up to a maximum of 11 psi points.
- If the target has no innate psionic powers or psi point reserve, but has innate spellcasting, it loses a use of the highest level spell it has remaining uses of, and the spectral savant gains a number of psi points equal to twice the spell level of the target's lost spell, up to a maximum of 11 psi points.
- If the target has no psionic abilities or innate spellcasting, but has spell slots, it loses its highest level spell slot and the spectral savant gains a number of psi points equal to twice the spell level of the lost spell slot, up to a maximum of 11 psi points.
- If the target has no psionic or spellcasting abilities, the spectral savant gains no psi points.



THOUGHT HUNTERS

Thought hunters are quadrupedal aberrations from the Border Ethereal that hunt sentient creatures on the Material Plane. Their flesh and muscles are made from translucent ectoplasm, leaving their feline skeletons and avian skulls visible inside them.

Mental Diet. Thought hunters consume minds for sustenance, replenishing the thought-matter that makes up most of their bodies. They lie in wait on the Border Ethereal for a sentient creature—or more preferably, a psionic one—to enter their territory, then stalk them as prey.

Mysterious Origin. While it was once believed that thought hunters originated from the Xoriat invasion of Khorvaire during the Age of Monsters—due to historical records of post-Dhakaani goblinoids describing their predation by these aberrations—recent expeditions into Xen'drik indicate that thought hunters have preyed upon natives of the Shattered Land for millennia prior to those accounts. Professors of xenobiology at the Library of Korranberg also point to the lack of susceptibility to byeshk as evidence that thought eaters do not share an origin with the creatures of Xoriat.

Ectoplasmic Dissolution. Most of a thought hunter's body is made from ectoplasm, which naturally dissolves in the Material Plane. Thought hunters can maintain their physical forms for a short time when attacking prey on Eberron, and must then retreat into the Ethereal Plane.

THOUGHT EATER

Thought eaters are, thankfully, the more common breed of thought hunter. These sleek predatory hunters are about the size of a mountain lion or bobcat, with a sharp, vulture-like beak and glowing eyes.

Mind Sustenance. Thought eaters prefer to hunt weaker prey, siphoning mental capacity with a touch of its beak. A thought eater needs to drain only 14 psi points or reduce Intelligence scores by a total of 4 each week to survive. If it finds it has misjudged the difficulty of consuming a creature's mind, it is likely to flee into the Ethereal Plane.

Ectoplasmic Nature. A thought eater can survive on the material plane for up to 1 minute. If it is prevented from returning to the Ethereal Plane after this time, it completely dissolves and dies.

THOUGHT SLAYER

Thought slayers are by far the deadlier breed of thought hunter, able to completely devour the psyche of their prey with a mere look. They are apex predators, the size of mammoth but with the power and build of a tiger or lion and a massive, eagle-like beak.

Mind Gorge. Thought slayers make their lairs in the Deep Ethereal, and hibernate for years. When they wake, they travel to the Border Ethereal and begin stalking prey, gorging themselves on the psyches of dozens of humanoids before returning to hibernation.

Ectoplasmic Nature. A thought slayer can survive on the material plane for up to 10 minutes. If it is prevented from returning to the Ethereal Plane after this time, it completely dissolves and dies.

THOUGHT EATER

Small aberration, neutral

Armor Class 15 (natural armor)

Hit Points 28 (8d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	11 (+0)	7 (-2)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Ethereal Jaunt. As a bonus action, the thought eater can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Innate Psionic Powers. The thought eater's psionic ability is Charisma (power save DC 13). The thought eater can innately use the following powers:

At will: *aura sight*, *precognition*, *psychic daze*
3/day: *intellect fortress*

Actions

Thought Drain. *Melee Power Attack:* +6 to hit, reach 5 ft., one target. *Hit:* the target loses 7 (2d6) psi points. If the target does not have any psi points, its Intelligence score is reduced by 1d4 instead. A target reduced to an Intelligence score of 0 is knocked unconscious. The reduction of the target's Intelligence lasts until the target finishes a short or long rest.

THOUGHT SLAYER

Huge aberration, neutral

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	21 (+5)	7 (-2)	12 (+1)	18 (+4)

Skills Athletics +9, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 12 (8,400 XP)

Ethereal Jaunt. As a bonus action, the thought slayer can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Innate Psionic Powers. The thought slayer's psionic ability is Charisma (power save DC 16). The thought slayer can innately use the following powers:

At will: *aura sight*, *blind spot*, *psychic daze*, *mind thrust* (17th level)
3/day each: *body adjustment* (+4 psi), *body equilibrium* (+4 psi), *intellect fortress*, *precognition*
1/day: *vanishing*

Mind-Consuming Gaze. When a creature that can see the thought slayer's eyes starts its turn within 30 feet of the thought slayer, the thought slayer can magically force it to make a DC 16 Charisma saving throw if the thought slayer isn't incapacitated and can see the creature, and if they are on the same plane of existence. If the saving throw fails by 5 or more, the creature instantly dies. Otherwise, a creature that fails the save starts to have its psyche drained by the thought slayer and is stunned. The stunned creature must repeat the saving throw at the end of its next turn, instantly dying on a failure or ending the effect on a success.

Unless surprised or incapacitated, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the thought slayer until the start of its next turn, when it can avert its eyes again. If the creature looks at the thought slayer in the meantime, it must immediately make the save.

Creatures resistant to psychic damage have advantage on saving throws to resist this effect, while creatures that are immune to psychic damage are immune to it.

Actions

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage.

THRI-KREEN, PSIONIC

Thri-kreen are a mysterious mantis-like people native to Xen'drik, the Shattered Land. Evidence in and beneath Stormreach suggests that the mantis-folk once had a great civilization. The thri-kreen, as ever, are silent on the matter. In the current day, thri-kreen make their home far from the jungle coastline around Stormreach, and instead lead nomadic lives in Xen'drik's great Menechtarun desert.

Psionic Thri-Kreen. The thri-kreen of Xen'drik exhibit psionic powers and have different traits and abilities from the standard thri-kreen, most notably the Innate Psionic Powers trait.

PSIONIC THRI-KREEN

Medium humanoid (thri-kreen), any alignment

Armor Class 16 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	16 (+3)	8 (–1)

Skills Perception +5, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Thri-kreen

Challenge 1 (200 XP)

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.

Innate Psionic Powers. The thri-kreen's psionic ability is Wisdom (power save DC 13, +5 to hit with power attacks). The thri-kreen can innately use the following powers:

At will: *blind spot*, *discern position*, *primal metabolism* (5th level), *psionic leap*
1/day each: *bestial claws* (+3 psi), *obscure*

Actions

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws.

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 in this way. The poisoned target can repeat the saving throw on 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.



UNBODIED

The unbodied are a race of people with no physical form. Pure unshackled consciousness, they roam the Material Plane as living figments of their own imaginations.

False Enlightenment. The unbodied are a fable to the people of Adar, the mountainous region of southern Sarlona known for its refugees and monastic adepts. It is whispered among the Adarans that the unbodied are the cursed monks of an ancient monastery that existed long before the kalashtar and Inspired came to Sarlona. The mystic leaders of this monastery guided the others in a meditation to manifest a communal psionic power unknown to modern day psions and mystics, one that promised all who participated in it true enlightenment. When the ritual was completed, the monks indeed cast off their mortal bodies, but rather than transcending to a higher realm of existence, their consciousnesses became mired in the physical realm. Divested of their mortal bodies, but not their mortal wants and needs, they now wander aimlessly, unable to attain the enlightenment they desired.

Divested Desire. Some who hear the tale of the unbodied insist that there is another explanation for the events that unfolded

countless millennia ago. To these contrarians, the unbodied are not evidence of a failed ritual, but rather a sign of its success. The monks who transcended divested themselves not only of their physical bodies, but also their desires. These desires now float, independent and bodiless, on their own. The higher consciousnesses of those ancient monks, thus free of all desire, were able to transcend mortal existence. To proponents of this version of the tale, the ancient psionic ritual of the unbodied remains the promise of true enlightenment, and they seek the location of the time-lost monastery in which the psionic ritual was manifested for clues on how to reenact it.

Cogito Ergo Sum. An unbodied exists as an incorporeal entity not unlike a ghost, though it is not undead. It can appear to observation to be anything it desires to be, but its body is pure telepathic illusion, and would not hold up to even cursory physical examination. When an unbodied makes itself known, it typically looks like a gorgeous human of Adaran ethnicity, but the only true limit on an unbodied's appearance is its imagination.

Unbodied Nature. An unbodied doesn't require air, food, drink, or sleep.

UNBODIED

Medium monstrosity, any alignment

Armor Class 12 (14 with *inertial armor*)

Hit Points 52 (8d8 + 16)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	15 (+2)	14 (+2)	14 (+2)	19 (+4)	18 (+4)

Saving Throws Int +4, Wis +6, Cha +6

Skills Deception +6, Insight +6, Persuasion +6, Perception +6

Damage Immunities psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses passive Perception 16

Languages any one language (usually Riedran), telepathy 120 ft.

Challenge 3 (2,900 XP)

Incorporeal Movement. The unbodied 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.

Psionic Powers. The unbodied is a 4th-level psionic character. Its psionic ability is Wisdom (power save DC 14, +6 to hit with power attacks). It has a psi point maximum of 20 and a psi limit of 4. It knows the following empath talents and powers that augment them:

Aura beacon: aura of charm (1+)

Inertial transference: inertial armor (3)

Psychic hammer: telekinetic lance (1+), *telekinetic clutch* (3)

Psychic static: empathic shield (1+), *incite fury* (1+), *unsettling presence* (3)

Sixth sense: destiny dissonance (2), *discern position* (1), *precognition* (2)

Telekinetic Touch. The unbodied can telekinetically manipulate unattended objects within 30 feet of it, moving them to another location within the same range, in any orientation it desires. It can affect up to three objects simultaneously, but it can only affect up to 250 pounds of matter at once. If the unbodied uses this ability to manipulate weapons and shields in its own space and melee reach, it can wield them as effectively as a creature with a body could.

Veiled Consciousness. The unbodied is immune to all divination and clairsentience effects, including truesight.

Psychic Rejuvenation. If the unbodied is reduced to 0 hit points, it discorporates and reforms 1d6 days later, regaining all of its hit points. Reducing an unbodied to 0 hit points while it is under the effects of the *shatter mental defenses* power prevents this trait from functioning, permanently destroying the unbodied.

Actions

Disruption. *Melee Power Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) force damage.

Assume Likeness. The unbodied can change its appearance into any Small, Medium, or Large creature. Weapons, armor, clothing, or other details appropriate to its new likeness are included in the change. Most unbodied prefer an attractive humanoid likeness. An unbodied does not have a true shape. This likeness is an intangible illusion telepathically projected into the minds of all creatures that can see the unbodied. The unbodied remains in a likeness until it takes another action to change it. Its statistics, other than its size, are the same in each form.

PSIONIC NPCs

This section contains statistics for various humanoid nonplayer characters (NPCs) with psionic capabilities that adventurers might encounter in a DUNGEONS & DRAGONS campaign that makes use of the psionic rules presented in this book. These stat blocks can be used to represent both human and nonhuman NPCs and can be customized in the ways detailed in Appendix B of the Monster Manual, as well as one new way, detailed below.

Power Swaps. A new way to customize a psionic NPC is to replace one or more of the talents or powers it knows from a class. You can substitute any power on the NPC's power list with a different power of the same level from the same class list. Ensure that any new 1st-level or higher power you select augments a psionic talent the NPC already knows, or else swap out a talent for a new one and select new augments for it. Swapping powers in this manner doesn't alter an NPC's challenge rating.



EMPATH

Medium humanoid (any race), any alignment

Armor Class 17 (shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Wis +7, Cha +5

Skills Insight +7, Perception +7, Persuasion +5

Senses passive Perception 17

Languages any two languages

Challenge 8 (3,900 XP)

Focused Defense. While the empath is wearing no armor and is focusing on a psionic talent, its AC includes its Wisdom modifier (included above).

Psionic Powers. The empath is a 10th-level psionic character. Its psionic ability is Wisdom (power save DC 15, +7 to hit with power attacks). It has a psi point maximum of 82 and a psi limit of 10. It knows the following empath talents and powers that augment them:

Aura beacon: aura of charm (1+), aura of comfort (2), aura of malice (7+)

Inertial transference: decelerate (3+), gravitic field (6+)

Mindlink: metaconcert (1+), telepathic slap (1+)

Mystic displacement: dissipating touch (3+), mystic anchor (7+), mystic caravan (9), mystic traveler (1), temporal shunt (5+)

Sixth sense: discern position (1), precognition (2), psychometric touch (3), third eye (5+), thought projection (7+), psychometric sense (9)

Wild talent: aura sight (3)

Actions

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Empaths are powerful telepaths that intuit the world around them in terms of emotions and mystical impressions. In Sarlona, empaths are either feared for their ability to influence the minds of others, or respected for their emotional intuition and clairvoyant knowledge. In Khorvaire, where psionics aren't as well known or understood, empaths are often assumed to be occult shamans or witches.

LURK

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +5

Skills Acrobatics +9, Deception +6, Perception +6, Stealth +9

Senses passive Perception 16

Languages Thieves' cant plus any two languages

Challenge 6 (2,300 XP)

Psionic Sneak Attack (1/Turn). The lurk deals an extra 14 (4d6) psychic damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the lurk that isn't incapacitated and the lurk doesn't have disadvantage on the attack roll.

Psionic Powers. The lurk is a 7th-level psionic character. Its psionic ability is Intelligence (power save DC 13, +5 to hit with power attacks). It has a psi point maximum of 16 and a psi limit of 4. It knows the following lurk talents and powers that augment them:

Blind spot: psychosomatic haze (1+)

Speed of thought: nomadic shift (1+)

True shot: charged shot (1+), mystic ammunition (3), prescient shot (2)

Actions

Multiattack. The lurk makes two light crossbow attacks (ignoring the weapon's loading property).

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

Light Crossbow. Ranged Weapon Attack: +6 to hit (or +7 to hit with *mystic ammunition*), range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 8 (1d8 + 4) magical piercing damage with *mystic ammunition*.

Reactions

Uncanny Dodge. The lurk halves the damage that it takes from an attack that hits it. The lurk must be able to see the attacker.

Lurks act as spies and assassins, using their psionic potential to cloud to perceptions of their targets or witnesses and deliver deadly charged attacks. Many lurks operating in Khorvaire are agents of the Dreaming Dark, but a fair number of them are changelings who have unlocked their latent psychic powers and work for the governments of the Five Nations or even the Cabinet of Faces, a shadowy cabal of changelings and doppelgangers.

MINDBLADE ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	11 (+0)	18 (+4)	10 (+0)

Skills Arcana +2, Acrobatics +4

Senses passive Perception 11

Languages any one language (usually Common or Riedran)

Challenge 3 (700 XP)

Student of the Mindblade. When the adept casts *mindblade*, it creates two mindblades and each has the thrown property (range 30/90).

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Innate Psionic Powers. The adept's psionic ability is Wisdom (power save DC 14, +6 to hit with power attacks). The adept can innately use the following powers:

At will: *mindblade*

3/day each: *psychic strike*, *sudden step*

Actions

Multiattack. The adept makes two attacks with its mindblades, each of which can be either a melee or ranged attack.

Mindblade. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 8 (1d8 + 4) slashing or piercing damage (adept's choice).

Mindblade adepts are monastic students who channel their ki into blades of solidified psionic potential. The monasteries nestled into the mountainous refuge of Adar train all martial students with burgeoning psionic talents in the art of manifesting and wielding mindblades, but only a rare few are ever able to finish their training.

MYSTIC

Medium humanoid (any race), any alignment

Armor Class 15 (shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	10 (+0)	15 (+2)	11 (+0)

Skills Insight +4, Perception +4, Persuasion +2

Senses passive Perception 14

Languages any two languages

Challenge 2 (450 XP)

Focused Defense. While the mystic is wearing no armor and is focusing on a psionic talent, its AC includes its Wisdom modifier (included above).

Psionic Powers. The mystic is a 4th-level psionic character. Its psionic ability is Wisdom (power save DC 12, +4 to hit with power attacks). It has a psi point maximum of 20 and a psi limit of 4. It knows the following empath talents and powers that augment them:

Aura beacon: aura of charm (1+)

Autonomous vitality: vital surge (1+), *vitality transfer* (3+)

Mindlink: telepathic slap (1+)

Psychic static: empathic shield (1+), *incite fury* (1+)

Sixth sense: destiny dissonance (2), *discern position* (1), *precognition* (2), *psychometric touch* (3)

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Mystics are valued members of communities, using their psionic talents to heal the wounded, find missing objects and people, and provide spiritual guidance. Monasteries in Adar often count mystics amongst their adherents, guiding other monastic students in spiritual transcendence while they hone their martial abilities.

PSION

Medium humanoid (any race), any alignment

Armor Class 10 (16 with *inertial armor**)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, Insight +4

Senses passive Perception 11

Languages any two languages

Challenge 6 (2,300 XP)

Psionic Powers. The psion is a 7th-level psionic character. Its psionic ability is Intelligence (power save DC 14, +6 to hit with power attacks). It has a psi point maximum of 46 and a psi limit of 8. It knows the following psion talents and powers that augment them:

Ectoplasmic object: spectral wall (1+), *spectral web* (3)

Imbue psicrystal

Inertial transference: decelerate (3+), *inertial armor* (3+)*

Mindlink: absolute terror (5+), *compel confession* (2), *metaconcert* (1+), *mislead* (2), *read thoughts* (3), *telepathic slap* (1+)

Psychic hammer: negate (5+), *telekinetic clutch* (3), *telekinetic lance* (1+), *telekinetic wave* (7)

* This power is manifested and intensified before combat. The psion as 39 psi points remaining.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if wielded with two hands.

Psions discipline their minds to unlock psionic powers. They are uncommon in societies that make extensive use of arcane magic, but where spellcasting is limited or suffers under a social stigma (such as the continent of Sarlona in Eberron, or perhaps in a world where arcane magic is illegal or fundamentally dangerous), psionic arts offer a pathway to power for the studious and learned.



PSION PRIME

Medium humanoid (any race), any alignment

Armor Class 11 (17 with inertial armor*)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	15 (+2)

Saving Throws Int +9, Wis +7

Skills Arcana +9, Insight +7

Senses passive Perception 11

Languages any two languages

Challenge 12 (8,400 XP)

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

Psionic Powers. The psion is a 18th-level psionic character. Its psionic ability is Intelligence (power save DC 17, +9 to hit with power attacks). It has a psi point maximum of 152 and a psi limit of 10. It knows the following psion talents and powers that augment them:

Aura beacon: psychic reformation (11),

Energy ray: energy wave (5+)

Imbue psicrystal

*Inertial transference: gravitic field (6+), inertial armor (3+)**

Mind thrust: apathy impulse (7+), crush psyche (13), microcosm (17), mind blast (7), psionic blast (1+), shatter mental defenses (11), telepathic weight (9+)

Mindlink: assume control (9), correspond (7+), death urge (11), metaconcert (1+), mind probe (13), missive (3), post-hypnotic suggestion (7), read thoughts (3), telepathic slap (1+)

Mystic displacement: mystic anchor (7+), mystic caravan (9), mystic diversion (13), mystic traveler (1), temporal reset (15)
Psychic hammer: negate (5+), shatter invisibility (5), telekinetic clutch (3), telekinetic push (1+)

* This power is manifested and intensified before combat. The psion has 143 psi points remaining.

Prime Manifestation (3/day). As part of manifesting a psionic power, the psion can increase its psi limit by 4. The second time this ability is used in a day, it increases the psion's psi limit by 6, and the third time by 8.

Actions

Multiattack. If the psion is focusing on energy ray, it may make four energy ray attacks.

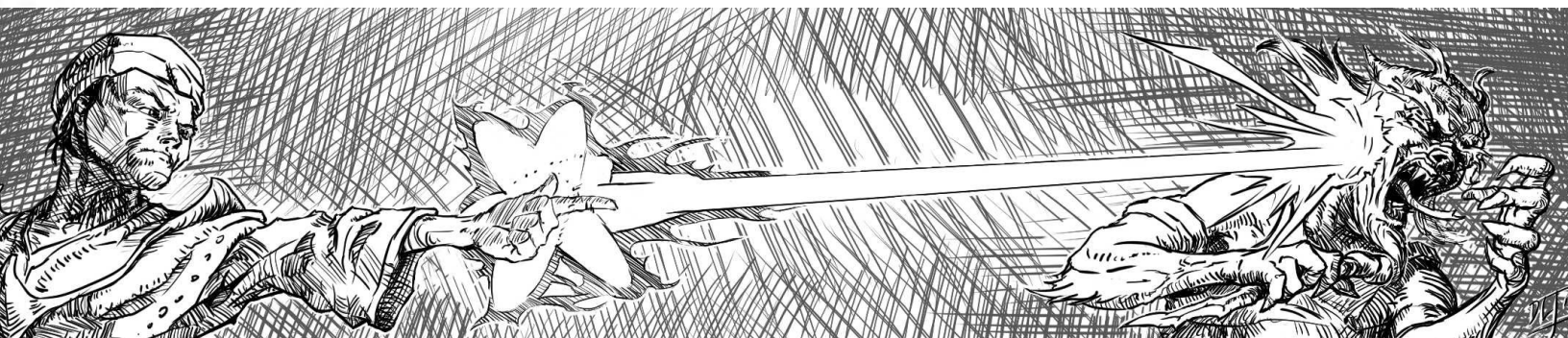
Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

Energy Ray (Psionic Talent). *Ranged Power Attack:* +9 to hit, ranged 90 ft., one target. *Hit:* 9 (1d8 + 5) cold, fire, lightning, or thunder damage (psion's choice).

Actions

Dominance (Recharge 5-6). When the psion affects a creature with a telepathy power that allows a saving throw to resist its effects, the psion can impose disadvantage on the creature's saving throw.

A **psion prime** is a genius scholar of the mind. These extraordinarily powerful psychics can control energy, matter, and the thoughts of others with a mere whim, and some are even whispered to be able to restructure reality or time. In Sarlona, psion primes are almost exclusively found in the Unity of Riedra as immensely powerful hosts for kalaraq quori, though some of the most fortified of Adar's monasteries might have a psion prime as their master.



PSYCHIC WARRIOR

Medium humanoid (any race), any alignment

Armor Class 17 (splint armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Str +6, Con +5, Cha +6

Skills Athletics +6, Perception +3

Senses passive Perception 13

Languages any one language (usually Common or Riedran)

Challenge 5 (1,800 XP)

Psionic Powers. The psychic warrior is a 9th-level psionic character. Its psionic ability is Intelligence (power save DC 14, +6 to hit with power attacks). It has a psi point maximum of 16 and a psi limit of 4. It knows the following adamant and the powers that augment them (indicating their psi cost):

Battle trance: brute strike (1+), *enmity feedback* (1+), *psychokinetic weapon* (3)

Verve: body adjustment (1+), *psionic leap* (1+), *stomp* (2+)

Actions

Multiattack. The psychic warrior makes two attacks with its glaive.

Glaive. *Melee Weapon Attack:* +6 to hit (or +7 to hit with *psychokinetic weapon*), reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or 9 (1d10 + 4) magical slashing damage with *psychokinetic weapon*.

Psychic warriors strengthen their minds and bodies in equal accord, charging into the fray to deliver psionically charged blows. In Sarlona, psychic warriors can be found on both sides of the conflicts between the Empire of Riedra and its rebels or Adar, serving as elite shock troops. In Khorvaire, cults dedicated to the powers of madness may train psychic warriors as enforcers and guardians, counting on their unnatural abilities to safeguard their unspeakable rites and rituals.

SOULKNIFE

Medium humanoid (any race), any alignment

Armor Class 18

Hit Points 130 (20d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	11 (+0)	20 (+5)	14 (+2)

Saving Throws Dex +7, Wis +9, Cha +6

Skills Arcana +4, Acrobatics +7, Insight +9, Stealth +7

Senses passive Perception 15

Languages any one language (usually Common or Riedran)

Challenge 10 (5,900 XP)

Unarmored Defense. While the soulknife is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Manifest Soul. When the soulknife casts *mindblade*, it creates two mindblades that deal either radiant or necrotic damage (soulknife's choice). Each mindblade also has the thrown property (range 30/90).

Innate Psionic Powers. The soulknife's psionic ability is Wisdom (power save DC 17, +9 to hit with power attacks). The soulknife can innately use the following powers:

At will: *mindblade*

3/day each: *duodimensional blade*, *psychic strike* (+8 psi), *sudden step*

2/day each: *bladestorm*, *baleful displacement* (+14 psi), *nomadic shift* (+14 psi)

1/day: *psychic siphon*

Actions

Multiattack. The soulknife makes four attacks with its mindblades, each of which can be either a melee or ranged attack.

Mindblade. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 9 (1d8 + 5) slashing, piercing, necrotic, or radiant damage (soulknife's choice).

A **soulknife** is a transcendent warrior, stepping through time and space to strike their foes with the razor edge of their psionic might. Soulknives are considered the champions of the kalashtar and Adaran peoples, the most vaunted of their heroes in the fight against the Inspired. Among the Dreaming Dark, soulknives make for some of the deadliest assassins they have, able to merely step beyond fortifications and guards to reach their targets and sever their psyches from their bodies.

WILD SAVANT

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, Insight +3

Senses passive Perception 11

Languages any one language (usually Common or Riedran)

Challenge 1/2 (100 XP)

Psionic Powers. The savant is a 1st-level psionic character. Its psionic ability is Intelligence (power save DC 12, +4 to hit with power attacks). It has a psi point maximum of 4 and a psi limit of 2. It knows the following psion talents and powers that augment them:

Mindlink: metaconcert (1+), telepathic slap (1+)

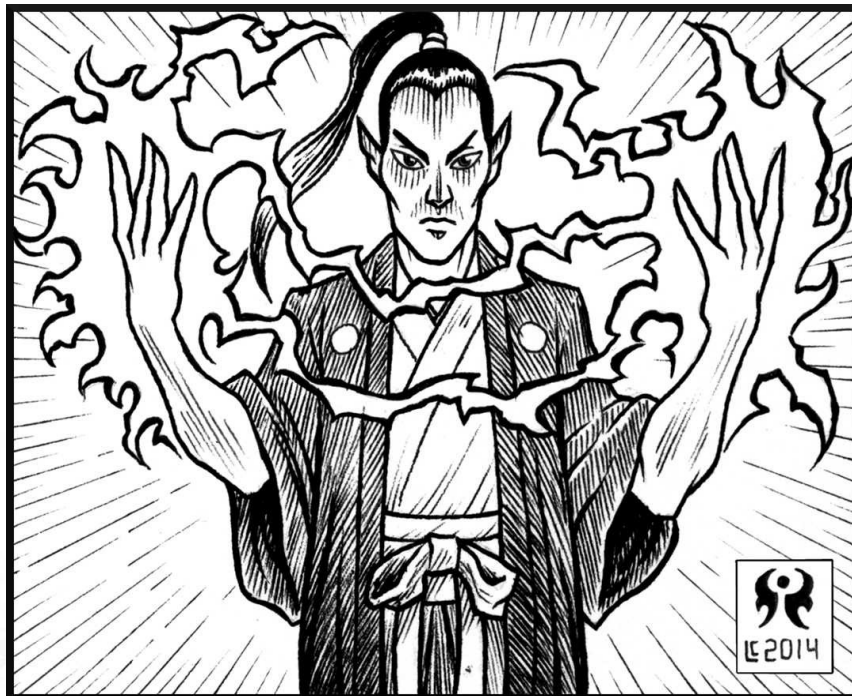
Psychic hammer: telekinetic lance (1,

Wild talent: body equilibrium (2), umbra sight (2)

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

While most psionic characters purposely hone their minds to draw out psychic abilities, the potential for psionic power exists within all sentient minds. When power manifests spontaneously in an individual, they are often called a **wild savant**. Wild savants can appear anywhere in the world, but they are more likely to understand their abilities and increase their powers in communities that understand psychic abilities, such as the various nations of Sarlona or within cults of the Dragon Below dedicated to, or lead by, psionic aberrations from Xoriat.



QUORI-POSSESSED NPCs

The Quori have two kinds of hosts available to them for extraplanar possession: normal, willing humanoid, and the eugenically created Chosen bloodlines.

The Willing. In the current timeline of Eberron, the quori have managed to manipulate events in the material plane to direct the construction of numerous monuments known as the hanbalani altas. These structures act as a planar anchor between Eberron and Dal Quor, drawing the Region of Dreams metaphysically closer to the material plane. Because of this increased proximity, the quori have recently gained the ability to possess willing humanoids when they dream.

Hashalaq quori are typically the first to make contact with the mind of a sleeping mortal. The hashalaq caste's natural talent for empathic psionic powers allows them to find and exploit the prospective vessel's weaknesses and flaws. Eventually, through this manipulation, the host may concede to the quori and allow possession. Though hashalaqs often set up the deal, they are not always the ones to actually possess the host. Tsuchora quori are the agents of the Dreaming Dark that most frequently infiltrate Khorvairian society through the use of humanoid hosts, though examples of all castes exist on the material plane, possessing willing hosts, and carrying out the agenda of the Dreaming Dark.

When possessing a willing host, the quori gains complete control over the body. It cannot be forced out by a host that becomes unwilling after the quori is already inhabiting its body.

The Chosen. Over centuries of manipulation, the Quori have directed several human bloodlines to intermingle with just the right traces of fiendish and elven blood to create the perfect mortal hosts for a possessing quori spirit.

These carefully engineered hosts, called "empty vessels" by the quori and "the Chosen" by those they rule, are the second highest caste of society in the Unity of Riedra. The Chosen are raised in the lap of luxury and conditioned to accept and look forward to their

possession by the quori, though this is more of a precautionary measure; Chosen are eugenically engineered to have no mental or spiritual defense whatsoever against possession by quori spirits.

In Riedra, the only beings with more authority, influence, and privilege than the Chosen are those among them inhabited by what the cowed population calls the *il-altas* or "great spirits." These Chosen, thus possessed, are called the Inspired, and the spirits that inhabit them are not divine beings, but the Quori.

WILLING HOSTS

Willingly possessed humanoid NPCs use the basic rules for the quori's Possession ability, except that the quori can make full use of the host's knowledge, class features, and traits. These hosts are not the Inspired, but regular humanoids used as deep cover agents of the Dreaming Dark. The vast majority of possessed quori hosts in Khorvaire are willing humanoids, not Inspired.

Because they don't dream or sleep, kalashtar, thri-kreen, warforged, and full-blooded elves cannot be willingly possessed by a quori that resides on Dal Quor, as these races do not psychically project into the plane.

If possession of a willing humanoid host ends, the quori is transported to Dal Quor and must wait for the host to go to sleep and begin dreaming before it can attempt to possess it again.



INSPIRED NPCs

Unlike a normal humanoid host, the Chosen were specifically engineered to be ideal vessels, allowing the quori to retain a greater measure of their power while possessing them. These are the Inspired.

Empty Vessel. The Chosen are the perfect vessels for quori for two very important reasons:

First, a Chosen is always considered a willing host, regardless of its actual disposition or intent. It is never allowed to make a saving throw to resist a quori's Possession, failing automatically instead. However, each Chosen bloodline is keyed to a specific quori spirit, and this vulnerability only applies when a Chosen's keyed quori attempts possession. Against another quori's attempt at possession, the Chosen still need not be actually willing as other humanoid hosts must, but it can choose to make a saving throw to resist possession (though the Chosen are culturally predisposed to accepting a "guest" quori).

Second, Chosen are always psychically projecting into Dal Quor subconsciously, even while fully awake, allowing a quori to possess a Chosen any time of day or night. Thus, if a possessing quori spirit is ejected from a Chosen vessel, the Quori can use its Possession ability to re-inhabit the Chosen almost instantly, without needing to wait for the Chosen to go to sleep.

Inspiration. The Inspired presented in *Eberron: Rising from the Last War* is a mid-level diplomat or soldier of Riedra, but any generic NPC can represent a Chosen host. Typically Chosen are not trained as spellcasters, as the Unity of Riedra vilifies spellcasting. Instead, most of Sarlona's Chosen and Inspired would be made from non-spellcasting NPCs or the psionic NPC statistics provided earlier in this chapter.

A DM may create an Inspired by applying the effects of the quori's Possession ability to a Chosen NPC, except that the quori can make full use of the Chosen's knowledge, class features, and traits. Furthermore, an Inspired NPC has resistance to psychic damage and cannot be charmed or frightened. In addition, an Inspired NPC has the Dual Mind trait plus one or more additional traits depending on which type of quori is possessing the host, noted below:

Dual Mind. While possessed by a quori, the Inspired has advantage on Wisdom saving throws.

DU'ULORA

All-Around Vision. The Inspired can't be surprised.

Innate Psionic Powers. The Inspired's psionic ability is Charisma (power save DC 8 + proficiency + Charisma modifier). It can innately use the following powers, requiring no focus or psi points:

At will: *implant beacon*

1/day: *absolute terror*

HASHALAQ

Suggestion (3/Day). The Inspired can innately manifest the *post-hypnotic suggestion* power (power save DC 8 + proficiency + Charisma modifier), requiring no focus or psi points.

KALARAQ

All-Around Vision. The Inspired can't be surprised.

Mind Seed (1/Day). The Inspired can innately manifest the *mind seed* power (power save DC 8 + proficiency + Charisma modifier), requiring no focus or psi points.

TSOREVA

Natural Mindblades. The Inspired can cast the *mindblade* psionic talent, and when it does it may create two mindblades instead of one.

If the Inspired already has a multiattack option, it may replace any of the attacks noted in its multiattack with mindblade attacks.

TSUCORA

Pandemonium (1/Day). The Inspired can innately manifest the *pandemonium* power (power save DC 8 + proficiency + Charisma modifier), requiring no focus or psi points.

USVAPNA

Mind Schism. The Inspired can focus on two psionic talents at once.

Inception (1/Day). The Inspired can innately manifest the *inception* power (power save DC 8 + proficiency + Charisma modifier), requiring no focus or psi points.



CHOSEN RACIAL TRAITS

If the DM wishes to create an Inspired NPC from scratch using class levels, they may begin with the below racial statistics for the Chosen. While these are presented in the same format as racial statistics for player character races, it is not recommended to let players play a Chosen since they could lose control of their character to a possessing quori spirit at any moment, with no chance to resist, for an indefinite duration. However, if player and DM are willing to work together, such a character could offer rare roleplay opportunities for a psionic Eberron campaign.

Ability Score Increases. The Chosen's Intelligence and Charisma scores each increase by 2.

Age. Due to their mixed bloodlines, Chosen mature slightly faster and live twice as long as regular humans.

Alignment. Even before being possessed by their quori spirits, Chosen are raised to be arrogant, with an underdeveloped sense of empathy. They are typically lawful evil or neutral evil.

Size. Chosen are humans, but taller on average, with svelte, athletic builds. Their size is Medium. To set a Chosen's height and weight randomly, start with rolling a size modifier.

Size modifier = 2d10

Height = 4 feet + 11 inches + your size modifier in inches

Weight in pounds = 110 + (2d4 x your size modifier)

Speed. A Chosen's base walking speed is 30 feet.

Empty Vessel. A Chosen automatically fails any saving throw to resist possession by a specific quori spirit. Additionally, any quori can attempt to possess the Chosen while it is on the plane of Dal Quor even while the Chosen is awake or unwilling (though they can choose to make a saving throw to resist if the quori is not their specific quori).

Dual Mind. While possessed by a quori, a Chosen cannot be charmed or frightened, has resistance to psychic damage, and has advantage on Wisdom saving throws.

Master Manipulator. Chosen are trained from birth to embrace who they are and do not choose a background. Instead, Chosen are proficient in the Deception, Insight, Intimidation, and Persuasion skills.

Naturally Psionic. A Chosen has an internal reserve of psionic energy represented by psi points. Its psi point maximum is 1, or its existing psi point maximum from another source (such as levels in a class with the Psionics feature) increases by 1. Whenever the Chosen gains an additional class level, its psi point reserve increases by 1.

Reduced Sleep. Because Chosen are constantly subconsciously dreaming, they require only 2 hours of sleep to gain the same benefit a normal human would gain from 6.

Languages. Chosen speak Riedran, Quori, and Common. Most Chosen speak Common with a noticeable accent, but those trained to be Dreaming Dark agents in Khorvaire are raised specifically to match the local dialect of their assignment.



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