

WAY OF ENLIGHTENMENT

By focusing on their minds and bodies, honing both to near perfection, monks of the Way of Enlightenment recognize that psionic energy and ki are two sides of the same coin. Such monks tap into the psionic potential that rests within themselves, turning that energy further inward to fortify their bodies and sharpen their minds.

PSIONIC DISCIPLINES

You learn psionic disciplines that harness the power of your psychic energy. A discipline requires you to spend ki points each time you use it.

You know the Psionic Hand discipline and two other psionic disciplines of your choice. You learn one additional psionic discipline of your choice at 6th, 11th, and 17th level.

Whenever you gain a level in this class, you can also replace one psionic discipline that you already know with a different discipline.

Casting Psionic Spells. Some psionic disciplines allow you to cast spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't require components in order to cast it.

Some disciplines below list a level requirement in order to learn them. If a discipline requires a level, you must be the level in this class to learn the discipline.

PSIONIC DISCIPLINES

Each section below is presented in alphabetical order.

APPRENTICE DISCIPLINES

The following disciplines have no level requirement in order to learn them.

Mental Fortress. When you are subjected to an effect that would move you, knock you prone, or both, you can use your reaction to be neither moved nor knocked prone.

Mental Reserves. When you use your Patient Defense feature, you gain temporary hit points equal to your Wisdom modifier plus half your monk level until the end of your next turn.

Overpowering Strike. When you hit a creature with a melee weapon attack, you can spend 1 ki point to disorient the creature with a sliver of psychic energy. The first time the creature makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save.

Psionic Hand. As an action, you can cast the *mage hand* cantrip, and the hand is invisible when you cast the cantrip with this discipline.

Psychic Barrier. You can spend 2 ki points to cast *shield*.

ADEPT DISCIPLINES

The following disciplines require you to be 6th level or higher in order to learn them.

Phase Shift. You can spend 3 ki points to cast *blur*.

Psychic Strike. When you make an attack using your Flurry of Blows, you can change the damage type to psychic damage. Additionally, once per turn when you hit with a melee weapon attack, you can spend 1 ki point to deal extra psychic damage to the target equal to your Martial Arts die plus your Wisdom modifier.

Tap the Life Well. When you are reduced to 0 hit points, you can use your reaction and spend 3 ki points to be reduced to 1 hit point instead.

Telekinetic Grip. You can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws. Shoving or grappling a creature doesn't require you to touch them, but you can only have up to two creatures grappled at the same time.

Teleport. When you use your Step of the Wind feature, you can choose to teleport to an unoccupied space you can see within 30 feet of you instead of Dashing or Disengaging.

EXPERT DISCIPLINES

The following disciplines require you to be 11th level or higher in order to learn them.

Inevitable Strike. When you attack a creature with one of the attacks granted by your Flurry of Blows, you can spend 1 ki point to cause the attack to automatically hit the target.

Meditative Solace. You can use your Stillness of Mind feature as a bonus action. You can also use it whenever you use your Patient Defense feature.

Step Between the Worlds. You can spend 4 ki to cast *blink*.

Telekinetic Deflection. When you use your Deflect Missiles feature, you needn't have a hand free in order to catch and throw the missile. Additionally, it no longer costs ki to attack with the missile as part of the reaction.

Temporal Strike. When you stun a creature with your Stunning Strike, you can spend 2 ki points to move the creature forward in time for 1 round. A target moved forward in time vanishes until the end of your next turn. 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, and the target remains stunned until the end of your next turn after the target reappears.

MASTER DISCIPLINES

The following disciplines require you to be 17th level or higher in order to learn them.

Change Gravity. You can spend 6 ki points to cast *reverse gravity*. The spell only lasts until the end of your next turn, but the spell doesn't require concentration to maintain it. Additionally, you can orient the area in any direction and creatures and objects fall toward the end of the area.

Mental Equilibrium. When you use your Patient Defense feature, you also gain advantage on Intelligence, Wisdom, and Charisma saving throws until the end of your next turn.

Paralyzing Strike. When you stun a creature with your Stunning Strike, you can spend 3 ki points to paralyze the creature for the duration instead.

Telekinesis. You can spend 5 ki points to cast *telekinesis*.

Third Eye. You can spend 5 ki points to cast *true seeing*.

WAY OF THE SOUL KNIFE

Monks of the Way of the Soul Knife are deadly assassins and bounty hunters. They use their psionic talents to manifest psionic blades that tear through their enemies' bodies and psychic auras. Their talents extend beyond combat, as their ability to perceive auras allows them to track down foes and see through their deceptions.

SOUL KNIFE

Starting when you choose this tradition at 3rd level, you can use your psionic energy to manifest blades that disrupt your foes' minds.

Your unarmed strikes deal your choice of psychic, piercing, slashing, or bludgeoning damage each time you hit.

In addition, you can use a bonus action to increase the reach of your unarmed strikes by 30 feet until the end of your turn.

PSYCHIC SLASH

At 3rd level, when you channel ki into your attacks you augment your soul knives to inflict devastating psionic attacks. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

Astral Slide. The target must make a Charisma saving throw. If it fails, you teleport the target up to 10 feet to a destination you can see.

Life Drain. You gain temporary hit points equal to half the damage your attack deals.

Recall Agony. The target must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

AURA SIGHT

At 6th level, you gain the ability to perceive the auras of other creatures.

As an action, select a creature that you can see. That creature makes a Wisdom saving throw, though it has no knowledge that you forced it to attempt this saving throw. On a failed save, you learn the creature's Intelligence score, whether or not it is below half its maximum hit points, and its current attitude and intentions toward you or one other creature, object, or location of your choice.

In addition, for the next 24 hours or until you use this ability again, you can use an action to determine the creature's distance and direction from you. If a creature succeeds on its saving throw against this ability, you cannot use this ability against that creature again until you complete a long rest.

SPECTRAL BLADES

At 11th level, you can cause your blades to phase through physical objects and defenses. Once during your turn, you can choose to forego one unarmed strike in place of forcing a creature within the reach of that attack to make a Dexterity saving throw. On a failed saving throw, it takes your unarmed strike's damage, or half that damage if it succeeds.

BLADEWIND

Starting at 17th level, you can use your action and expend 1 to 10 ki points to strike multiple foes at once with a devastating flourish of soul knives. Each creature of your choice within 10 feet of you must make a Dexterity saving throw, taking 1d10 psychic damage per ki point spent on a failed save, or half as much damage on a successful one.

PSYCHIC WARRIOR

A Psychic Warrior combines the study of psionics with martial training, yielding a fighter who can transcend their physical limits while delivering skilled, deadly attacks.

PSYCHIC GRIP

At 3rd level, your study of psionics grants you telekinetic powers. You learn the *psionic hand* psionic talent.

Additionally, when you take the Attack action on your turn, you can forgo one weapon attack in place of creating a telekinetic effect. Choose one creature that you can see within 30 feet of you that is no more than one size larger than you. You impose one of the following effects on the target:

Grapple. The target must make a Strength saving throw. On a failed save, the target is grappled until you die or are incapacitated. Unlike a normal grapple, you can move normally, and the target doesn't move when you do. However, on subsequent turns, you can move the target up to 15 feet in a direction of your choice (no action required). If the target is lifted upward, it is suspended in mid-air.

To escape, the grappled target can use its action to repeat the saving throw, escaping the grapple on a success. The grapple also ends if the target is ever more than 30 feet away from you or if you choose to end it (no action required). You can only grapple one creature in this manner at a time.

Shove. The target must make a Strength saving throw. On a failed save, you push it up to 15 feet in a direction of your choice, and the target falls prone. On a successful save, the target is pushed up to 5 feet in a direction of your choice and does not fall prone.

The saving throw DC for your Psychic Grip is equal to 8 + your proficiency bonus + your Intelligence modifier.

PSYCHIC CLEAVER

At 7th level, you gain the ability to channel additional psionic power when you use your Action Surge class feature. Until the end of your turn, if you deal damage to a creature, that creature takes an additional 1d10 psychic damage. A creature can take this additional damage only once during your turn.

MENTAL FORTITUDE

Also at 7th level, your use of psionic power also grants you proficiency in Intelligence saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom or Charisma saving throws (your choice).

PSIONIC RESILIENCE

Starting at 10th level, your psionic energy grants you extraordinary fortitude. At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier (minimum of 0) if you have at least 1 hit point.

PSYCHIC STORM

At 15th level, your aggression translates into an aura of disruptive psychic energy. When you take the Attack action on your turn, all hostile creatures within 10 feet of you take psychic damage equal to your Intelligence modifier (minimum of 1).

TELEKINETIC MASTERY

At 18th level, you gain mastery over your Psychic Grip. You can activate or manipulate the *psionic hand* talent as a bonus action. Additionally, you can create one of the effects from your Psychic Grip feature as a bonus action.

LURK

A lurk rogue uses psionics to complement their physical abilities. They channel psychic energy in ways that allow them to erase themselves from the minds of others and to disable their opponents via deadly psychic attacks.

CLOUD MIND

Starting at 3rd level, you can use your action to erase your visage from the minds of others. Until the start of your next turn, you are invisible to all creatures that are more than 15 feet away from you. If you use your action again in this manner at the beginning of your next turn, the invisibility continues without interruption. This invisibility ends early if you target, damage, or otherwise affect any creature with an attack, a spell, or another ability.

DOUBLE TAKE

When you choose this archetype at 3rd level, you learn the *delusion* psionic talent.

PSYCHIC SHROUD

Starting at 9th level, a veil of psychic energy prevents you from leaving tracks. While you are both hidden and invisible via the Cloud Mind feature, you leave behind no tracks or other traces of your passage.

MENTAL ASSAULT

Starting at 13th level, when you use your Sneak Attack, you can change the type of the extra damage to psychic. When you do so, the target must succeed on a Constitution saving throw (DC 8 + your Intelligence modifier + your proficiency bonus) or be incapacitated until the start of your next turn. While incapacitated, the creature cannot see anything more than 30 feet away from it. The save automatically succeeds if the target is immune to being stunned.

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

ERASE MEMORY

At 17th level, you can use your psionic abilities to erase your presence from the memories of others. As a bonus action, choose one creature within 60 feet of you. The creature must succeed on a Wisdom saving throw (DC 8 + your Intelligence modifier + your proficiency bonus) or have your presence removed from any of its memories from within the past hour.

For example, if the creature encountered you and your party half an hour ago, it will only recall encountering the rest of your party, and will have no recollection of your presence. If your presence is essential to a memory (e.g. it is a memory of you attacking the creature), the memory is erased entirely.

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