

Psionic Powers, Practitioners, & Perils

5th Edition D&D

Summary: This handbook contains rules and mechanics that will allow DMs and players to integrate psionics seamlessly with their campaigns. Dozens of new powers, one brand new base class (the Psion), three class archetypes, several new player character races, and classic psionic monsters are detailed within.

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Introduction

For many, if not most, players and DMs, their first exposure to the world of psionics is through one of the most iconic and terrifying monsters in D&D: the mind flayer (or illithid). It can read your thoughts, blast your mind until you collapse into a gibbering heap, or enslave you to its will with barely a thought.

Yet, formidable though these abilities are, they represent only a small part of what psions and psionics as a whole are capable of. Whether you wish to shape pure thought-matter into deadly weapons or manipulate space and time through sheer will, psionics offer a diverse set of tools for the adventurer willing to look within.

Remember: ‘Know thyself’ is not just a saying to psions, it is the key to power.

Many of the terms, mechanics, and even some of the powers and classes will seem familiar to those who have used psionics in previous editions. This book has drawn liberally from D&D 3.5e source material, as well as some smatterings of AD&D, while using the author’s artistic license to adapt psionics to the streamlined format of the 5th Edition.

Using This Book

This book was written primarily to provide DMs and players with an organized system for incorporating psionics, psionic characters and psionic monsters into their 5th Edition campaigns. This book can be divided into 5 sections:

- Rules and Core Mechanics
- Races
- Classes and Archetypes
- Psionic Powers and Feats
- Psionic Monsters

It is assumed that you have read both the Player’s Handbook (PHB), Monster Manual (MM), Volo’s Guide to Monsters (VGM), Xanathar’s Guide to Everything (XGE) and possibly also the Dungeon Master’s Guide (DMG) for D&D 5th Edition prior to reading this book.

Campaign Settings

Depending on the campaign setting, psionics may be so rare that even the world’s scholars know little about them or how they function, or so common that even a barkeep with no class levels can distinguish between a psion and a mage.

If you are starting a new campaign, choosing a setting that corresponds to the frequency with which you want your players to encounter psionics can be important.

Dark Sun

On the barren world of Athas, where arcane magic is feared and shunned, psionics are very common and virtually every intelligent race (and some savage ones) has some latent psionic talent.

Forgotten Realms

By way of contrast, Toril and its most famous continent, Faerun, is a setting where psionics are apt to be quite rare. Outside of the Underdark’s subterranean mind flayer hives, one can easily run an entire campaign and never once encounter a psion or creature with psionic abilities.

Chapter 1: Rules & Mechanics

What Are Psionics?

While the wizard and sorcerer draw upon arcane energy, manipulating it via components and obscure gestures into the established framework of spells, clerics pray to their deities, and druids harness the power of nature, a psion draws their power from within by tapping into the power of their own mind.

While magic deals with casters, the study of psionics deal with **manifesters**. When a psion, psychic warrior, or lurk uses their abilities, they are manifesting **powers** or lesser talents known as **sciences**. The powers and sciences available to a manifester are described in Chapter 3.

How Do Psionics Work?

Rather than using spell slots, a manifester can draw upon a nearly inexhaustible font of **power points** to fuel their powers. Drawing on this power takes time and **focus**, however. While spells can be cast using higher level spell slots, powers can similarly be **augmented**.

Power Points

- Each power costs 1 power point per level. A 5th level power costs 5 power points, a 2nd level power costs 2, etc.
- Sciences cost no power points and function for all intents and purposes as cantrips.
- Power points are accumulated via focus.

Focus

- Activated and deactivated as a purely mental bonus action. Paralysis does not inhibit your ability to activate or deactivate focus. Other forms of Incapacitation automatically end focus and prevent its activation.
- If a manifester begins a round 'focused' they may not manifest any powers, but they may manifest sciences. In addition, while focusing a manifester has **disadvantage** on all non-spell attack rolls, Dexterity saving throws, and perception checks (unless otherwise stated).
- At the beginning of each round you are 'focused' (not counting the round in which focus was activated), you gain power points. The amount of power points gained each round is determined by your class or archetype.
- A manifester stores their power points in their **power point pool**. You can store power points equal to the

highest level power you can manifest (with a maximum of 9). This is called a manifester's **power point pool maximum**.

- Any power points accumulated in excess of a psion's power point pool maximum simply vanish and are wasted.
- If damaged while focusing, you must make a concentration check. (Note: focusing does not count as concentrating on a spell/power, and a manifester may focus and maintain a power or spell requiring concentration at the same time, with one concentration check.) Failing this check ends both focus and any active concentration spell/power simultaneously, and causes you to lose 1 power point from your pool (assuming any have yet been stored).
- Decrease your power point pool maximum by 2 for each level of exhaustion affecting you.
- Your power point pool will be reduced to 0 at the end of combat. If powers are being used outside of combat, the power point pool will be emptied immediately following whatever specific non-combat action was being performed.

Example Psionic Combat

(Psion Class)

- Round 1
 - a. Bonus Action: Activate Focus
 - b. Action: Manifest 'Energy Ray' Science
- Round 2 (Focused)
 - a. Gain 1d2 Power Points (1)
 - b. Bonus Action: Deactivate Focus
 - c. Action: Manifest 'Psychic Lash' Science
- Round 3
 - a. Action: Manifest 'Mind Thrust' Power
 - b. Bonus Action: Activate Focus

Displays

Psionics have no verbal, somatic, or material components. Powers are manifested not through cryptic gestures or obscure chants, but by purely mental action (these are still actions however, and are inhibited by any status condition that would prevent the use of actions). However, the mental activity that goes into manifesting a power does generate secondary effects known as displays. Displays are categorized as Visual (V), Olfactory (O), Material (Ma), Mental (Me), or Auditory (A). These displays are generally very minimal (like a subtle scent that can't quite be identified, a quiet buzzing noise, or a split-second flash of light from the manifester's eyes), and are never strong enough to

influence combat. Any manifester can suppress the display of a power entirely if they succeed on an Arcana check of 8 + the power's level (0 in the case of sciences).

Psionic Transparency

By some interpretations, psionic powers are radically different from arcane or divine spells. By others, the difference between a power and a spell is about as consequential as the difference between an arcane and divine spell; namely it is one of lore and flavor. This then begs the question of whether or not a creature with spell resistance also has resistance to powers, or whether or not *Dispel Magic* has any effect on psionics (which are not magic after all), and so on. To resolve these and similar questions, a simple set of rules is laid out below to serve as a guideline for DMs on how to incorporate psionics into their campaigns with minimal fuss:

- **Any effect that would block, dispel, resist, or counter a spell, effects a power in the same way.** Spell resistance grants a creature advantage on all saves versus spells and powers both, for example, and 'Dispel Magic' can also be used to dispel psionic effects. 'Antimagic Field' and 'Null Psionic Field' both negate spells and powers alike.
- **Any effect that would detect, or identify the nature of a spell is less effective when attempting to detect or identify a power, and vice versa.** 'Detect Magic' for instance, would be able to identify the presence of psionics, but not the disciplines of the powers being used. Similarly, 'Detect Psionics' identifies the presence of magic, but not the school or any other details.
- **The spell *Wish* cannot replicate psionic powers, and the power *Reality Revision* cannot replicate divine or arcane spells.** Otherwise, treat 'Reality Revision' as a 'Wish' for the purposes of removing spell or power effects.
- **Clairsentience powers with clear divination spell analogues (See *Invisibility*, *Truesight*, *Scrying*, etc) are considered divination spells for the purposes of spells, powers, or abilities that resist or render a creature immune to divination spells.**

The above suggestions and the selection of Campaign Setting should also prove useful in helping DMs rule on other minor situations, such as whether or not an Arcana check to identify a manifester's displays should be made at a disadvantage if the one making the check is not a psionic manifester.

New Terms

Psionic powers and abilities introduce a few new concepts and add emphasis to some old ones. For the sake of simplicity, a few key terms have been laid out below:

- **Psychic Backlash:** Any damage labelled as *psychic backlash* ignores resistance to psychic damage and treats full immunity to psychic damage as resistance instead.
- **Naturally Telepathic:** Any creature that can communicate telepathically at will as part of their inherent racial languages (ie many fiends, aberrations), or using class abilities other than spells or powers, is considered to be naturally telepathic. While the natural use of telepathic communication fortifies the minds of naturally telepathic creatures against certain types of intrusion, these enhanced mental pathways can be also be used as a psychic backdoor through their defenses which can be exploited by a skilled psion.
- **Sentient Creature:** Any non-construct creature that has an Intelligence score of at least 3.
- **Mental Attributes:** Intelligence, Wisdom, and Charisma are a creature's mental attributes, differentiated from the physical attributes of Strength, Dexterity, and Constitution.

Chapter 2: Races

The following psionic races have been detailed for players who want their character to have an innate talent for psionics that goes beyond their choice of class.

Dromite

These diminutive humanoids are about the size of halflings and could easily be mistaken for such if it weren't for their large compound eyes, chitinous skin, and antennae sprouting from their forehead. Called 'bug men' by the ignorant, dromites are a largely tolerant, psychokinetically gifted people.

Four Castes

Upon achieving adulthood, all dromites choose a caste to join. Unlike many societies that utilize caste systems, dromite castes do not rigidly bind an individual to a particular station or task; rather they are an expression of personality and preference. Fire Caste dromites tend toward emotional extremes, for instance, while members of the Ice Caste find comfort and regularity in detached logic and carefully considered analysis. The Voice Caste are the creative minds of a dromite hive-city, reveling in artistry of all kinds, while the Glimmer Caste includes dromites that are driven, ambitious, and prefer productivity to relaxation. A dromite's choice of caste also influences their native psychokinetic abilities, attuning them to a particular energy type.

Queen and Consort

All dromite hive cities are ruled by a queen and her consort. Elected on a yearly basis from the community's most prominent individuals, the queen and her consort not only administer the hive-city's affairs of state, but also play a vital role in the dromite reproductive cycle. The queen and consort are the only dromites with gender characteristics, and the only dromites capable of reproduction. The details of the transformative process that changes a genderless dromite into a queen or consort have never been revealed to non-dromites, but it is possible that the very act of electing a couple may initiate a gestalt psychometabolic process.

Tolerant Individualists

Dromites and dromite societies in general walk a fine line between fiercely safeguarding individual freedoms and encouraging cooperative unity. Some dromite hive-cities are little more than chaotic collectives that come together only in times of great crisis, while others place a strong premium on civic duty and collective action. Regardless of whether a particular dromite community

is free-wheeling or structured, reward and punishment are assessed and dispensed on a case-by-case basis. While this can lead to trouble when dromites fail to understand (or respect) laws written up to deal with broad situations rather than specific individuals, this also means that notions of collective punishment, racism, or prejudice are utterly foreign to most dromites.

Dromite Traits

Dromites share the following racial traits.

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

Age: Dromites mature slightly earlier than humans, but have about the same life-span.

Alignment: Dromites tend toward no particular alignment. The best and worst can be found among them.

Size: Dromites are between 3 and 4 feet tall and typically weigh between 35 and 40 pounds. Your size is Small.

Speed: Your base walking speed is 25 feet.

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

Scent: Your antennae endow you with an unusually precise sense of smell. You gain advantage on Wisdom (Perception) checks based on smells and scents.

Caste: Choose one of the following four castes, each caste has an energy type associated with it:

Fire Caste (Fire)

Ice Caste (Cold)

Voice Caste (Thunder)

Glimmer Caste (Lightning)

Energy Resistance: You gain resistance to damage of the energy type associated with your caste.

Innate Manifesting: You know the *energy ray* science, but you may only manifest a ray of the energy type associated with your caste. Your manifesting ability for this science is Charisma.

Languages: You can speak, read, and write Common and one extra language from the following: Dwarvish, Gnomish, Goblin, Orc, Terran.

Dwarf, Duergar

These dwarves have skin that ranges from the color of ash to that of obsidian, and milky white eyes used to the lightless depths of the Underdark and similar environs. Duergar of both sexes are usually bald, and males possess thick beards that are generally red, black, or white.

From Slaves to Slavers

In ages past, the forerunners of the duergar were captured and enslaved by the mind flayers. For countless generations the duergar served as foot soldiers, craftsmen, and laborers. Eventually, like the gith before them, the duergar developed psionic powers of their own and violently rebelled against their masters. In spite of their history of enslavement, most duergar have no qualms whatsoever about enslaving others when it suits their needs.

Tireless Workers

A typical duergar's life is dominated by their work. Duergar smiths virtually live at their forges, duergar guards leave their posts only to sleep, and duergar soldiers are expected to train near constantly while not actively at war. Revelry is for the lazy, as is rest. While this outlook undoubtedly produces excellent craftsmen and warriors, it also makes the average duergar quite grim, exacting, and intolerant of the excessive 'laziness' of other races.

Resentful Grudge

While the duergar's hate the mind flayers for obvious reasons, they also hold a deep and abiding antipathy for their other dwarven cousins. Duergars hold that their kin abandoned them to the merciless lash of the mind flayers, and did nothing to help them in their eventual rebellion. This resentment extends to the traditional dwarven gods as well, and as a result most duergar communities pledge their worship to other powers.

Duergar Traits

Duergars share the basic racial traits of all dwarves (PHB pg. 20), as well as the following traits:

Ability Score Increase: Your Dexterity score increases by 1.

Alignment: Duergars tend toward lawful alignments, typically toward lawful neutral or lawful evil.

Size: Duergars are slightly more wiry and lithe than most dwarves, averaging about 130 pounds. Your size is Medium.

Superior Darkvision: You can see in dim light within 120 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.

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.

Duergar Resilience: You have advantage on all saving throws made to resist charm, paralysis, and stun effects.

Stone Camouflage: You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Innate Manifesting: You can manifest the *erase presence* power once per day at no power point cost. Once you reach 3rd level, you can also manifest the *expand/contract* power once per day at no power point cost. If you have power points, you cannot use them to manifest these powers. Your manifesting ability is Intelligence for these powers.

Elan

Ageless psionic beings of human appearance, elans are very few in number and a nomadic people that prefer to blend in and assimilate into whatever society they find themselves in. This can prove difficult, however, as if there is one thing that elans all have in common with one another, it is that each individual is exceptional.

Made, Not Born

Elans are potent psionic beings that are created, not born. As elans cannot physically reproduce, adult individuals of any race with a spark of psionic potential are occasionally selected by a local hidden council of elans to become a new elan. The candidate is subjected (willingly unless a council is desperate for new elans) to a secret psionic ritual of transformation. The newly made elan has very little memory of its past life and identity, and must be trained and educated in the history and customs of the particular sect of elans that created it.

Ageless

Elans do not age naturally. Depending on the age of a given elan, this can drastically alter their perspective on life and their ability to relate to non-elans. While young elans might behave much as any normal human might, older elans might seem distant and uncaring, focusing on the long-term effects of any given action rather than their immediate (more obvious) repercussions. Elans of any age might have a difficult time forming close bonds with other races, knowing that they are destined to outlive even the most long-lived friends barring disease or death in battle.

Nomads and Infiltrators

Elans typically don't like to draw attention to themselves, but their ageless nature means that they can only stay in one place for so long before their nature begins to raise questions and suspicion.

Elan Traits

Elans share the following racial traits.

Ability Score Increase: Your Intelligence or Wisdom score increases by 2, and the attribute not chosen is increased by 1.

Age: Elans do not age, and cannot be subjected to magical effects that would cause aging.

Alignment: Most elans will tend toward Neutral alignments. The longer an elan lives, the more likely they are to drift toward True Neutral.

Size: Elans are about the same height and build as a human. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Aberrant Mind: You are considered an Aberration (rather than a Humanoid) for the purposes of spell, power, and ability effects. Add your proficiency bonus to any Charisma (Persuasion) skill check you make in interacting with an Aberration. Classes and Backgrounds cannot give you proficiency in the Persuasion skill.

Sleepless Meditation: Magic can't put an elan to sleep. When an elan takes a short or long rest, they enter into a psychometabolic trance rather than sleeping. Elans have advantage on hit dice rolls made to recover hit points during a short rest.

Innate Manifesting: You know one science of your choice from the psion power list. Once you reach 3rd level, you can choose one 1st level power, and one 2nd level power at level 5. Each power you learn in this way can be manifested once per day at no power point cost. If you have power points, you cannot use them to manifest these powers. Your manifesting ability for these abilities is Wisdom or Intelligence, whichever is higher.

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

Githyanki

Astral raiders and avid worshippers of their lich queen, Vlaakith, the Githyanki live in a highly structured and militaristic society, united and driven by their hatred of the mind flayers and their bloody feud with their former kinsmen, the Githzerai. (For more, see MM pg. 158-159)

Former Slaves

Virtually every aspect of githyanki life revolves around their war with the mind flayers. It is not merely a war of conquest, but one of extinction and annihilation that will only end with the utter destruction of one side or the other. Barring extreme circumstances or hopeless odds, a githyanki will do everything it can to kill any

mind flayer it encounters.

Similarly, a githyanki will immediately seek to destroy any githzerai it meets, unless the immediate threat of mind flayers would force them to join forces for survival.

Xenophobic and Aggressive

Githyanki society is incredibly xenophobic, and warlike. Githyanki believe themselves to be superior to all other races, and even an outcast or renegade githyanki that has spent substantial time around other races would find that attitude hard to cast off completely.

For a githyanki, violence is rarely not the answer to any given problem; although as a reasoning being they temper this inclination with caution and strategy.

Red Dragon Pact

Since the ancient days of Gith and Zerthimon, and the initial rebellion against the mind flayers, the githyanki have counted red dragons as their occasional allies. Although the pact between Gith and Tiamat is not always recognized by red dragons, most red dragons will give a githyanki a chance to plead its case. Provided they are dealt with respectfully, and amply paid for their aid, most red dragons will look favorably on a githyanki's supplication.

Vlaakith

In certain campaign settings it is known that Vlaakith destroys or imprisons any githyanki that *might* pose a threat or challenge to her rule, regardless of their actual loyalty. Running from this fate may be an effective plot-hook to explain why a githyanki player character has left traditional githyanki society to pursue the adventuring life.

Githyanki Traits

Githyanki share the following racial traits.

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

Age: Githyanki age at the same rate as humans but live a few years longer.

Alignment: Any githyanki raised among its own kind is going to strongly tend toward a Lawful Evil alignment.

Size: Githyanki are about the same height and build as a human. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Githyanki Martial Training: You have proficiency with greatswords and longswords, as well as light and medium armor.

Innate Manifesting: You know the *minor telekinesis* science. Once you reach 3rd level you can manifest the *mind thrust* power once per day at no power point cost. Once you reach 5th level, you can also manifest the *astral step* power once per day at no power point cost. If you have power points, you cannot use them to manifest these powers. Your manifesting ability is Intelligence for these powers.

Languages: You can speak, read, and write Common, Draconic, and Gith.

Githzerai

Living austere lives of rigid order in secluded monasteries located amid the swirling utter chaos of Limbo, the githzerai seek both quiet contemplation and merciless justice against the mind flayers that enslaved them so long ago. (For more, see MM pg. 159)

Former Slaves

While not as single-minded in their pursuit of war as their githyanki cousins, the githzerai have never forgotten their enslavement at the hands of the mind flayers, and communities will occasionally organize a *rrakkma* (illithid hunting party).

Members of a *rrakkma* do not return to their communities until they have slain at least one mind flayer for each member, and this may serve as a useful plot hook to explain why a githzerai player character has left Limbo.

While githzerai do not typically seek out githyanki, they will fight them without mercy or hesitation if the opportunity to do so arises, save if cooperation is the only reasonable strategy to defeat an immediate threat of mind flayers.

Wary and Introspective

Githzerai are well known for their reluctance to trust other races. When confronted by a problem or question and given the leisure of time, a githzerai will consider the issue from all possible angles, then consider its solution and dissect the ‘why’, of the solution, ‘how’ the githzerai came up with it, and what that means about themselves before sharing their thoughts with others in a fairly guarded fashion.

To a githzerai, combat is the time for quick thinking and instinctual action, and at any other time there is no such thing as ‘over-thinking’ an issue.

Psionic Adepts

All githzerai have some minor psionic talent, and most pursue a life or career path enhancing or utilizing this

talent to some degree, as it compliments their natural tendency toward introspection and contemplation.

Githzerai Traits

Githzerai share the following racial traits.

Ability Score Increase: Your Wisdom score increases by 2. Your Dexterity score increases by 1.

Age: Githzerai age at the same rate as humans but live a few years longer.

Alignment: Any githzerai raised among its own kind is going to strongly tend toward a Lawful Neutral alignment.

Size: Githzerai are about the same height and build as a human. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Psychic Barrier: A githzerai can focus their mind to shrug off psychic attacks. When you take psychic damage, you can use your reaction to reduce the damage by d12 + your Wisdom modifier. If the damage is reduced to 0, any status effects that might have been inflicted by the source of psychic damage are negated. Your Wisdom modifier determines how often you may use this trait before needing to complete a short or long rest to use it again.

Innate Manifesting: You know the *minor telekinesis* science. Once you reach 3rd level you can manifest the *catfall* power once per day at no power point cost. Once you reach 5th level, you can also manifest the *see invisibility* power once per day at no power point cost. If you have power points, you cannot use them to manifest these powers. Your manifesting ability is Wisdom for these powers.

Languages: You can speak, read, and write Common and Gith.

Chapter 3: Classes and Archetypes

This chapter introduces the mechanics and features of a brand new base class: the psion. Additionally, four new archetypes for existing classes (fighter, rogue, wizard, and monk) are detailed.

Psion

A band of goblins rushes the unarmed old man from all directions, thinking him easy prey. Then, as one, the goblins fall dead to the earth like puppets with their strings cut; their minds destroyed by a single psychic shriek.

The githzerai smiles grimly as its creation, a being of silvery semi-solid mist, cuts a mind flayer in two with its sword-like arm. The rest scatter like rats as it absorbs their mental attacks.

Captured and tied up in the middle of an orcish camp, the halfling woman stares into the flames. Moments later, the orcs nearby shout in alarm as their simple campfire swells into a raging inferno. The flames leap from tent to tent, seemingly with a mind of their own. By the time the orcs have put out the fires, the halfling is long gone, having made her escape.

A subtle scent, a half-remembered sound, or a brief glimmer of otherworldly light is often the only warning one gets before being subjected to the wrath of a psion, whose power draws not from arcane magic or divine favor, but from the power of their unfettered psyche.

Masters of the Mind

Most scholars, especially those that have studied the planes, agree that there is real, tangible power in belief. Gods are powerless without it, the Outer Planes are physically shaped by it, and even the Inner Planes are influenced by metaphysical concepts. Those psions of a scholarly bent often aim to explain their abilities by building off of the well-established power of belief.

Belief, these psions say, is the product of thought. Sometimes many thoughts form together into a belief system, other times a single thought or concept is all that is necessary to form the basis of an entire race of Outsiders. If belief is demonstrated to have tangible power, then logically thoughts (as the progenitors of belief) do as well.

Precisely *how* a psion is able to harness the power of their thoughts and beliefs into tangible creations or deadly waves of disruptive psychic energy is difficult to pin down. While some settings will have established

psionic schools or monasteries which teach a certain way of manifesting the power of the mind, in most cases each psion goes about their studies and manifestations in their own way, and their journey of discovery is a solitary one.

Otherworldly Ties

While the main power of a psion comes from within, rather than drawing upon external sources, it cannot be denied that many psionic powers have a special relationship with certain planes of existence. Shapers, for instance, frequently manipulate and conjure the raw matter of thoughts and beliefs that makes up the Astral Plane.

The fact that psionic powers are prevalent among aberrations, especially the dreaded mind flayers, leads many to speculate that psionics may also be intrinsically tied to the Far Realm in some way. Depending on the setting, this (and the propensity of many psions for mind control) can cause the common folk of the realm to fear and hate those with psionic gifts.

Creating a Psion

Due to the permanent nature of a psion's power selection, it is important when making a psion to have a good idea from the outset of what sort of manifester you want to be. Your choice of *Psionic Discipline* will be critical in shaping your role in any adventuring party. Know what each discipline has to offer and tailor your power selection to either emphasize this role or fill in for your weaknesses.

While a psion might not be as adept at dealing overwhelming damage or summoning allies as a wizard, nor can they match the healing and protective prayers of a divine caster, they excel at controlling, incapacitating, and manipulating foes.

Though psions might not be able to reliably access their most potent powers at a moment's notice, further limiting their flexibility in a given encounter, they make up for this shortcoming through sheer longevity. A high level psion is still able to manifest impressive powers long after an arcanist would be down to their cantrips.

The Psion

Level	Proficiency Bonus	Features	Sciences Known	Powers Known	Power Point Pool Max
1	+2	Manifesting, Psicrystal	4	2	1
2	+2	Psionic Discipline	4	3	1
3	+2		4	4	2
4	+2	Ability Score Improvement	5	5	2
5	+3		5	6	3
6	+3	Psionic Discipline Feature	5	7	3
7	+3		5	8	4
8	+3	Ability Score Improvement	5	9	4
9	+4		5	10	5
10	+4	Psionic Discipline Feature	6	11	5
11	+4		6	12	6
12	+4	Ability Score Improvement	6	12	6
13	+5		6	13	7
14	+5	Psionic Discipline Feature	6	13	7
15	+5		6	14	8
16	+5	Ability Score Improvement	6	14	8
17	+6		6	15	9
18	+6	Mental Fortress	6	15	9
19	+6	Ability Score Improvement	6	15	9
20	+6	Psionic Mastery	6	15	9

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: Light

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

Tools: None

Saving Throws: Special - see 'Manifesting Ability' below

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Perception, and Persuasion

Equipment

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

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

- Two daggers

Manifesting

Through careful introspection, meditation, and experimentation, a psion plumbs the secrets and power of their own mind. Just as each mind is unique, it is rare to encounter two psions with the same powers and abilities.

Sciences

At 1st level, you know 4 sciences of your choice from the psion power list. You learn additional sciences of your choice at higher levels, as shown in the Sciences Known column of the Psion table.

Focus

You gain 1d2 power points at the beginning of each round while you are focused (not counting the round focus is initiated). If there are no hostile creatures within 30 feet of you, you gain 1d4 power points instead. You gain no special awareness of nearby hiding creatures from this feature.

Power Point Pool

The Psion table shows you how many power points you can accumulate at any given level through focus, and use in manifesting powers. Certain powers will allow you to spend more than their required power point cost in order to augment their effects.

For instance, at level 3 you could either spend 1 power point and manifest the power *demoralize* as normal, or spend 2 power points to manifest it as a level 2 power, and to target an additional creature with its effects (per the power's augment description).

Powers Known of 1st Level and Higher

You know two 1st level powers of your choice from the psion power list. The Powers Known column of the Psion table shows when you learn more psion powers of your choice. Each of these powers must be of a level equal to or less than your power point pool maximum. For example, at level 3, you can learn a level 2 or level 1 power, as your power point pool will have grown to 2. Once learned, a power is indelibly seared into the psyche of a psion. Powers known cannot be forgotten or exchanged for different powers by any means.

Manifesting Ability

Each psion draws upon its mental strength and power differently: some by force of sheer will, others by rigorous discipline and rational exercise, and still others through the raw manifestation of belief. Choose one of the mental attributes: Intelligence, Wisdom, or Charisma. This chosen attribute becomes your

manifesting ability. Once chosen this cannot be changed by any means. You use your manifesting ability whenever a spell or power refers to your spellcasting or manifesting ability. In addition, you use the modifier of your chosen manifesting ability when setting the saving throw DC for a psionic power you cast and when making an attack roll with one.

Power Save DC = 8 + your proficiency bonus + your manifesting ability modifier

Spell Attack Modifier = your proficiency bonus + your manifesting ability modifier

Proficient Saves = your manifesting ability + one other mental attribute of your choice

Psicrystal

The first act of most psions upon mastering their first sciences is the creation of their personal psicrystal. A psicrystal is a fragment of the psion's imagination and personality given quasi-physical form in the shape of a multi-faceted crystal (color of player's choosing), typically around 5 inches by 1 inch. This crystal typically has its own personality and can communicate with its creator, serving as a mix between a wizard's familiar and a spellcasting focus; being the channel through which a psion's powers are manifested.

Psicrystals have the following properties and abilities:

Power Storage: In addition to serving as the psion's spellcasting focus, the psicrystal can store 1 power known to its creator, usable once per long rest without power point cost. The action type required to activate the psicrystal's stored power is the same as if you were manifesting the power normally. During any long rest a psion may change the power stored in their psicrystal. The power stored in your psicrystal can be manifested while you are focusing.

Psicrystal Awareness: The creator of a psicrystal is immediately aware of any attempt to touch or steal their psicrystal, and knows the location of their psicrystal at all times. A psicrystal cannot travel further than 60 feet from its creator by any means, and will dissolve into the nothingness of thought and reform in their creator's hand in 1 round if any attempt is made to move a psicrystal beyond this radius.

Psionic Discipline

At level 2 a psion must choose one of 6 schools of thought, or **disciplines** to specialize in. Depending on the discipline chosen, the psion gains additional abilities at levels 6, 10, and 14.

Mental Fortress

At 18th level, a psion has progressed to the point where

their concentration and focus are truly breathtaking. A psion with this ability no longer is required to make Concentration checks unless they have 50% or less of their hit point maximum at the time their concentration is challenged, or unless the damage inflicted by a given attack or spell (calculated after the damage rolls have been completed) would bring them below this threshold.

Psionic Mastery

At level 20, a psion has achieved such mastery over their discipline that powers of their chosen discipline cost 1 fewer power point to manifest (powers always cost a minimum of 1 power point).

Psionic Disciplines & Features:

Clairsentience (Seer)

Seers focus their psionic talents and training toward piercing the veil of the unknown and seeing things others cannot by gazing across space and time. By the same token, some powers allow them to share more harmful visions with enemies, who might be forever scarred by knowledge not meant for consumption by the untrained mind.

Clairvoyant Awareness: While focused, a seer has a supernatural awareness of any sentient creature within 80 feet, and gains advantage on any Wisdom (Perception) checks against sentient creatures within range. Sentient creatures within this radius do not gain any defensive benefit from half cover when targeted by you.

You are not aware of creatures magically or psionically shielded against detection or divinations, and as such they are immune to the penalties imposed by this ability, and the seer does not gain advantage on perception checks against such targets.

Improved Awareness (Level 6): Per *Clairvoyant Awareness*, sentient creatures within 80 feet of a focusing seer do not gain any defensive benefit from either half or three-quarters cover when targeted by the seer. In addition, effects that would normally obscure a target (such as magical or mundane darkness, thick fog, etc) do not impose any perception or combat penalty on a focusing seer within the radius of their *Clairvoyant Awareness*.

Shared Visions (Level 10): As a bonus action while focused, you can transfer your awareness of a single target (including the negation of obscuring effects and cover) to an ally within 60 feet. This effect lasts until the beginning of your next turn.

Hand of Fate (Level 14): Once per long rest, you can target any living creature within 80 feet of you with any power or science you can manifest, regardless of any level of cover, obscurement, invisibility, or protection against divinations. Powers and sciences that require a spell attack roll still do so, but are made with advantage. If a power is manifested in this way, and is of the Clairsentience discipline, 1 power point is subtracted from its cost to manifest (powers always cost a minimum of 1 power point).

Metacreativity (Shaper)

Shapers call upon and manipulate the very fabric of the Astral Plane. Drawing upon the plane of belief and thought itself, they shape this planar matter into quasi-physical forms to suit their needs.

Astral Amorpha: While focusing, a shaper can surround themselves with a semi-real membrane of raw thought-stuff from the Astral Sea as an act of will. This amorpha creates a spherical barrier in a 10 foot radius centered on the shaper. All creatures within the amorpha gain half cover against any creature outside of the amorpha. Any creature attempting to pass through or move into the amorpha must succeed on a Strength saving throw against your spellcasting DC or have their movement halted by the amorpha. You can allow any creature you wish to enter or exit the amorpha unhindered (this does not require an action on your part).

As long as the amorpha is being maintained, the shaper's speed is reduced to 0 and they cannot benefit from any bonuses to movement speed. The amorpha dissolves into nothing when the shaper ends their focus, or if three creatures break through the amorpha in the space of a single round. A new amorpha cannot be called forth until the next time the shaper initiates focus.

If this ability is activated in the Astral Plane, the shaper can move as normal while maintaining the amorpha (the amorpha moves with the shaper), and the amorpha is a more solid barrier, providing three-quarters cover to any creature within.

Grasping Amorpha (Level 6): Any creature that fails their Strength saving throw against your amorpha becomes restrained outside of it for 1 round by grasping tendrils of Astral matter extending from the amorpha. If the amorpha is destroyed, any creature restrained by it is immediately released.

Astral Construct (Level 10): Once per long rest, you may create a unique construct out of astral thought-stuff. While all Astral constructs take on similar shapes (all are Medium humanoids with four limbs and a head) depending on their creator's preferences, their statistics and abilities can vary (see: pg. 50). Creating this construct requires an action to initiate, and 1 minute of concentration (if concentration is broken during this time, the ability fails). Your Astral construct obeys any simple commands you give it, and does not require concentration to maintain control. An Astral construct can be dispelled as though it were a spell or power, rather than a semi-sentient being, and is treated as a 5th level power for the purposes of a dispelling DC. If your Astral construct is destroyed or dispelled in battle, you take 2d10 *psychic backlash* damage.

Improved Astral Construct (Level 14): At level 14, your Astral construct calculates its weapon and spell attacks by adding your proficiency bonus to its relevant ability modifiers, and gains bonus hit points on creation equal to the combined modifiers for all of your mental attributes (Intelligence, Wisdom, Charisma).

Psychokinesis (Kineticist)

Kineticists, at their core, specialize in manipulating, creating, and nullifying energy with their mind. The most commonly known sub-branch of this field is telekinesis, involving the animation and movement of objects using nothing more than the power of thought.

Kinetic Redirection: While focused, if a kineticist is dealt bludgeoning, slashing, piercing, or force damage and succeeds in their Concentration check, they may use their reaction to make a spell attack against any target within 40 feet as a reaction. If successful, this attack deals force damage equal to half the damage the kineticist sustained and knocks the target back by 10 feet.

Animate Objects (Level 6): While focused and possessing at least 1 power point, as an action you may animate up to 4 objects per the *Animate Object* spell. If objects animated in this way are brought down to 0 HP, or else if your concentration on this ability is ended, the objects fall inert to the ground and may not be animated again until you have taken a long rest.

Psychokinetic Overcharge (Level 10): Add your manifesting ability modifier to the damage roll of any power or science of the Psychokinesis discipline you manifest.

Kinetic Mastery (Level 14): Beginning at level 14, any power of the Psychokinesis discipline you manifest is treated as having been augmented (where applicable) by 1 power point for free. Any further augmentation incurs the standard power point cost. 9th level powers cannot be augmented in this way, but instead receive your manifesting ability modifier as a bonus to two of their damage dice rolls.

Psychoportation (Nomad)

Nomads focus their psionic energies on warping the fabric of space and time. Nomads most often are skilled at conducting teleportation, planar travel, or twisting temporal or spacial anomalies around their enemies.

Field of Transposition: While focused, a nomad may select any two willing creatures of the same size category within 80 feet of the nomad, and no more than the nomad's speed apart from one another (ie if the nomad has a movement speed of 30ft, the two targets must be within 30 feet of one another), and switch their positions via teleportation. Activating this ability consumes the nomad's movement for that round.

If a nomad uses a dash action, they may either transpose two creatures which are twice the nomad's speed apart, or they may transpose themselves with another willing creature of the same size category that is no more than their standard speed away. A nomad may only use the dash action in this way once per long rest.

Temporal Anomaly (Level 6): You may either double or halve the duration of one power or spell currently targeting you. Activating this feature requires no action, and can be done at any time. You may use this ability again only after a long rest. At 11th level you can use this ability twice before needing to rest.

Dimensional Mastery (Level 10): The power *Banishment* takes 30 seconds to complete when used on an extraplanar target, and the first point of Augmentation spent on this power adds 2 targets rather than 1 (any subsequent power points spent on this power add 1 target as normal). You have advantage on any saving throws against spells, powers, or abilities that would send you to another plane. The concentration time required to banish you is increased to 2 minutes.

Temporal Mastery (Level 14): Once per long rest after reaching level 14, following a turn in which you manifested a Psychoportation power (other than Time Stop), you may take an extra turn. This turn does not count toward the duration of any powers or spells. If you manifest a power during this turn, you take 1d6 *psychic backlash* damage per level of the power manifested unless it is of the Psychoportation discipline.

Psychometabolism (Egoist)

Egoists utilize their mental control and discipline to enhance, heal, or transform their bodies. These transformations can allow them to spit acid, breathe poison, or even consume parts of their own body for psionic energy.

Focused Vigor: While focused, an egoist gains advantage on athletics and acrobatics skill checks, and is unhindered by difficult terrain. Any movement action that would normally incur a penalty to speed (ie climbing, swimming, etc) no longer does so.

Debilitating Miasma (Level 6): While focused and possessing at least 1 power point, the egoist exudes and controls an invisible miasma of sickness and debilitating psionic vibrations. At the beginning of each of your turns while this ability is active, all hostile creatures within 30 feet of you that are not undead or constructs must make a Constitution saving throw. Each creature that fails its save sustains 1d4 necrotic damage and can't regain hit points until the start of your next turn.

Body Fuel (Level 10): When augmenting a power, the egoist may choose to take 1d4 necrotic damage per level augmented rather than using power points. If a creature within 30 feet of you was damaged by your Debilitating Miasma this turn, you may choose to damage it rather than yourself in using this ability to augment a power. The egoist only sustains 1d2 necrotic damage per level augmented when using this ability to augment powers of the Psychometabolism discipline.

Psionic Revival (Level 14): Once per long rest, an egoist can re-energize the vital processes of a recently dead body, while manipulating the lingering fragments of the dead individual's psyche to lure the soul back into its body. This ability functions, with all of its established limitations, like the spell 'Raise Dead', with two minor changes:

- This ability automatically fails if the target had a negative Intelligence modifier in life (not counting any temporary penalties that may have been inflicted by magic or cursed items).

- A successfully revived target suffers only a -2 penalty to attack rolls, saving throws, and ability checks.

Telepathy (Telepath)

When most people think of psions, they imagine a telepath. Telepaths specialize in invading, and controlling the minds of others. Powerful telepaths can assault and slay their enemies on a purely psychic basis, leaving physically unharmed, but unmistakably dead, bodies in their wake.

Telepathic Hub: Upon choosing the telepathy discipline, you gain the ability to communicate telepathically with any creature you can see within 30 feet. You can use your telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time so long as they are all within range. You can also let those creatures telepathically hear each other while connected in this way.

While focusing, your range of telepathic communication doubles, and you can also sense and interpret the surface emotions of any creature you can see within range.

Mental Insinuation (Level 6): While focusing you can use an action to attempt reading the deep thoughts of any single sentient creature within 60 feet that you have a line of sight to. Your chosen target must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and manifest a telepathy power on the creature without ending your focus. The target automatically fails its saving throw against the power if the power is of 2nd level or lower.

Psychic Insight (Level 10): At level 10, if a creature has, at any point this day, failed the initial save against your *Mental Insinuation* ability, powers of the Telepathy discipline targeting that creature cost 1 fewer power point for you to manifest (powers always cost a minimum of 1 power point).

Thrallherd (Level 14): At level 14, *Mental Insinuation*, *Suggestion*, and powers that create a Charm effect no longer require concentration to maintain. If a creature currently Charmed by you would make an Intelligence, Wisdom, or Charisma saving throw against an ability, spell, or power you've produced, they have disadvantage on their saving throw.

Fighter Archetype - Psychic Warrior

The Psychic Warrior has trained both their body and mind for combat, augmenting their martial prowess with a limited talent for psionics. Githyanki raiders are often well trained Psychic Warriors, but among non-Gith they are most often culled from the ranks of knightly orders dedicated to slaying psionic aberrations or other such threats, and all undergo a training regimen of rigid discipline and introspection to prepare a mind to wade into the chaos of combat while maintaining inner focus. Due to the nature of their martial training and purpose, Psychic Warriors focus almost exclusively on two psionic disciplines: psychokinesis and telepathy.

The Psychic Warrior

Level	Sciences Known	Powers Known	Power Point Pool Max
3	2	2	1
4	2	2	1
5	2	3	1
6	2	3	1
7	2	4	2
8	2	4	2
9	2	5	2
10	3	5	2
11	3	6	2
12	3	6	2
13	3	7	3
14	3	7	3
15	3	8	3
16	3	8	3
17	3	9	3
18	3	9	3
19	3	10	4
20	3	10	4

Manifesting

When you reach 3rd level, you supplement your martial skill with psionic abilities and powers. You draw your sciences and powers from the psion power list.

Sciences

At level 1, you know 2 sciences of your choice from the psion power list. You learn an additional science of

your choice at level 10.

Focus

You gain 1 power point at the beginning of each round while you are focused (not counting the round focus is initiated). While focused, you do not have disadvantage on your non-spell attacks.

Power Point Pool

The Psychic Warrior table shows you how many power points you can accumulate at any given level through focus, and use in manifesting powers. Certain powers will allow you to spend more than their required power point cost in order to augment their effects. For instance, at level 7 you could either spend 1 power point and manifest the power 'Demoralize' as normal, or spend 2 power points to manifest it as a level 2 power, and to target an additional creature with its effects (per the power's 'Augment' description).

Powers Known of 1st Level and Higher

You know two 1st level powers of your choice from the psion power list. One of these powers must be either of the telepathy or psychokinesis disciplines. The Powers Known column of the Psychic Warrior table shows when you learn more psion powers of your choice. The powers learned at levels 7, 11, 15, and 19 must be of either the telepathy or psychokinesis discipline. Each of these powers must be of a level equal to or less than your power point pool. For example, at level 7, you can learn a level 2 or level 1 power, as your power point pool will have increased to 2.

Once learned, a power is indelibly seared into the psyche of a psychic warrior. Powers known cannot be forgotten or exchanged for different powers by any means.

Manifesting Ability

Choose one of the mental attributes: Intelligence, Wisdom, or Charisma. This chosen attribute becomes your manifesting ability. Once chosen this cannot be changed by any means. You use your manifesting ability whenever a spell or power refers to your spellcasting or manifesting ability. In addition, you use the modifier of your chosen manifesting ability when setting the saving throw DC for a psionic power you cast and when making an attack roll with one.

Power Save DC = 8 + your proficiency bonus + your manifesting ability modifier

Spell Attack Modifier = your proficiency bonus + your manifesting ability modifier

Telekinetic Strike

At level 3, you can spend 1 power point while making an attack action to animate one of your equipped melee weapons to strike at range. Your weapon floats out of your hand and makes a ranged spell attack against a target of your choice up to 20 feet away. This ability cannot be used against a creature within 5 feet of you. Your weapon deals its normal damage, plus your manifesting ability modifier (your normal melee attack ability modifier is not applied). A fighter's extra attacks cannot be used in this manner.

Combat Manifesting

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

Mind Blade

Starting at level 10, as long as you have at least 1 power point in your pool your weapon attacks deal an additional 1d4 psychic damage against sentient creatures. This bonus is increased to 1d6 against creatures that are naturally telepathic. While this ability is active, concentration checks provoked by your weapon attacks have a DC of 10 or the damage dealt, whichever is higher.

Siphon Concentration

At level 15, you may use your action surge to make a special weapon attack against a creature. On a hit, they have disadvantage on any concentration checks this attack provokes. If they fail their concentration check, you gain 1d2 power points.

Improved Combat Manifesting

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

Monk Tradition - Way of the Mind

Those rare few githzerai that choose to leave Limbo and travel the multiverse often leave behind monasteries in their wake dedicated to the art of blending martial and psionic discipline. This tradition, known as the Way of the Zerth amongst githzerai, allows monks to manipulate psionic energies through ki in a limited, but often potent fashion.

Disciple of the Mind

When you choose this tradition at 3rd level, you learn

psionic katas that harness the power of the mind. A kata costs ki points to use. You know the *Focused Strike* kata and 1 other psionic kata of your choice, which are detailed in the ‘Psionic Katas’ section below. You learn one additional psionic kata of your choice at levels 6, and 11.

Manifesting Psionic Powers

Some psionic disciplines allow you to manifest psionic powers. Manifesting time, displays, and other rules remain the same, but the powers cost ki points rather than power points. Your manifesting ability for these powers is Wisdom and your power DC and spell attack modifier are calculated as follows:

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

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier

Once you reach 5th level in this class, you can spend additional ki points to augment your powers (assuming they have an augment option in their description). The maximum number of ki points you can spend on a power is determined by your monk level as shown in the below table:

Monk Level	Maximum Ki Points For a Power
5th - 8th	3
9th - 12th	4
13th - 16th	5
17th - 20th	6

Psionic Katas

Astral Shurikens (6th Level Required): You can spend 3 ki points to manifest *Crystal Swarm*.

Fist of Crippling Doubt (6th Level Required): You can spend 3 ki points to manifest *Id Insinuation*.

Fist of the Hidden Guru: When you use the Attack action on your turn, you can spend 1 ki point to strike at a distance with pure kinetic force. Your reach with your unarmed strikes increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals Force Damage instead of Bludgeoning Damage, and if you spend 1 ki point when the attack hits, it also deals an extra 1d10 Force Damage and pushes the target 10 feet away from you.

Fist of Shattered Dreams (11th Level Required): You can spend 4 ki points whenever you hit with an unarmed strike to instantly manifest *Dispel Psionics* against the target of your attack. This manifestation of *Dispel Psionics* ignores the normal manifesting time and occurs immediately following the

calculation of the triggering attack’s damage.

Inner Sanctum (11th Level Required): You can spend 4 ki points to manifest *Tower of Iron Will*.

Focused Strike: As a bonus action, you may choose to focus your mental energy into your fists. On your next turn, unarmed strike attacks you make deal an additional 1d4 *psychic backlash* damage to sentient creatures. These strikes deal 2d4 *psychic backlash* damage to sentient creatures that are naturally telepathic.

Resilience of the Zerth: You can spend 2 ki points to manifest *Thicken Skin*.

Soul Kama: As a mental action (not inhibited by Paralysis), you can spend 2 ki points and choose a creature within 30 feet of you. That creature must make an Intelligence saving throw. On a failed save, the creature takes 3d10 Psychic Damage, plus an extra 1d10 Psychic Damage for each additional ki point you spend, and is Stunned until the end of your next turn. On a successful save, the creature takes half as much damage, and it is not Stunned.

Thousand Gong Strike (6th Level Required): As an action, you can spend 3 ki points to thrust into the air with such speed that the psionic energy concentrated in your fist creates a focused sonic boom. Creatures in a 10-foot-wide, 60-foot-long line facing in a direction of your choice take 4d10 Thunder Damage and must make a Constitution saving throw. On a failed save, they are Deafened for 3 rounds.

Way of the Silent Croak (6th Level Required): You can spend 3 ki points to manifest ‘Control Sound’.

Hundred Mystic Palms

At level 17, you may spend 3 ki points whenever you use your Flurry of Blows to make 4 additional unarmed strikes. These strikes are performed by four hands manifested from Astral matter and joined to your shoulders by arms of the same. You may choose to have these four extra hands strike at the target of your Flurry of Blows, or at any other targets within 20 feet of you. Creatures struck by these mystic palms are dealt damage as though hit by your unarmed strikes.

Rogue Archetype - Lurk

The Lurk combines a natural predilection and talent for stealth with more than a sliver of psionic talent, allowing them to turn up in the least anticipated places, knowing things ordinarily impossible for them to know, only to vanish and appear somewhere else entirely an instant later. While frequently mistrusted, lurks can often find no shortage of employment as canny spies.

The Lurk

Level	Sciences Known	Powers Known	Power Point Pool Max
3	2	2	1
4	2	2	1
5	2	3	1
6	2	3	1
7	2	4	2
8	2	4	2
9	2	5	2
10	3	5	2
11	3	6	2
12	3	6	2
13	3	7	3
14	3	7	3
15	3	8	3
16	3	8	3
17	3	9	3
18	3	9	3
19	3	10	4
20	3	10	4

Manifesting

When you reach 3rd level, you supplement skills at misdirection and stealth with psionic abilities and powers. You draw your sciences and powers from the psion power list.

Sciences

At level 1, you know 2 sciences of your choice from the psion power list. You learn an additional science of your choice at level 10.

Focus

You gain 1 power point at the beginning of each round while you are focused (not counting the round focus is initiated). While focused, you do not have disadvantage on your Dexterity saving throws or perception checks.

Power Point Pool

The Lurk table shows you how many power points you can accumulate at any given level through focus, and use in manifesting powers. Certain powers will allow you to spend more than their required power point cost in order to augment their effects.

For instance, at level 7 you could either spend 1 power point and manifest the power 'Demoralize' as normal, or spend 2 power points to manifest it as a level 2 power, and to target an additional creature with its effects (per the power's 'Augment' description).

Powers Known of 1st Level and Higher

You know two 1st level powers of your choice from the psion power list. One of these powers must be either of the clairsentience or psychoportation disciplines. The Powers Known column of the Lurk table shows when you learn more psion powers of your choice. The

powers learned at levels 7, 11, 15, and 19 must be of either the clairsentience or psychoportation discipline. Each of these powers must be of a level equal to or less than your power point pool. For example, at level 7, you can learn a level 2 or level 1 power, as your power point pool will have increased to 2.

Once learned, a power is indelibly seared into the psyche of a lurk. Powers known cannot be forgotten or exchanged for different powers by any means.

Manifesting Ability

Choose one of the mental attributes: Intelligence, Wisdom, or Charisma. This chosen attribute becomes your manifesting ability. Once chosen this cannot be changed by any means. You use your manifesting ability whenever a spell or power refers to your spellcasting or manifesting ability. In addition, you use the modifier of your chosen manifesting ability when setting the saving throw DC for a psionic power you cast and when making an attack roll with one.

Power Save DC = 8 + your proficiency bonus + your manifesting ability modifier

Spell Attack Modifier = your proficiency bonus + your manifesting ability modifier

Eavesdropping

At level 3, while focused, the lurk has a supernatural awareness of any sentient creature within 40 feet. The lurk has advantage on any Wisdom (Perception) checks made against sentient creatures within range. As an action you can focus your attention on one sentient creature within range; you can hear what the target is saying regardless of any physical obstacles between you. You are not aware of creatures magically or psionically shielded against detection or divinations, and as such you cannot target them with this ability.

Instant Ambush

Beginning at 9th level, when you use your action to teleport via a power or science, you can make an offhand weapon attack as a bonus action.

Psychic Stiletto

Starting at level 13, you can spend 1 power point to have a successful sneak attack deal psychic damage rather than its normal damage type. Psychic stiletto only deals psychic damage to sentient creatures, and deal additional damage equal to your manifesting ability modifier against creatures that are naturally telepathic. Concentration checks provoked by your psychic stiletto attacks have a DC of 10 or the damage dealt, whichever is higher.

Dream Thief

At level 17, once per long rest, you can enter a deep meditative trance with a duration of Concentration, up to 4 hours. This trance allows you to enter the dreams of a sentient creature known to you and on the same plane of existence. If the creature is not asleep, you know this and can choose to end the trance, or maintain the trance until it falls asleep or the duration has elapsed. While visiting the dreams of the target creature, you can perform one of the following actions:

Interrogate: You take on an appearance of a creature familiar to your target, gleaned from a brief telepathic reading of their dreaming thoughts, and ask the target questions. If the target fails a Wisdom saving throw, you have advantage on any Charisma-based skill check directed at the creature, and the creature believes you to be a trusted friend. If they succeed on their saving throw, they perceive your dream form as a stranger and begin the conversation with a neutral disposition towards you. You remember the dream with absolute clarity upon waking. The target remembers the dream only hazily, if at all.

Ransack: You attempt to forcefully plunder the thoughts of the sleeping target, with the aim of acquiring a single concrete piece of information (combination to a safe, location of a key, password into a hideout, etc). If the target fails an Intelligence saving throw, you learn everything the target knows about the desired piece of information. Otherwise, you are repelled by the target's mental defenses, sustaining 2d6 *psychic backlash* damage and ending the trance. A target that has succeeded on this saving throw cannot be 'ransacked' for this piece of information again.

Multiclassing

While psionics open up a whole new realm of mental power that can take a lifetime to master, there are plenty of adventurers who simply dabble in psionics. Others take the path of the cerebremancer and fuse their studies of the arcane and the mind into a potent whole, or are devotees of a god that favors mental powers (those of the duergar and mind flayers are good examples of this). Below are some rules for handling the inclusion of psionic classes into the 5th Edition's multiclassing system; it is suggested that one also review the PHB's section on multiclassing for context.

Prerequisites

If psion is not your first class, to gain a level in psion you must have one of the following: Intelligence 13, Wisdom 13, or Charisma 13.

Proficiencies

Multiclassing as a psion grants you no new weapon, tool, or armor proficiencies.

Spell Slots

For the purposes of determining your available spell slots for spellcasting classes you are multiclassing with, add all levels of the psion class if your manifesting ability matches the spellcasting ability of at least one of your spellcasting classes. Otherwise add half of your psion levels, rounded down.

Powers Known

You determine the number *and* maximum level of powers you know for each class individually, as if you were a single-classed member of that class. For example, a 3 psion/ 4 fighter with the psychic warrior archetype knows 4 sciences and 4 powers from their levels in psion, plus 2 sciences and 2 powers from their psychic warrior levels, for a total of 6 sciences and 6 powers.

However, regardless of your multiclass power point pool maximum, the powers you learned when you took your third level of psion could not exceed level 2, as that is the power point pool maximum you would have as a single-class psion. Refer to the manifesting table for each class to determine the maximum level of power you can learn when taking a given level in that class.

Power Point Pool Maximum

To determine your power point pool maximum, add your spellcaster levels to your manifester levels and apply the result to the table below. Your spellcaster and manifester levels are calculated as follows for the purposes of determining your power point pool maximum (fractional levels are rounded down):

- Manifester Levels
 - Psion (All)
 - Fighter - Psychic Warrior (1/3)
 - Rogue - Lurk (1/3)
- Spellcaster Levels (If manifesting ability and spellcasting ability are the same)
 - Bard (All)
 - Cleric (All)
 - Druid (All)
 - Sorcerer (All)
 - Wizard (All)
 - Paladin (1/2)
 - Ranger (1/2)
- Spellcaster Levels (If manifesting ability and spellcasting ability different)
 - Bard (1/2)

- Cleric (1/2)
- Druid (1/2)
- Sorcerer (1/2)
- Wizard (1/2)
- Paladin (N/A)
- Ranger (N/A)

Multiclass Manifester – Power Point Pool Max

Level	Power Point Pool Max
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6
13	7
14	7
15	8
16	8
17	9
18	9
19	9
20	9

While the maximum level of powers you can learn might be restricted by your single-class capabilities, you may freely augment any power you know up to a level equaling your power point pool maximum as defined in the Multiclass Manifester table above.

Focus

If you have levels in multiple classes/archetypes that allow you to psionically focus your mind, you may switch the type of focus you are using at any time you initiate focus, or as a bonus action taken at the beginning of any turn where you are focused. Switching focus types while focusing does not break your focus/concentration. If the amount of power points you would accumulate changes as a result of your switching focus types, this change does not take effect until the beginning of your next turn. Otherwise, the penalties and bonuses of your new focus type take effect immediately.

Chapter 4: Feats

This chapter lays out the list of feats available player characters. Per the Player's Handbook, these feats can be selected (so long as prerequisites are met) in lieu of taking an *Ability Score Improvement*.

Existing Feats

The following feats from the PHB are incorporated into the Psionic Transparency rules, with all references to 'spells' in feat effects and prerequisites also applying to 'powers':

- Elemental Adept
- Mage Slayer
- Spell Sniper
- War Caster

New Feats

Bestial Empathy

Prerequisites: *The ability to manifest at least one power.*

Effect: For the purposes of your powers and abilities, the term *sentient creature* is now defined as any creature which is not a construct, and that possesses an Intelligence score of at least 2.

Meditation

Prerequisites: *A manifesting ability modifier of at least +2.*

Effect: At the beginning of any turn that you are focused, you may sacrifice your movement and action to add $1d2 + 1$ to your power point accumulation for that turn. You cannot benefit from this ability if you are prevented from taking movements or actions by any spell, ability, power, or status effect.

Metaconcert

Prerequisites: *The ability to manifest at least one power.*

Effect: While you are focused, any ally within 30 feet of you who is also focused can choose to give you some or all of the power points they accumulate at the beginning of their turn. Any power points given in excess of your power point pool maximum are lost.

Once per long rest, if you are manifesting a power at least partially paid for by power points gained through *Metaconcert*, you may choose to augment that power at no cost by a number of levels equal to the number of allies that contributed power points (lost points do not

count) toward your current total. You cannot augment a power in this way to a level exceeding your power point pool maximum.

Mind Trap

Prerequisites: *Intelligence, Wisdom, or Charisma 15 or higher.*

Effect: Any time you succeed on a mental ability saving throw provoked by a spell, power, or ability, you may use your reaction to force the creature provoking this ability to perform the same saving throw. If you rolled higher than your opponent, they are stunned for 1 round.

Power Efficiency

Prerequisites: *The ability to manifest at least one power.*

Effect: Failing a concentration check while focusing no longer causes you to lose 1 power point from your pool.

Psionically Gifted

Prerequisites: *Cerebremancer, or the ability to manifest at least one power.*

Effect: You learn one additional science, and one level 1 power of your choice.

Psychic Adept

Prerequisites: *The ability to manifest at least one power or cast one spell.*

Effect: Powers you manifest and spells you cast that deal psychic damage ignore any resistance to psychic damage. In addition, when you roll damage for a spell or power you manifest that deals psychic damage; treat any 1 on a damage die as a 2.

Solicit Psicrystal

Prerequisites: *Psion*

Effect: Using this feature, a psion can transfer control over a concentration power to its psicrystal. In essence, this allows you to concentrate on two powers at once (in addition to your focus). However, if you and your psicrystal are both concentrating on separate powers, you have disadvantage on concentration checks. If you fail a concentration check, both powers end.

Chapter 5: Psion

Power List

This chapter lays out the list of powers available to a psion, and any class archetype drawing from the psion's power list. If a power's description references a spell detailed elsewhere, the book and page number will be referenced here.

Psion Powers

Sciences

- Crystal Shards** (Metacreativity)
- Deceleration** (Psychoportation)
- Defensive Precognition** (Clairsentience)
- Detect Lies** (Telepathy)
- Directional Augury** (Clairsentience)
- Empty Mind** (Telepathy)
- Energy Ray** (Psychokinesis)
- Flicker** (Psychoportation)
- Iron Arm** (Psychometabolism)
- Manipulate Momentum** (Psychokinesis)
- Metabolic Stasis** (Psychometabolism)
- Minor Metacreation** (Metacreativity)
- Minor Telekinesis** (Psychokinesis) (PHB 256)
- Psychic Lash** (Telepathy)

Level 1 Powers

- Astral Slick** (Metacreativity) (PHB 246)
- Catfall** (Psychoportation) (PHB 239)
- Clairsentient Illumination** (Clairsentience) (PHB 252)
- Conceal Thoughts** (Telepathy)
- Demoralize** (Telepathy)
- Detect Psionics** (Clairsentience) (PHB 231)
- Drop** (Psychoportation)
- Entangling Thorns** (Metacreativity)
- Erase Presence** (Telepathy) (PHB 272)
- Kinetic Burst** (Psychokinesis)
- Mind Thrust** (Telepathy)
- Noxious Breath** (Psychometabolism)
- Psionic Charm** (Telepathy) (PHB 221)
- Pyrokinesis** (Psychokinesis)
- Recall Wounds** (Clairsentience)
- Telepathic Message** (Telepathy) (PHB 259)
- Thicken Skin** (Psychometabolism)

Level 2 Powers

- Astral Step** (Psychoportation)
- Astral Weapon** (Metacreativity)
- Alter Self** (Psychometabolism) (PHB 211)
- Chameleon** (Psychometabolism)
- Concussion Blast** (Psychokinesis)
- Control Sound** (Psychokinesis) (PHB 275)

- Crystal Swarm** (Metacreativity)
- Detect Thoughts** (Telepathy) (PHB 231)
- Ego Whip** (Telepathy)
- Empathic Transfer** (Psychometabolism)
- Energy Missile** (Psychokinesis)
- Expand/Contract** (Psychometabolism) (PHB 237)
- Id Insinuation** (Telepathy)
- Levitate** (Psychoportation) (PHB 255)
- Locate Object** (Clairsentience) (PHB 256)
- Mind Spike** (Clairsentience) (XGE 162)
- Object Reading** (Clairsentience)
- See Invisibility** (Clairsentience) (PHB 274)
- Suggestion** (Telepathy) (PHB 279)
- Temporal Flux** (Psychoportation)

Level 3 Powers

- Astral Caravan** (Psychoportation)
- Astral Deluge** (Metacreativity) (PHB 276)
- Body Adjustment** (Psychometabolism)
- Body Purification** (Psychometabolism) (PHB 255)
- Clairvoyance** (Clairsentience) (PHB 222)
- Dispel Psionics** (Psychokinesis) (PHB 234)
- Energy Bolt** (Psychokinesis)
- Fate Link** (Clairsentience)
- Fly** (Psychoportation) (PHB 243)
- Iron Maiden** (Metacreativity)
- Lethologica** (Telepathy) (PHB 228)
- Mental Barrier** (Telepathy)
- Mind Blast** (Telepathy)
- Nondetection** (Clairsentience) (PHB 263)
- Temporal Jaunt** (Psychoportation)

Level 4 Powers

- Astral Tendrils** (Metacreativity) (PHB 238)
- Astral Guardians** (Metacreativity)
- Banishment** (Psychoportation) (PHB 217)
- Confusion** (Telepathy) (PHB 224)
- Death Urge** (Telepathy)
- Dimensional Anchor** (Psychoportation)
- Dimension Door** (Psychoportation) (PHB 233)
- Energy Adaptation** (Psychometabolism)
- Force Screen** (Psychokinesis)
- Inertial Barrier** (Psychokinesis)
- Locate Creature** (Clairsentience) (PHB 256)
- Psychic Crush** (Telepathy)
- Remote Viewing** (Clairsentience) (PHB 214)
- Schism** (Telepathy)
- Tentacle Mutation** (Psychometabolism)
- Timeless Visions** (Clairsentience)
- Tower of Iron Will** (Telepathy)

Level 5 Powers

- Astral Shambler** (Metacreativity)
- Baleful Teleport** (Psychoportation)

Body Purge (Psychometabolism) (PHB 246)
Brain Parasite (Psychometabolism)
Catapsi (Telepathy)
Crystal Shrapnel (Metacreativity)
Disable (Telepathy)
Dream Seer (Clairsentience) (PHB 236)
Geas (Telepathy)
Metacreation (Metacreativity) (PHB 229)
Modify Memory (Telepathy) (PHB 261)
Psionic Domination (Telepathy) (PHB 235)
Power Leech (Psychometabolism)
Scrying (Clairsentience) (PHB 273)
Synaptic Static (Telepathy) (XGE 167)
Telekinesis (Psychokinesis) (PHB 280)
Teleportation Circle (Psychoportation) (PHB 282)
Wall of Force (Psychokinesis) (PHB 285)

Level 6 Powers

Amnesia (Telepathy)
Breath of the Green Dragon (Psychometabolism)
Crystallize (Metacreativity)
Dimensional Barrier (Psychoportation)
Disintegrate (Psychoportation)
Greater Precognition (Clairsentience)
Impale (Metacreativity)
Kinetic Orb (Psychokinesis)
Mass Suggestion (Telepathy) (PHB 258)
Mental Prison (Telepathy) (XGE 161)
Restructure (Psychometabolism)
True Seeing (Clairsentience) (PHB 284)

Level 7 Powers

Astral Cocoon (Metacreativity)
Cranial Deluge (Psychometabolism)
Decerebrate (Psychoportation)
Energy Storm (Psychokinesis)
Energy Conversion (Psychometabolism)
Forbidden Insight (Clairsentience)
Insanity (Telepathy)
Plane Shift (Psychoportation) (PHB 266)
Reverse Gravity (Psychokinesis) (PHB 272)
Ultrablast (Telepathy)

Level 8 Powers

Astral Seed (Metacreativity)
Feeblemind (Telepathy) (PHB 239)
Inimical Vision (Clairsentience)
Mass Temporal Jaunt (Psychoportation)
Mind Lock (Telepathy)
Null Psionic Beam (Psychokinesis)
Null Psionic Field (Psychokinesis) (PHB 213)
Psionic Mind Blank (Telepathy) (PHB 259)
Uncarnate Body (Psychometabolism)

Level 9 Powers

Assimilate (Psychometabolism)
Astral Projection (Psychoportation) (PHB 215)
Foresight (Clairsentience) (PHB 244)
Genesis (Metacreativity)
Gravity Well (Psychokinesis)
Psychic Surgery (Telepathy)
Psychic Scream (Telepathy) (XGE 163)
Reality Revision (Clairsentience) (PHB 288)
Time Stop (Psychoportation) (PHB 283)

Chapter 6: Psion

Power Descriptions

This chapter describes in detail the effects of each psionic power listed in the previous chapter. Powers will be listed alphabetically, and organized by level.

Sciences

Crystal Shards

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 60 feet

Display: Ma

Duration: Instantaneous

Effect: You create semi-real crystals of astral matter and fling them at your foes. Choose up to two targets within range. Each target must be within 30 feet of another. Upon manifesting this science, choose whether you wish to manifest heavy, rounded crystals (dealing bludgeoning damage), sharp, jagged crystals (dealing slashing damage), or long, piercing crystals (dealing piercing damage). Then make a ranged spell attack against each target (or if you choose only 1 target, roll two ranged spell attacks against that target). On each hit, the target takes 1d4 + 1 damage of the type you have chosen.

Higher Levels: The number of crystals created (and thus the number of possible targets) increases by 1 when you reach 5th level (total of 3), and again at level 11 (total of 4), and 17 (maximum total of 5 crystals and possible targets).

Deceleration

Discipline: Psychoportation

Manifesting Time: 1 Action

Range: 60 feet

Display: See text

Duration: 1 round

Effect: You alter the flow of time around one target, slowing their movements significantly and creating harmless visual distortions around their person. Target must succeed on a Charisma saving throw or suffer the following effects for the duration of this science:

- Speed is halved.
- Reactions involving attack or spell attack rolls, and Attacks of Opportunity are made with disadvantage.

Higher Level: Starting at level 5, you can target one

additional creature within 15 feet of the initial target. At level 11 you can target two additional creatures, and three at level 17.

Defensive Precognition

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Self

Display: V

Duration: Concentration, up to 1 minute

Effect: You catch fleeting glimpses of the future, forewarning yourself against incoming attacks, magic, and psionics. When manifesting this science, roll 1d2. You may add the results of this roll to any single saving roll made during the duration of this science, or you may subtract it from a single attack or spell attack roll made against you. This science automatically ends when the bonus or penalty has been applied.

Detect Lies

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self

Display: Me

Duration: Concentration, up to 5 minute

Effect: While concentrating on this science, you focus on detecting the contradictory surface thoughts and impulses in those around you that often betray a lie or intentional deception. You gain a +2 bonus on your Wisdom (Insight) checks for the duration of this power. If any sentient creature within 20 feet of you fails a Charisma (Deception) check opposed by your Wisdom (Insight) check at any time while you are concentrating on this science, you are immediately aware of exactly what part of their actions or statements was false or intentionally misleading.

Naturally telepathic creatures may choose to make a Wisdom saving throw after a failed Charisma (Deception) check. Only on a failed save do you identify their falsehoods.

Higher Levels: The bonus you gain to your Wisdom (Insight) checks increases by 1 when you reach 5th level (total of 3), and again at level 11 (total of 4), and 17 (maximum total of 5).

Directional Augury

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Self

Display: V

Duration: Concentration, up to 1 minute

Effect: For the duration, you are unerringly aware of where you stand with regards to each of the four Cardinal Directions (North, South, East, West). This effect only functions when used on your plane of origin. In addition, you have advantage on any checks made in an attempt to find your way back to the site where you last manifested this science.

Empty Mind

Discipline: Telepathy

Manifesting Time: 1 bonus action

Range: Self

Display: Me

Duration: 3 rounds

Effect: You empty your mind of all distractions and unnecessary thoughts, allowing yourself greater focus on your psionic powers. Any time you would make a concentration check while this science is active, you may choose to end the science early in order to gain advantage on that concentration check.

Higher Levels: This science's duration increases by 1 round when you reach 5th level (4 rounds), 11th level (5 rounds), and 17th level (6 rounds).

Energy Ray

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 80 feet

Display: V

Duration: Instantaneous

Effect: You manifest a thin beam of pure energy that strikes a target within range. First choose an energy type from the following choices: cold, fire, lightning, thunder. Then make a ranged spell attack against the target. On a hit, the target takes 1d10 of your chosen damage type.

Higher Levels: This science's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Flicker

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 10 feet

Display: See text

Duration: Instantaneous

Effect: You imagine yourself in an unoccupied location within range from your current position and, accompanied by ripples of distortion and light-bending effects, you teleport to that location. Due to the instantaneous nature of teleportation, if your destination

is within 5 feet of another creature and you choose to move away from them in the same turn you teleported there, you do not provoke an attack of opportunity or other similarly triggered reaction.

Iron Arm

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self

Display: O

Duration: 1 minute

Effect: You supercharge the natural healing and bone densification processes of one of your arms, effectively making it as hard and durable as iron. Treat your character as though it had a shield equipped, granting +2 to AC. This science cannot take effect if you have a shield currently equipped to your off-hand or if your off-hand is otherwise occupied (you can't effectively block with your off-hand if it is being used to steady a two-handed weapon), and immediately ends if a shield is equipped or off-hand is occupied after the fact.

Manipulate Momentum

Discipline: Psychokinesis

Manifesting Time: 1 reaction, triggered by being missed by a melee weapon attack made against you from within 10 feet

Range: 10 feet

Display: V

Duration: Instantaneous

Effect: You increase the momentum of your opponent's swing in an attempt to unbalance them. Your target must succeed on a Dexterity saving throw or fall to the ground prone. If the attack against you was a critical failure, they make their saving throw with disadvantage.

Metabolic Stasis

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: 30 feet

Display: Me, O

Duration: Concentration, up to 1 minute

Effect: You are able to maintain the autonomic systems of a dying creature. A living creature within range, that you can see, with 0 hit points becomes stable for the duration of this science. If the manifester moves more than 30 feet away from the target, or if the target regains hit points, the effect ends.

Higher Levels: The number of creatures you can target with this science increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

Minor Metacreation

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 20 feet

Display: Ma

Duration: Concentration, up to 1 minute

Effect: You pull quasi-real matter from the Astral, shaping it into an object of your specification. This object is obviously made from vaguely gaseous Astral matter (though it feels and acts like a solid), and cannot be mistaken for any mundane material. The object must also meet the following specifications and has the following qualities:

- Weight cannot exceed 10 pounds.
- Dimensions cannot exceed 3 feet on any side.
- Must be inanimate.
- Is inedible.
- Cannot be a specific substance (ie alchemist's fire etc).

The caster must make a check with their manifesting ability (DC determined by the DM) to create a specific or complicated object (such as a key or a gear of a particular size).

Minor Telekinesis

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 30 feet

Display: None

Duration: 1 minute

Effect: This science functions identically to the cantrip *Mage Hand*, save that the hand is not visible in any way.

Psychic Lash

Discipline: Telepathy

Manifesting Time: 1 action

Range: 80 feet

Display: See text

Duration: Instantaneous

Effect: You blast a creature within range with a bolt of disruptive psychic energy creating a 'sound' like the cracking of a whip in the mind of your target. Your target must make an Intelligence saving throw. On a failed save, the target takes 1d8 psychic damage. If the target would make a Concentration check, they do so while subtracting your manifesting ability modifier from their roll.

Higher Levels: This science's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Level 1 Powers

Astral Slick

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 80 feet

Display: Ma

Duration: Concentration, up to 1 minute

Effect: You create a 10 foot square of slippery Astral matter, centered on a point within range. This power otherwise operates per the spell *Grease*, with one exception: on your turn you may use an action to cause the Astral goo to lurch violently beneath the feet of one creature in the area of effect that is not already prone. Performing this action forces the creature to make a Dexterity saving throw or fall prone.

Augment: For each additional power point you spend manifesting this power, increase the area of the astral slick by 5 feet.

Catfall

Discipline: Psychoportation

Manifesting Time: 1 action

Range: Self

Display: O, A

Duration: 1 minute

Effect: This power functions identically to the spell *Feather Fall*.

Clairsentient Illumination

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Touch

Display: V, Me

Duration: Instantaneous

Effect: This power functions identically to the spell *Identify*.

Conceal Thoughts

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self

Display: Me

Duration: Concentration, up to 1 hour

Effect: You conceal your true motives and intentions amid a fog of telepathic obscurement. Add your Wisdom modifier to your Charisma (Deception) checks for the duration of this power. While this power is active, you may freely close your mind to any normal attempts to communicate with you telepathically.

Additionally, anyone attempting to read your surface thoughts (ie via *Detect Thoughts*, *Detect Lies*, or a Telepath's *Telepathic Hub* ability) must succeed on an Intelligence saving throw against your spell DC or be thwarted in their attempt. You gain advantage on any saving throws against attempts to probe your deep thoughts (ie via *Detect Thoughts*, *Mental Insinuation*).

Demoralize

Discipline: Telepathy

Manifesting Time: 1 action

Range: 60 feet

Display: Me

Duration: Concentration, up to 1 minute

Effect: Target sentient creature within range must succeed in a Wisdom saving throw or become frightened of the manifester for the duration of this power.

Augment: For each additional power point spent in manifesting this power, you can target one additional sentient creature within range.

Detect Psionics

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Self

Display: V, A

Duration: Concentration, up to 10 minutes

Effect: This power functions identically to the spell *Detect Magic*, save where Psionic Transparency rules would have it differ (pg. 4).

Drop

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 60 feet

Display: See text

Duration: Instantaneous

Effect: You teleport a medium creature or object within range, 20 feet into the air above any other unoccupied position within range, dropping them from thin air onto the ground.

If the ceiling or roof of the area where the target would be dropped is lower than 20 feet high, this power fails to have any effect. If the target is currently levitating, flying, or capable of either (due either to natural abilities or powers/spells currently in effect), or in an environment where gravity and direction are subjective, this power teleports them 20 feet straight up (from the manifester's perspective if 'up' is subjective), and otherwise has no harmful effect.

Otherwise, the target of this power falls, sustaining whatever falling damage would be appropriate (1d6 Bludgeoning Damage if the 20-foot drop is completed without interruption) and falls prone on landing.

Augment: For each additional power point spent manifesting this power, the target is dropped from 10 feet higher (and thus sustains 1d6 additional Bludgeoning Damage if the fall is uninterrupted).

Entangling Thorns

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 80 feet

Display: See text

Duration: 1 minute

Effect: You manifest a glob of thorny Astral tendrils, hurling it at a single target of medium size or smaller within range. Make a ranged spell attack. On a hit, the target is considered Restrained by the entangling web of Astral thorns for the duration of the power. At the end of each of the target's turns, it can make a Dexterity or Strength saving throw against the power. On a success, the power ends for that target. On a failed save, the target takes 1d6 piercing damage and remains Restrained.

Augment: For each additional power point spent manifesting this power, you may target a creature one size category larger.

Erase Presence

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self

Display: Me, V

Duration: 5 minutes

Effect: This power functions identically to the spell *Sanctuary*.

Kinetic Burst

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: Self (15-foot sphere or cone)

Display: V

Duration: Instantaneous

Effect: A wave of pure kinetic force sweeps out as directed by you. Each creature within either a 15-foot sphere or 15-foot cone (either must originate from you) must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage and is pushed 10 feet away. On a successful save, a creature takes half

as much damage and isn't pushed. Unsecured objects that are completely within the area of effect are automatically pushed 10 feet away.

Augment: For each additional power point you spend manifesting this power, its damage output increases by 1d8.

Mind Thrust

Discipline: Telepathy

Manifesting Time: 1 action

Range: 80 feet

Display: See text

Duration: Instantaneous

Effect: You reach into a sentient creature's psyche and batter it with hostile thoughts and psychic energy, causing them to hallucinate a sword or spear being thrust into their gut. One sentient creature you target must make an Intelligence saving throw or take 3d6 psychic damage. Because this power takes advantage of neural pathways that telepathic creatures have in abundance, any naturally telepathic creature targeted by this power has disadvantage on its saving throw against it and loses its next action on a failed save.

Augment: For each additional power point you spend in manifesting this power, the damage it deals on a failed save increases by 1d6.

Noxious Breath

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self (15-foot cone)

Display: See text

Duration: Instantaneous

Effect: You metabolize a slew of toxic vapors and exhale it in a cone from your mouth and nostrils. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 2d6 poison damage on a failed save and is considered poisoned for 1 round. A creature succeeding on its save takes half damage and is not poisoned.

Augment: For each additional power point you spend in manifesting this power, the damage it deals increases by 1d6 and a creature failing its Constitution saving throw is Poisoned for an additional 1 round.

Psionic Charm

Discipline: Telepathy

Manifesting Time: 1 action

Range: 30 feet

Display: Me

Duration: 1 hour

Effect: This power functions identically to the spell *Charm Person* with two alterations: this power can target any one sentient creature within range, rather than one 'humanoid', and any naturally telepathic creature has advantage on its Wisdom saving throw against this power.

Augment: For each additional power point you spend in manifesting this power, target one additional sentient creature within 30 feet of the initial target.

Pyrokinesis

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 100 feet

Display: A, V

Duration: Concentration, up to 1 minute

Effect: You seize control of a non-magical/non-psionic source of fire within range, animating it and shaping it according to your will. You may perform one of the following effects as an action each round you maintain concentration, targeting a fire source of tiny size or smaller (see below):

- **Animate:** You cause the fire to move a maximum of 30 feet across the ground. You cannot move the fire outside of this power's range. The fire can move into an occupied area, dealing size-appropriate fire damage on the turn it enters the creature's space, and at the end of any turn the creature ends in the same space as the fire. A successful Dexterity saving throw halves this damage. If the size of this fire source has been increased by you, it returns to its normal size upon initiating movement.
- **Increase:** You may increase the size category of the fire by 1, provided it is currently located in an area containing flammable materials and provided that doing so wouldn't make it larger than Colossal. The size of any given fire source may not be increased more than 2 stages in this way.
- **Decrease:** You may decrease the size category of the fire by 1. If reduced below Diminutive size, it is snuffed out.

The size and damage of a given fire source is defined as follows:

- Diminutive (Torch) - 1d3 fire damage
- Tiny (Small Campfire) - 1d6 fire damage
- Small (Large Campfire) - 2d6 fire damage
- Medium (Forge) - 3d6 fire damage
- Large (Bonfire) - 4d6 fire damage (10 ft. x

- 10ft)
- Huge (Burning Shack) - 5d6 fire damage (15 ft. x 15 ft.)
- Gargantuan (Burning Inn) - 6d6 fire damage (20 ft. x 20 ft.)
- Colossal (Burning Tavern) - 7d6 fire damage (25 ft. x 25 ft.)

Augment: For every 2 additional power points spent in manifesting this power, you can target a fire source 1 size category larger.

Recall Wounds

Discipline: Clairsentience

Manifesting Time: 1 action

Range: 80 feet

Display: V, Me

Duration: Concentration, up to 1 minute

Effect: You peer into the recent past to find wounds that the target has suffered, pulling them into the target's current reality and making the old wounds fester anew. Choose one creature within range. Each round this power is maintained, the target must succeed on a Constitution saving throw or take 1d12 Necrotic Damage (attempting to inflict this damage in subsequent turns does not require an action). This power ends if the target succeeds on its saving throw, the duration elapses, it has total cover from you, moves out of the power's range, or if you manifest another power or science of the Clairsentience discipline.

Augment: For each additional power point you spend in manifesting this power, the initial damage dealt on the target's first failed save is increased by 1d12.

Telepathic Message

Discipline: Telepathy

Manifesting Time: 1 action

Range: 120 feet

Display: Me, A

Duration: 1 round

Effect: This power functions identically to the spell *Message*, save as follows. This power is unaffected by magical (or psionic) silence, and the message is communicated mentally as opposed to being communicated via whispers.

Thicken Skin

Discipline: Psychometabolism

Manifesting Time: 1 reaction, triggered by an attack on the manifestor (before success or failure has been determined)

Range: Self

Display: V, O

Duration: 1 round

Effect: You energize the cells of your body to undergo rapid but temporary mutation causing your tissue to become as hard as steel. You gain resistance to nonmagical slashing, bludgeoning, and piercing damage, and a bonus of 1d6 bludgeoning damage to any unarmed attacks you make until the end of your next turn.

Level 2 Powers

Astral Step

Discipline: Psychoportation

Manifesting Time: 1 action

Range: Self

Display: V

Duration: Instantaneous

Effect: You briefly step through the Astral Plane, taking advantage of its subjective space and time to propel you forward. You teleport to an unoccupied space within 20 feet.

If this power is manifested on the Astral Plane, you rocket forward with blinding speed to an unoccupied space within 60 feet of you. While you move far too quickly to provoke attacks of opportunity, this movement is not true teleportation in the Astral (like it would be elsewhere) and you cannot move through solid objects in this way.

Manifesting this power in the Astral Plane is not hindered by a Dimensional Anchor.

Astral Weapon

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 60 feet

Display: Ma

Duration: 1 minute

Effect: You create a floating weapon of astral matter within range that lasts for the duration or until you manifest this power again. Choose a melee weapon upon manifesting, and the astral weapon will take on its appearance and reach. When you manifest this power, you can make a melee spell attack against a creature within 5 feet (or 10 if you chose the shape of a weapon with Reach) of the weapon. On a hit, the target takes 1d8 + your spellcasting modifier of the appropriate damage type (based on the weapon shape).

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a

creature within melee range of the weapon.

If this power is manifested while in the Astral Plane, the weapon deals an additional 1d8 damage.

Augment: For every 2 additional power points spent in manifesting this power, the damage dealt by the weapon increases by 1d8.

Alter Self

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self

Display: See text

Duration: Concentration, up to 1 hour

Effect: This power functions identically to the spell of the same name.

Chameleon

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self

Display: O

Duration: Concentration, up to 1 hour

Effect: Your skin and clothes change colors and texture and your fingers and toes grow minute clinging hairs, allowing you to blend in with your surroundings and climb with ease. You gain a +10 bonus to Dexterity (Stealth) checks, and your climbing speed equals your walking speed.

Concussion Blast

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 80 feet

Display: V, A

Duration: Instantaneous

Effect: You manifest a burst of pure, staggering force, directing it at a creature within range. Make a ranged spell attack against a target within range. On a hit, you deal 2d10 Force Damage to the target, and they must succeed on a Constitution saving throw or be knocked prone.

Augment: For each additional power point spent in manifesting this power, the damage is increased by 1d10.

Control Sound

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Display: A

Duration: Concentration, up to 10 minutes

Effect: When manifesting this power, you may choose either to nullify sound waves in a 20-foot radius sphere centered on a point or object you choose within range, replicating the effects of a *Silence* spell, or you may choose to greatly amplify sound waves within this area.

If you have chosen to amplify sound, even the softest footstep is amplified into a thundering clangor. Any creature moving within or through the area of effect has disadvantage on any Dexterity (Stealth) checks, and takes 1 Thunder Damage for every 5 feet moved. Casting spells with a Verbal component within the area of effect deals 1d4 Thunder Damage to the caster, and any weapon attacks made deal an additional 1d4 Thunder Damage. Spells or powers dealing Thunder Damage that target a creature or point within this power's radius have advantage on their damage rolls.

Augment: For each additional power point you spend in manifesting this power, the radius of its area of effect increases by 5 feet.

Crystal Swarm

Discipline: Metacreativity

Manifesting Time: 1 action

Range: Self (20-foot cone)

Display: Ma

Duration: Instantaneous

Effect: You manifest either a spray of razor sharp crystalline blades or piercing needles that shred all in their path. All creatures in a 20-foot cone must succeed on a Dexterity saving throw or take 4d4 slashing or piercing damage (you choose upon manifesting). Creatures take half damage on a successful save.

Augment: For every additional power point you spend in manifesting this power, the damage dealt increases by 2d4.

Detect Thoughts

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self

Display: Me

Duration: Concentration, up to 1 minute

Effect: This power functions in much the same way as the spell *Detect Thoughts*, with a few modifications and clarifications. Firstly, this power can only target sentient creatures. Secondly, if the target of this power (or its corresponding spell) is naturally telepathic, it has advantage both on its Wisdom saving throw against

probing deeper thoughts, and its opposed Intelligence check to end the power/spell.

Ego Whip

Discipline: Telepathy

Manifesting Time: 1 action

Range: 60 feet

Display: Me

Duration: Concentration, up to 1 minute

Effect: A bolt of ego suppressing impulses flows out from your mind toward a single sentient target. Make a ranged spell attack against the target. If the target is naturally telepathic, you have advantage on the spell attack roll. On a hit, the Charisma modifier of the target is halved for the purposes of calculating their spell DC and spell attack rolls until the power ends. At the end of each of the target's turns, it can make an Intelligence saving throw against the power. On a success, the power ends for that target.

Augment: For every additional power point you spend in manifesting this power, you may choose an additional target within 30 feet of the initial target.

Empathic Transfer

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: 30 feet

Display: V, O

Duration: Instantaneous

Effect: You absorb some of the wounds of an ally into yourself. One allied creature within range is healed up to 2d10 hit points. If you fail a Constitution saving throw with a DC equal to the amount of damage healed, you sustain necrotic damage equal to half the amount of hit points you restored to the target, rounded up. You may choose to heal less than the maximum amount of hit points established by your dice rolls, and you may not restore hit points beyond their maximum.

Augment: For each additional power point you spend manifesting this power, you may heal the target an additional 1d10 hit points and sustain equivalent additional damage.

Energy Missile

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Display: V

Duration: Instantaneous

Effect: You create 4 motes of pure energy and direct them unerringly at your foes. Choose between cold, fire,

lightning, and thunder damage types upon manifestation. Each missile hits a creature of your choice that you can see within range. An energy missile deals 1d4 + 1 damage of your chosen type. The missiles all strike at the same time, and you can direct them to hit one creature or several.

Augment: For every additional power point you spend in manifesting this power, increase the number of missiles (and thus potential targets) by 1.

Expand/Contract

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: 30 feet

Display: V

Duration: Concentration, up to 1 minute

Effect: This power functions identically to the spell *Enlarge/Reduce*.

Augment: For each additional power point you spend manifesting this power, its duration increases by 1 minute.

Id Insinuation

Discipline: Telepathy

Manifesting Time: 1 action

Range: 60 feet

Display: Me

Duration: Concentration, up to 1 minute

Effect: A pulse of telepathic disruption flows out from your mind toward a single sentient target. Make a ranged spell attack against the target. If the target is naturally telepathic, you have advantage on the spell attack roll. On a hit, the target deals only half damage with weapon attacks that use Strength until the power ends. At the end of each of the target's turns, it can make an Intelligence saving throw against the power. On a success, the power ends for that target.

Augment: For every additional power point you spend in manifesting this power, you may choose an additional target within 30 feet of the initial target.

Levitate

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 60 feet

Display: A

Duration: Concentration, up to 10 minutes

Effect: This power functions identically to the spell of the same name, save that the initial target of this power must be the manifester.

Augment: For each additional power point spent in manifesting this power, you may levitate one additional willing creature or object within range.

Locate Object

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Self

Display: V, Me

Duration: Concentration, up to 10 minutes

Effect: This power functions identically to the spell of the same name.

Mind Spike

Discipline: Clairsentience

Manifesting Time: 1 action

Range: 60 feet

Display: Me

Duration: Concentration, up to 1 hour

Effect: This power functions identically to the spell of the same name.

Augment: For each additional power point spent in manifesting this power, the damage is increased by 1d8.

Object Reading

Discipline: Clairsentience

Manifesting Time: 5 minutes

Range: Touch

Display: A, Ma

Duration: Instantaneous

Effect: You can learn the details of an inanimate object's previous owner by sifting through the accumulated psychic impressions retained by the object. Manifesting this power allows you to learn the last owner's race, gender, age, alignment, and how they gained and lost the object. An object's owner (as opposed to someone that just picks it up and drops it elsewhere) is defined as someone that has used the object for its intended purpose (writing for a quill, combat for armor or weapons, casting a spell for a focus, etc), or else has had it in their possession for at least 10 days. If the object has had no owners, the power fails to divulge any information.

Augment: For each additional power point spent in manifesting this power, you learn the above information about 1 additional owner prior to the most recent. If the object has had no owners, or no owners prior to the most recent identified, this reveals information about the object's maker.

See Invisibility

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Self

Display: V

Duration: 1 hour

Effect: This power functions identically to the spell of the same name.

Suggestion

Discipline: Telepathy

Manifesting Time: 1 action

Range: 30 feet

Display: Me

Duration: Concentration, up to 8 hours

Effect: This power functions identically to the spell of the same name, save that if you are naturally telepathic, you can also communicate your 'Suggestion' telepathically rather than speaking it aloud, rendering your suggestion understandable by any sentient creature.

Temporal Flux

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 120 feet

Display: V, O

Duration: Instantaneous

Effect: In manifesting this power, you attempt to alter the location of one creature in the local flow of time. If the target is willing, or if an unwilling target fails an Intelligence saving throw, they are forced to re-roll initiative. If, upon doing so, their new roll places their turn order before yours and they have not already taken their turn, they skip their turn until next round. If they have already taken their turn and their turn order is moved after yours, they take a second turn and any spell or power effect they have created is treated as having been in play for a full round.

Level 3 Powers

Astral Caravan

Discipline: Psychoportation

Manifesting Time: 1 minute

Range: See text

Display: V, Ma, Me

Duration: See text

Effect: You travel into and through the Astral Plane with a specific destination in mind. Your destination may be anywhere within the Astral Sea, or any location accessible by it. Anyone that links hands with you

willingly is designated as a passenger, as is anyone that has willingly linked hands with another passenger. There is no limit to the number of passengers you can have in your caravan.

When you complete the manifestation of this power, you and your passengers step bodily into the Astral Sea. Unlike with Astral Projection, both your body and soul are present in the Astral Sea. Damage and death apply as they normally would, rather than shunting your astral form back to your unharmed body. This power ends when you reach your intended destination, if it is successfully dispelled, or if any passenger breaks its hand-to-hand link with the caravan for more than 1 minute.

Travel through the Astral Sea, and the concept of location in general, is very subjective, and as such travel time depends greatly on how familiar you are with your destination. For each day of travel, make an Intelligence (Investigation) or Intelligence (History) check against a DC of 15 (this can be adjusted by the DM depending on how generally well known the destination is). If you roll 3 successes in the span of 5 days, you reach your destination. Otherwise, you continue travelling until you meet the above criteria.

If you have been to your destination before, or have detailed and accurate directions, you have advantage on your Investigation or History checks.

While travelling in this manner, you are visible to any other travellers or resident creatures in the Astral Sea, and travel at the speed of the slowest creature in the caravan.

Astral Deluge

Discipline: Metacreativity
Manifesting Time: 1 action
Range: 150 feet
Display: See text

Duration: Concentration, up to 1 minute
Effect: This power functions identically to the spell *Sleet Storm*, save that a deluge of quasi-real, cold, slippery Astral slime falls in the area of effect, rather than freezing rain.

Augment: For each additional power point spent in manifesting this power, increase the radius and height of the cylinder by 10 feet.

Body Adjustment

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self

Display: O, A

Duration: Instantaneous

Effect: In manifesting this power, you supercharge the recovery processes of your body, restoring hit points equal to 4d4 + your spellcasting modifier.

Augment: For each additional power point spent in manifesting this power, the amount of hit points restored increases by 1d4.

Body Purification

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Touch

Display: Me, O

Duration: Instantaneous

Effect: This power functions identically to the spell *Lesser Restoration*.

Clairvoyance

Discipline: Clairsentience

Manifesting Time: 10 minutes

Range: 1 mile

Display: Me, V, A

Duration: Concentration, up to 10 minutes

Effect: This power functions identically to the spell of the same name.

Dispel Psionics

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 120 feet

Display: V, A

Duration: Instantaneous

Effect: This power functions identically to the spell *Dispel Magic*, save where Psionic Transparency rules would have it differ (pg. 4).

Augment: When augmented you automatically end the effects of a spell or power on the target if the spell or power's level is equal to or less than the number of power points spent in manifesting this power.

Energy Bolt

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: Self (100 x 5-foot line)

Display: See text

Duration: Instantaneous

Effect: A beam of pure energy of your choice (cold,

fire, lightning, thunder) erupts from the middle of your forehead, damaging anything caught in a 100-foot-long, 5-foot-wide line in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 damage of the type chosen on a failed save, or half as much on a successful one.

Augment: For each additional power point spent in manifesting this power, the damage increases by 1d6.

Fate Link

Discipline: Clairsentience

Manifesting Time: 1 action

Range: 60 feet

Display: Me

Duration: Concentration, up to 10 minutes

Effect: You attempt to link the fates of two creatures within range. Willing targets make no save. If the targets are unwilling, both creatures must fail a Wisdom saving throw in order for the power to take effect. If one creature affected by this power is damaged, the other also takes the same amount; similarly if one is healed, the other is also healed for the same amount. If one creature is afflicted by a status condition, so is the other. If one creature is immune to a status condition (ie Charmed, Poisoned, etc) then both are. If one linked creature dies, the other sustains 4d10 Psychic Backlash Damage and the power ends.

Fly

Discipline: Psychoportation

Manifesting Time: 1 action

Range: Touch

Display: V

Duration: Concentration, up to 10 minutes

Effect: This power functions identically to the spell of the same name.

Augment: For each additional power point spent in manifesting this power, you can target one additional creature.

Iron Maiden

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 80 feet

Display: See text

Duration: Concentration, up to 1 minute

Effect: In manifesting this power, you create a crystalline coffin filled with razor sharp spikes to trap and damage one foe of Medium size or smaller within range. On a successful Dexterity saving throw, your target manages to avoid being trapped.

On a failed Dexterity saving throw your target is trapped within the crystalline coffin, rendering them Restrained. On each of the trapped creature's turns while this power is in effect, they may make a Strength saving throw to break out of the crystal prison. Whether they succeed or fail on their saving throw, they take 4d4 piercing damage. A creature Restrained by this power can only take the above action, or else any action that does not require physical movement (purely somatic actions are possible). A creature trapped by this power cannot see anything outside of their prison.

The coffin trapping the target can be broken from the outside by physical attacks, spells, powers, or any other source of damage. The coffin has 10 AC, 30 hit points, vulnerability to thunder damage, and resistance to nonmagical piercing and slashing damage. If the crystal is successfully shattered from without, the creature trapped within sustains 3d4 slashing damage plus any damage sustained by the crystal that exceeded its hit points.

If this power is manifested in the Astral plane, the crystal has 12 AC and 50 hit points.

Augment: For each additional power point spent in manifesting this power, increase the damage dealt by a Strength saving throw by 1d4. For every 3 additional power points spent in manifesting this power, increase the maximum size category this power can target by 1.

Lethologica

Discipline: Telepathy

Manifesting Time: 1 reaction, triggered when you see a creature within 60 feet of you casting a spell or manifesting a power or science.

Range: 60 feet

Display: Me, A

Duration: Instantaneous

Effect: This power functions identically to the spell *Counterspell*, with one modification. If your target is a caster that prepares its spells, the DC to counter a spell or power of 4th level or higher is 10 + the spell/power's level - 1. Otherwise the DC is 10 + the spell/power's level + 1.

Augment: If augmented, the interrupted spell or power has no effect if its level is less than or equal to the total number of power points spent manifesting this power.

Mental Barrier

Discipline: Telepathy

Manifesting Time: 1 reaction, triggered by being the target of a spell or power

Range: Self

Display: Me, V

Duration: 1 round

Effect: You rapidly erect a psychic barrier to protect your mind. Until the end of your next turn, you gain immunity to psychic damage, and advantage on Intelligence or Wisdom saving throws against spells, powers, or other magical effects.

Mind Blast

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self (30-foot cone)

Display: Me, V

Duration: Instantaneous

Effect: This power is most commonly associated with the feared mind flayers, and while the mind flayers have perfected its range and potency beyond the norm, it is still a dangerous power in the hands of any other psion. Each creature in a 30 foot cone must succeed on an Intelligence saving throw or take 4d8 psychic damage and be Stunned for 5 rounds. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Augment: For each additional power point you spend in manifesting this power, increase its damage by 1d8.

Nondetection

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Touch

Display: Me, V

Duration: 8 hours

Effect: This power functions identically to the spell of the same name.

Temporal Jaunt

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 30 feet

Display: See text

Duration: 1 minute

Effect: You target a creature of Medium size or smaller, sending them forward in time by one minute. An unwilling creature targeted by this power can make a Charisma saving throw. On a successful save, this power has no effect. On a failed save, or if the target is willing, the target vanishes in puff of silvery mist as it is shunted forward in time.

On each of the target's turns while this power is in effect, they can take no action except to make another Charisma saving throw. On a successful save, this power ends. While affected by this power, no creature can perceive, take any actions targeting, or communicate in any way with the target.

When this power ends, the target reappears exactly where they had been when the power first manifested. If this space is now occupied, they reappear in the nearest unoccupied space. From the point of view of the target no time has passed at all, and everything that has happened while they were travelling forward in time has occurred in the blinking of an eye. Although they are not aware of the passing of time, time spent affected by this power does count against the duration of any spells or powers affecting the target.

Augment: For every 2 additional power points spent manifesting this power, this power may target creatures 1 size category larger, and you may select one additional target within 30 feet of the initial target.

Level 4 Powers

Astral Guardians

Discipline: Metacreativity

Manifesting Time: 1 action

Range: Self (15-foot radius)

Display: See text

Duration: Concentration, up to 10 minutes

Effect: You shape pure Astral matter into vaguely humanoid forms to protect you. These quasi-real guardians stalk around you within a distance of 15 feet for the duration.

When you manifest this power, you can designate any number of creatures you can see to be unaffected by it. 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 Dexterity saving throw. On a failed save, the creature takes 3d8 slashing damage. On a successful save, the creature takes half as much damage.

If you would be damaged in any way while this power is active, you may use your reaction to end this power before the damage dealt is calculated. Doing so causes the Astral forms to crowd around you in an attempt to ward off harm, preventing a total of 2d10 damage from a single source.

If this power is manifested in the Astral Plane, the

guardians deal an additional 1d8 damage.

Augment: For each additional power point spent in manifesting this power, the guardians' damage increases by 1d8.

Astral Tendrils

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 90 feet

Display: O, Ma

Duration: Concentration, up to 1 minute

Effect: This power functions identically to the spell *Black Tentacles*, save that tendrils of quasi-real astral matter are drawn from the Astral Sea in place of ebony tentacles.

If this power is manifested in the Astral Sea, the area of effect it fills is doubled.

Augment: For each additional power point you spend in manifesting this power, the damage dealt by the astral tendrils is increased by 1d6.

Banishment

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 60 feet

Display: V, Me

Duration: Concentration, up to 1 minute

Effect: This power functions identically to the spell of the same name.

Augment: For each additional power point you spend in manifesting this power, you can target one additional creature.

Confusion

Discipline: Telepathy

Manifesting Time: 1 action

Range: 90 feet

Display: Me

Duration: Concentration, up to 1 minute

Effect: This power functions identically to the spell of the same name.

Augment: For each additional power point spent in manifesting this power, increase its radius of effect by 5 feet.

Death Urge

Discipline: Telepathy

Manifesting Time: 1 action

Range: 90 feet

Display: Me

Duration: 1 round

Effect: This power plants an immediate suicidal urge deep in a creature's psyche. Target one sentient creature and force them to make a Wisdom saving throw. On a failed save the target is Charmed, and takes no other action on its next turn other than attempting to harm itself.

If armed, the target attacks itself once (regardless of how many attacks per round it normally gets), automatically hitting and dealing damage as a critical hit. The target thereafter takes no other action or movement and ends its turn.

If unarmed, the target moves toward the nearest enemy (dashing if necessary), and intentionally provokes an attack of opportunity against itself.

If the target is unarmed and there are no enemies within dashing distance, it will attempt to take advantage of any nearby hazardous terrain with which it can harm itself. Absent harmful terrain or viable enemies, it simply does nothing and ends its turn.

Dimensional Anchor

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 100 feet

Display: See text

Duration: 10 minutes

Effect: A green ray of spatial stability shoots out from your fingertips at a creature of your choice. Make a ranged spell attack against your target (unless you choose to target a willing creature). On a hit, that target is unable to teleport or be teleported in any way for the duration of this power. This includes localized teleportation (such as Astral Step, Baleful Teleport, Dimension Door, Flicker, Misty Step, Shadow Step, Teleportation Circle, etc) and extraplanar travel (Astral Projection, Astral Caravan, Gate, Banishment etc). This power does not prevent summoned creatures from returning to their plane of origin once the spell that has conjured them has ended.

Augment: For each additional power point you spend manifesting this power, you may target an additional creature within 30 feet of the initial target.

Dimension Door

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 500 feet

Display: V

Duration: Instantaneous

Effect: This power functions identically to the spell of the same name.

Energy Adaptation

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self

Display: V, Me

Duration: 5 minutes

Effect: Your body adapts to a certain kind of damage, allowing you to gain limited sustenance from it. Choose a damage type upon manifesting this power from among these choices: acid, cold, fire, lightning, poison, thunder. You gain resistance to damage of your chosen type, and any damage from that type you would ordinarily sustain after taking resistance into account, you are instead healed that amount.

If a spell, power, or ability would deal damage in the energy type you have chosen, but is designated as ignoring resistances, it ignores the effects of this power and damages you normally.

Augment: For each additional power point spent in manifesting this power, choose another damage type to gain resistance/healing from.

Force Screen

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: Self

Display: A

Duration: Concentration, up to 10 minutes

Effect: You manifest a shimmering globe of mostly transparent force around your person. This protective screen grants you resistance to force damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, they are struck by a backlash of kinetic energy and take 2d6 force damage.

Inertial Barrier

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: Touch

Display: V, A

Duration: Concentration, up to 1 hour

Effect: Manifesting this power creates a kinetic barrier of pure inertia around a creature you touch. Until this power ends, the target gains resistance to nonmagical

bludgeoning, piercing, and slashing damage.

Locate Creature

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Self

Display: V

Duration: Concentration, up to 1 hour

Effect: This power functions identically to the spell of the same name.

Psychic Crush

Discipline: Telepathy

Manifesting Time: 1 action

Range: 60 feet

Display: See text

Duration: Instantaneous

Effect: One sentient creature you select is assaulted by an extremely vivid hallucination of a giant psychic hand reaching down and crushing their mind. On a failed Intelligence save, the target takes 8d6 psychic damage and collapses unconscious for 2 rounds. If the target is immune to psychic damage, this power reduces that immunity to a resistance for 2 rounds on a failed save, but otherwise has no effect. If the target is resistant to psychic damage, their resistance is removed for 2 rounds and this power damages them as normal but they do not fall unconscious.

Augment: For each additional power point spent manifesting this power, the target is rendered unconscious, or their psychic damage immunity/resistance reduced, on a failed save for 1 additional round.

Remote Viewing

Discipline: Clairsentience

Manifesting Time: 1 action

Range: 30 feet

Display: V

Duration: Concentration, up to 1 hour

Effect: This power functions identically to the spell *Arcane Eye*, save that it is augmentable as noted below.

Augment: For each additional power point spent in manifesting this power, you gain +2 to visual perception checks made while seeing through this power's remote sensor. Additionally, if you have spent 2 or more additional power points augmenting this power, you can see invisible creatures through the remote sensor, and if you have spent 5 power points augmenting this power, you can see into the ethereal plane through the remote sensor.

Schism

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self

Display: Me

Duration: 3 rounds

Effect: You split your mind into two independent parts. Starting the turn this power is manifested, you may take a total of 2 actions each turn, so long as the second action is limited to manifesting a science, or a power of 2nd level or lower.

While this power is active, if you fail a Wisdom or Intelligence saving throw, you may choose to end this power in order to retroactively change your saving throw into a success.

Augment: For each additional power point you spend in manifesting this power, your second action may be used to manifest a power of 1 higher level.

Tentacle Mutation

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self

Display: See text

Duration: 1 minute

Effect: You initiate a controlled mutation of your body, growing a large, rubbery octopus tentacle covered in poisonous mucus. You may make melee attacks or grapple attempts against creatures up to 10 feet away from you with this tentacle as a bonus action, or a reaction triggered by an enemy within 10 feet of you hitting you with an attack. This reaction cannot be triggered if you are already grappling a creature with the tentacle. Add your proficiency bonus to any Strength (Athletics) checks made with this tentacle to grapple a creature or to resist a grappled creature's escape attempts.

On a hit with a melee attack, the tentacle deals 1d6 bludgeoning damage, and 3d6 poison damage. A creature grappled by your tentacle takes the poison damage each round they are grappled, beginning with the round where grappling was initiated. Any time a creature takes poison damage from this power, it must make a Constitution saving throw vs your spell DC. On a failed save, they are poisoned for 2 rounds.

You may not have more than 1 tentacle generated in this way at any given time.

Augment: For each additional power point spent in

manifesting this power, increase the poison damage it deals by 1d6, and increase this power's duration by 1 minute.

Timeless Visions

Discipline: Clairsentience

Manifesting Time: 1 action

Range: 80 feet

Display: See text

Duration: Concentration, up to 1 minute

Effect: Force a sentient creature within range to make a Wisdom saving throw. Aberrations have resistance to this power (if the aberration already has spell resistance, they are immune to this power instead). On failed save, the target of this power is bombarded by visions of the high infinite time streams and alternate realities which spawn from their every movement, thought, or action. The target is frightened of all nearby creatures for the duration of this power.

At the end of each of the target's turns, before the spell ends, the target must succeed on an Intelligence saving throw as it struggles to successfully process all of the contradictory visions and possibilities. On a successful save, the power ends. On a failed save, the target's Wisdom attribute is reduced by 1d4.

If the target's Wisdom is reduced to 0, they are Stunned for the remainder of the power's duration and stop making saving throws. When this power ends any Wisdom reduction inflicted by this power is reversed at a rate of 2 points per round.

Augment: For each additional power point spent manifesting this power, increase the maximum duration of this power by 1 minute.

Tower of Iron Will

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self (30-foot radius sphere)

Display: Me, A

Duration: Concentration, up to 10 minutes

Effect: Manifest a fortress of protective mental energy, distorting the air in a rippling 30-foot radius sphere centered on you. For the duration, each friendly creature in the area (including you) has advantage on Intelligence, Wisdom, and Charisma saving throws against spells, powers, and other magical effects. Additionally, affected creatures have resistance to psychic damage, and if an affected creature would have one of its mental attributes reduced by a magical or psionic effect, it suffers half the attribute reduction it

would otherwise sustain.

Augment: For each additional power point spent manifesting this power, increase the effect radius by 10 feet.

Level 5 Powers

Astral Shambler

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 120 feet

Display: Ma

Duration: Concentration, up to 1 minute

Effect: You call forth a semi-sentient predator comprised from Astral fog and mist. The shambler fills a 20-foot-radius sphere centered on a point within range, rendering the area heavily obscured and halving the movement speed of any creature within. Any hostile creature entering the shambler or beginning its turn within the shambler is forced to make a Dexterity saving throw. On a failed save, the creature takes 5d8 slashing damage from Astral claws darting out of the fog. On a successful save, they take half damage.

On your turn, you can spend an action to move the shambler up to 20 feet, so long as it remains within the power's range. Moving the shambler in such a way as to envelop a new creature in its area will not provoke a Dexterity saving throw on your turn.

Augment: For each additional power point spent in manifesting this power, its damage increases by 1d6.

Baleful Teleport

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 30 feet

Display: V, Me

Duration: Instantaneous

Effect: You attempt to teleport a single creature within range to many different locations simultaneously. The target must make either a Constitution or a Charisma saving throw (their choice). On a failed save, the target takes 10d6 force damage and increases their exhaustion level by 1 as chunks of their body are violently teleported away. On a successful Constitution check, the target takes no damage but still increases their exhaustion level by 1. On a successful Charisma check, the target is violently teleported to a random location within 60

feet of their position at the time this power was manifested. The target takes half damage from this teleportation, but does not suffer an increased exhaustion level.

Augment: For each additional power point you spend manifesting this power, increase the damage dealt by 1d6

Body Purge

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Touch

Display: Me, Ma

Duration: Instantaneous

Effect: This power functions identically to the spell *Greater Restoration*.

Brain Parasite

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: 30 feet

Display: O

Duration: 7 days

Effect: Manifesting this power allows your body to spawn a miniscule parasitic organism which can infest another creature at your direction. Make a ranged spell attack against a sentient creature within your reach. On a hit, your parasite travels through their body and lodges deep within their brain (or other collection of nerves depending on their physiology).

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the parasite's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature's body successfully kills the parasite, and the power ends.

While the parasite is active in a host's body, it can either spread mentally debilitating disease or serve as a psionic back-door that allows the manifester to access the host's sight and hearing without their knowledge. Choose one of the following effects to occur for this power's duration:

- **Blinding Sickness:** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

- **Mindfire:** The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *Confusion* spell during combat.
- **Brain Worm:** So long as the manifester is on the same plane of existence as the parasite's host, they can read the host's surface thoughts and communicate telepathically with them. As a bonus action, the manifester can choose to see and hear what the host senses for as long as concentration is maintained.

Catapsi

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self (30-foot radius sphere)

Display: Me

Duration: Concentration, up to 1 minute

Effect: You emit a field of psychic static which interferes with the manifesting of powers and casting of spells within a 30-foot radius sphere centered around yourself. All creatures (aside from yourself) must make a Wisdom saving throw any time they attempt to manifest a power or cast a spell within this power's area of effect.

On a failed save, if a spell is being cast, it is cast using a spell slot 2 levels higher than its intended level with no additional benefit (so a level 2 spell that gains 1d6 damage per spell slot level above 2nd gains no extra damage, but expends a level 4 spell slot). If a power is being manifested and the manifester fails its save, it costs 2 extra power points with no additional benefit.

If the caster has no spell slots of the adjusted level, or if the new cost of the power exceeds the manifester's power point pool, the spell or power simply fails (expending a spell slot of the highest available level, or all of a psion's power points) and the caster/manifester takes 3d6 psychic damage.

Augment: For each additional power point spent in manifesting this power, increase the radius of its area of effect by 5 feet.

Crystal Shrapnel

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 100 feet

Display: Ma

Duration: Instantaneous

Effect: You manifest a large Astral crystal in the palm of your hand and launch it at a foe. Make a ranged spell attack against a creature within range. On a hit, the crystal deals 6d4 bludgeoning damage as it slams into your target before bursting into a hail of jagged crystalline shrapnel. If your ranged spell attack misses, the crystal still bursts at a random point within 5 feet of the target, but the target takes no bludgeoning damage. All creatures within a 20 foot radius of the target (or impact location) make a Dexterity saving throw. The crystalline shrapnel deals 9d4 slashing damage, or half damage on a successful save.

Augment: For each additional power point spent in manifesting this power, increase its bludgeoning damage by 1d4 and its slashing damage by 2d4.

Disable

Discipline: Telepathy

Manifesting Time: 1 action

Range: 80 feet

Display: Me, A

Duration: Instantaneous

Effect: This power implants into the mind of a sentient creature the powerful conviction that they have been brutally crippled or maimed. One sentient creature within range must make an Intelligence saving throw. On a failed save, it takes 8d6 psychic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1.

If the target fails this power's saving throw, its hit point maximum is reduced by an amount equal to the psychic damage it took, and has disadvantage on its Dexterity saving throws. These secondary effects last for 10 minutes, or until removed by a spell or power that removes a Curse or Charm effect.

Augment: For each additional power point spent in manifesting this power, increase its damage by 1d6.

Dream Seer

Discipline: Clairsentience

Manifesting Time: See text

Range: Special

Display: Me, A

Duration: See text

Effect: This power functions identically to the spell *Dream*, save that only the manifester can act as the 'messenger', and that it can only be manifested while asleep and taking a short rest. A manifester using its short rest in this manner has disadvantage on any hit dice rolls to heal during this short rest.

Geas

Discipline: Telepathy

Manifesting Time: 1 minute

Range: 60 feet

Display: Me

Duration: 30 days

Effect: This power functions identically to the spell of the same name.

Augment: If 1 additional power point is spent in manifesting this power, increase its duration to 6 months, 2 power points increase the duration to 1 year, and a *Geas* manifested with 9 power points lasts until forcibly ended by another effect.

Metacreation

Discipline: Metacreativity

Manifesting Time: 1 minute

Range: 30 feet

Display: Ma

Duration: See text

Effect: This power functions identically to the spell *Creation*, save that if an object of Vegetable matter or Stone/crystal is created via this power while in the Astral Plane or an Astral demiplane, these objects are permanent unless removed from the Astral Plane, at which point they vanish if the appropriate duration has already elapsed. Objects of Adamantine/Mithral cannot be created with this power.

Augment: For each additional power point spent manifesting this power, the cube the object can fill increases by 5 feet.

Modify Memory

Discipline: Telepathy

Manifesting Time: 1 action

Range: 30 feet

Display: Me, V, A

Duration: Concentration, up to 1 minute

Effect: This power functions identically to the spell of the same name.

Augment: For each additional power point spent in

manifesting this power, you can target 1 additional sentient creature.

Psionic Domination

Discipline: Telepathy

Manifesting Time: 1 action

Range: 60 feet

Display: Me

Duration: Concentration, up to 1 minute

Effect: This power functions identically to the spell *Dominate Person*, save that it can target any sentient creature within range, as opposed to just 'humanoids'. If the power's target is not 'humanoid' and/or naturally telepathic, the maximum duration of this power is halved.

Power Leech

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self

Display: V, O

Duration: 1 minute

Effect: You convert psychic damage and mental energy into sustenance and power. While this power is active, whenever you succeed on a saving throw against a spell or power (where doing so ends or negates the power or spell entirely) one of the following effects occurs:

- If the saving throw was physical (Strength, Constitution, Dexterity), you are healed 1d4 hit points per level of the power or spell.
- If the saving throw was mental (Intelligence, Wisdom, Charisma), you gain 1 power point.

Augment: For each additional power point you spend in manifesting this power, its duration increases by 1 minute.

Scrying

Discipline: Clairsentience

Manifesting Time: 10 minutes

Range: Self

Display: V, A, O

Duration: Concentration, up to 10 minutes

Effect: This power functions identically to the spell of the same name.

Synaptic Static

Discipline: Telepathy

Manifesting Time: 1 action

Range: 120 feet

Display: V, Me
Duration: Instantaneous
Effect: This power functions identically to the spell of the same name.

Telekinesis

Discipline: Psychokinesis
Manifesting Time: 1 action
Range: 80 feet
Display: None
Duration: Concentration, up to 10 minutes
Effect: This power functions identically to the spell of the same name.

Teleportation Circle

Discipline: Psychoportation
Manifesting Time: 1 minute
Range: 10 feet
Display: V, Me
Duration: 1 round
Effect: This power functions identically to the spell of the same name.

Wall of Force

Discipline: Psychokinesis
Manifesting Time: 1 action
Range: 120 feet
Display: None
Duration: Concentration, up to 10 minutes
Effect: This power functions identically to the spell of the same name.

Level 6 Powers

Amnesia

Discipline: Telepathy
Manifesting Time: 1 action
Range: 120 feet
Display: Me, A
Duration: Instantaneous
Effect: You reach into the mind of a sentient creature within range and damage their ability to access their memories. The target of this power makes an Intelligence check. On a failed save, one of the following effects occurs:

- If the target is a psion, their focus is deactivated (if it was active) and any powers they were concentrating on end. Additionally, they lose 2 power points, this includes the 1 power point lost for the disruption of their concentration.

- If the target is a caster with spell slots, any spell they were concentrating on ends immediately. In addition, one spell slot of up to 3rd level is expended without effect.

Otherwise, the target loses any readied action they had prepared (if applicable).

Augment: For each additional power point spent in manifesting this power, 1 more power point or spell slot (of the same level range) is lost on a failed save.

Breath of the Green Dragon

Discipline: Psychometabolism
Manifesting Time: 1 action
Range: Self (60 foot cone)
Display: See text
Duration: Instantaneous
Effect: You breathe poisonous gas in a massive cone, directed as you choose. Creatures caught in the cone make a Constitution saving throw. On a failed save, they take 10d6 poison damage and are considered Poisoned for 1 minute, on a successful save they take half as much damage and are not Poisoned.

Augment: For each additional power point spent in manifesting this power, its damage increases by 1d6.

Crystallize

Discipline: Metacreativity
Manifesting Time: 1 action
Range: 60 feet
Display: See text
Duration: Concentration, up to 1 minute
Effect: This power functions identically to the spell *Flesh to Stone*, save that rather than turning the target's flesh into stone, it is encased in and later turned into crystalline Astral matter.

Dimensional Barrier

Discipline: Psychoportation
Manifesting Time: 1 action
Range: 100 feet
Display: V, Me, A
Duration: 1 hour
Effect: In manifesting this power, you create an invisible spherical barrier with a 20-foot radius centered on a point within range that disrupts teleportation. Any creature teleporting (as defined by *Dimensional Anchor*) within, out of, or into this area of effect must make a Charisma saving throw. Creatures summoned into the area of effect must

also make a Charisma saving throw. On a failed save they take 8d6 force damage and are stunned, or take half damage without being stunned on a successful save.

Augment: For each additional power point spent in manifesting this power, increase its radius by 5 feet.

Disintegrate

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 60 feet

Display: See text

Duration: Instantaneous

Effect: Manifesting this power causes a beam of rippling, distorted space-time to leap from your fingers and tear through a given target. This power functions identically to the spell of the same name.

Augment: For each additional power point spent in manifesting this power, increase its damage by 3d6.

Greater Precognition

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Self

Display: V

Duration: Concentration, up to 1 minute

Effect: You see and understand future more clearly than most, forewarning yourself against incoming attacks, magic, and psionics and determining the best moments to strike at your foes. When manifesting this power, roll 2d6. You may add the results of this roll to any single saving throw, attack, or spell attack roll made during the duration of this power, or you may subtract it from a single attack or spell attack roll made against you. This power automatically ends when the bonus or penalty has been applied.

Impale

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 60 feet

Display: See text

Duration: Concentration, up to 1 minute

Effect: Upon manifesting this power, a large, sharp, jagged spike of Astral crystal erupts from the ground below your target. Target creature makes a Dexterity saving throw. On a failed saving throw, target creature sustains 10d6 piercing damage and their body is impaled on the crystal. On a successful save, they take half damage and are not impaled.

Impaled creatures are Restrained, and take 1d6 slashing damage at the beginning of each of their turns, any time they make an attack, and any time they are hit with an attack. While this power remains in effect, an impaled creature or any creature within 5 feet of them may spend an action make a Strength saving throw against your spell DC to shatter the crystal impaling the target. A successful saving throw ends this power. Regardless of the success or failure of this saving throw, the impaled creature takes 2d6 slashing damage.

Augment: For each additional power point you spend in manifesting this power, its initial damage increases by 1d6.

Kinetic Orb

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 300 feet

Display: See text

Duration: Instantaneous

Effect: A shimmering globe of mostly-transparent kinetic energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 force damage and are moved 10 feet away from the center of the explosion and knocked prone. On a successful save, they take half as much damage and are not moved.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, appears in your hand and persists for up to 1 minute so long as concentration is maintained.

At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It bursts on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. If the globe hasn't already burst after 1 minute, or if your concentration is broken, it explodes.

Augment: For each additional power point you spend in manifesting this power, increase its damage by 1d6.

Mass Suggestion

Discipline: Telepathy

Manifesting Time: 1 action

Range: 80 feet

Display: Me

Duration: 24 hours

Effect: This power functions identically to the spell of the same name, save that if you are naturally telepathic, you can also communicate your *Suggestion* telepathically rather than speaking it aloud, rendering your suggestion understandable by any sentient creature.

Augment: If 1 additional power point is spent manifesting this power, it lasts for 10 days. If 2 additional power points are spent manifesting this power, it lasts for 30 days.

Mental Prison

Discipline: Telepathy

Manifesting Time: 1 action

Range: 60 feet

Display: Me

Duration: Concentration, up to 1 minute

Effect: This power functions identically to the spell of the same name.

Restructure

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: 80 feet

Display: See text

Duration: Concentration, up to 1 hour

Effect: You violently restructure the body of a target creature into a completely different form. The target must succeed on a Constitution saving throw or be reconfigured into the form of any beast of your choosing whose challenge rating is equal to or less than the target's current challenge rating (or level, if the target does not have a challenge rating). The power has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it

transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

This process is exceptionally painful and damaging. A restructured creature has disadvantage on any attack rolls or ability checks for 1 minute after the transformation has taken place, and sustains 6d6 necrotic damage when it reverts to its normal form.

Augment: For each additional power point spent in manifesting this power, increase the damage it deals by 1d6, and the duration of the penalties suffered by a restructured creature by 1 minute.

True Seeing

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Touch

Display: V

Duration: 1 hour

Effect: This power functions identically to the spell of the same name.

Level 7 Powers

Astral Cocoon

Discipline: Metacreativity

Manifesting Time: 1 action

Range: 80 feet

Display: Ma, V

Duration: Concentration, up to 1 minute

Effect: You pull huge quantities of Astral matter into a location of your choice within range, attempting to ensnare and engulf all creatures within a sphere with a 30 foot radius. Creatures of Medium size or smaller within the area of effect must make a Dexterity saving throw or be Paralyzed for the duration of this power. Creatures incapacitated in this way may make a Strength saving throw with disadvantage at the end of each of their turns, and on

a successful save they break free from the Astral cocoon.

Augment: For each additional power point spent manifesting this power, it affects creatures 1 size category larger.

Cranial Deluge

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: 30 feet

Display: V, O

Duration: Concentration, up to 1 minute

Effect: You hijack the biofeedback systems of your foe's brain, causing the tissue to swell dangerously. One sentient creature within range must make a Constitution saving throw. On a failed save, the target suffers crippling pain for the duration of this power.

While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted.

The target may make a Constitution saving throw at the end of each of its turns. On a successful save, the power's effect ends. On a failed save, the target sustains 3d6 necrotic damage.

Decerebrate

Discipline: Psychoportation

Manifesting Time: 1 action

Range: 100 feet

Display: Me

Duration: 1 hour

Effect: You target a creature within range with a very focused form of teleportation, removing a large portion of their brain stem. This power has no effect on targets which are undead, constructs, plants, oozes, or swarms. This power's target must make a Constitution saving throw. Creatures with multiple heads have advantage on this saving throw. On a failed saving throw, the target falls Unconscious and remains so until the effect is reversed. If the target has multiple heads and fails its saving throw, it is Stunned for the power's duration. Any spell or power that would restore a reduced mental ability

score ends any of this power's effects.

If the target of this power remains Unconscious for the entire duration, they drop to 0 hit points once the power's duration has elapsed.

Energy Storm

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 150 Feet

Display: V, A, O

Duration: Instantaneous

Effect: A storm made up of psionic distortions and crackling energy appears in a location you choose within range. Choose an energy type from the following choices: cold, fire, lightning, thunder. The area of the storm consists 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. Each creature in the area must make a Dexterity saving throw. It takes 7d10 damage of the energy type you chose on a failed save, or half as much damage on a successful one.

Augment: For each additional power point you spend in manifesting this power, increase the damage dealt by 2d10.

Energy Conversion

Discipline: Psychometabolism

Manifesting Time: 1 action

Range: Self

Display: V, Me

Duration: 1 minute

Effect: This power functions similarly to the power 'Energy Adaptation', save that when you absorb damage of your chosen type, you can choose either to heal yourself or to convert it into an attack. If you would convert the energy damage, make a ranged spell attack against a creature within 80 feet of you. On a hit, you deal damage equal to the amount you absorbed (after taking your resistance into account), of your chosen type.

Forbidden Insight

Discipline: Clairsentience

Manifesting Time: 1 action

Range: 60 feet

Display: Me, V

Duration: Concentration, up to 1 minute

Effect: Choose a target within range that you can see, using your psionic senses you peer past the veil

of the reality you inhabit to see the fundamental truth of the creature. The target of this power makes a Wisdom saving throw. On a failed save, you gain advantage on all weapon, spell attack, and damage rolls against the target, and the target has disadvantage on any weapon or spell attacks against you and on saving throws provoked by you. The target cannot hide from you by any means (cover still provides combat benefits, however), save a power or spell that blocks Divination spells or Clairvoyance powers. If the target at any time becomes protected by such a spell or power, this power ends.

However, this knowledge does not come without its costs. You sustain 1d4 *psychic backlash* damage at the beginning of each round this power is active. If the target of this power is an Aberration, you sustain 1d10 *psychic backlash* damage instead.

Insanity

Discipline: Telepathy

Manifesting Time: 1 action

Range: 80 feet

Display: Me

Duration: Concentration, up to 1 minute

Effect: A single sentient creature is forced to make a Wisdom saving throw. On a failed save, the creature is driven insane per the *Confusion* spell/power. If the power is maintained for the entire possible duration, the target remains insane until a *Psychic Surgery* power removes it, or a *Wish* effect is cast on them.

Plane Shift

Discipline: Psychoportation

Manifesting Time: 1 action

Range: Touch

Display: Me, V, A

Duration: Instantaneous

Effect: This power functions identically to the spell of the same name.

Reverse Gravity

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 100 feet

Display: A

Duration: Concentration, up to 1 minute

Effect: This power functions identically to the spell of the same name.

Ultrablast

Discipline: Telepathy

Manifesting Time: 1 action

Range: Self (20-foot radius sphere)

Display: See text

Duration: Instantaneous

Effect: You emit a keening psychic screech that echoes in the minds of all nearby creatures. Sentient creatures you choose within a sphere with a 20-foot radius centered around you must make an Intelligence saving throw. On a failed save, they sustain 13d6 psychic damage. On a successful save, they take half damage. Any concentration check provoked by this power's damage is made with disadvantage. Sentient creatures with Intelligence scores of less than 10 that fail their saving throw are also stunned for 1 minute.

Augment: For each additional power point spent manifesting this power, increase the radius of this power by 10 feet.

Level 8 Powers

Astral Seed

Discipline: Metacreativity

Manifesting Time: 1 hour

Range: Touch

Display: See text

Duration: Instantaneous

Effect: Over the course of 1 hour, you create a fist-sized crystal of Astral matter specially designed to house your soul in the event of your death. The seed has no more or less durability than a mundane gem of the same size. You may only have one seed manifested at any given time, and you are immediately aware if your Astral Seed has been destroyed, regardless of spatial or extra-planar distance.

If you are slain in combat at any time while this seed is intact, your soul immediately leaves your body and is implanted in the crystal regardless of location, rendering your original remains inert and unaffected by any attempts to restore them to life.

While inhabiting the Astral crystal, you are able to initiate and deactivate focus and focus-related abilities, manifest any power or science you know normally, and have extrasensory awareness of your surroundings (per seeing in Low Light), but are otherwise incapacitated. At any time while

inhabiting your Astral Seed, you may begin the process of creating a new flesh-and-blood body to inhabit out of Astral matter. This process requires 1 week of uninterrupted concentration, or 1 day if the process is carried out within the Astral Plane or an Astral demiplane. Once the process is initiated, your crystalline shell is merged with the newly forming body, which has an AC of 10 while it is forming. If the process is successful, your new body is an exact duplicate of your previous one.

If the body is damaged before the restoration process can be completed, it is utterly destroyed and your soul released. Your original remains may now be affected by attempts to restore them to life, if they still exist. If not, only a *True Resurrection* spell, or else a *Wish* effect can restore you to life.

Feeblemind

Discipline: Telepathy

Manifesting Time: 1 action

Range: 150 feet

Display: Me, V

Duration: Instantaneous

Effect: This power functions identically to the spell of the same name.

Inimical Vision

Discipline: Clairsentience

Manifesting Time: 1 action

Range: 80 feet

Display: See text

Duration: Instantaneous

Effect: For the briefest moment you give a creature a glimpse in their mind's eye of paradoxical realms far beyond the reaches of normal thought, possibly even touching upon the borderlands of the Far Realm. A single sentient creature you can see makes a Wisdom saving throw. Aberrations have resistance to this power (if the aberration already has spell resistance, they are immune to this power instead). On a failed save, roll 3d6. If this roll would equal or exceed the target's current Wisdom score, their Wisdom attribute is reduced to 0 and they are Stunned. On a successful saving throw, roll 2d4 instead. A target Stunned in this way remains Stunned until at least 1 Wisdom is restored.

Mass Temporal Jaunt

Discipline: Psychoportation

Manifesting Time: 1 action

Range: Self (30-foot radius sphere)

Display: See text

Duration: 1 minute

Effect: This power functions identically to *Temporal Jaunt*, save that it targets any number of Large or smaller creatures you choose within a 30-foot radius sphere centered on yourself, and that it does not allow unwilling targets subsequent Charisma saves against the effect if the initial save is failed.

Mind Lock

Discipline: Telepathy

Manifesting Time: 1 action

Range: 100 feet

Display: V

Duration: Concentration, up to 1 minute

Effect: You target a creature within range and cause thoughts, spells and psionic power to be locked away, temporarily inaccessible by their psyche. The target of this power must make an Intelligence saving throw. On a failed save, this power lowers their power point pool maximum by 2, or else otherwise prevents a caster from expending their highest level spell slots for the duration of this power.

At the end of each of the target's turns while this power is in effect, they make another Intelligence saving throw. If successful, this power and its effects end. Otherwise their power point pool maximum is further decreased by 1 point, and/or their next highest level of spell slots is unusable for the duration of this power.

Null Psionic Beam

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: Self (100 x 5-foot line)

Display: See text

Duration: Instantaneous

Effect: You manifest a beam of negating energy, which rips through the target area and causes spells and powers to violently combust. Any spell or power of 5th level or lower on any creature, object, or area within the power's area of effect is ended. For each power or spell of 6th level or higher on any creature, object, or area within the power's area of effect, make an ability check using your manifesting ability. The DC equals 10 + the spell or power's level. On a successful check, the spell or power ends. On a failed check, you may not attempt to remove any further spells or powers from that target.

For each spell or power ended by this effect, you deal 1d6 force damage per level of the power or spell ended, dealt to the creature or object the spell or power was removed from. If you end a power or spell affecting an area as opposed to a specific creature (like a 'Fog Cloud' spell), all creatures within that spell or power's former area sustain the appropriate damage, though they may make a Dexterity saving throw against your spell DC to take half damage instead.

Null Psionic Field

Discipline: Psychokinesis
Manifesting Time: 1 action
Range: Self (10-foot radius)
Display: V
Duration: Concentration, up to 1 hour
Effect: This power functions identically to the spell *Antimagic Field*. See the Psionic Transparency rules for clarification (pg. 4).

Psionic Mind Blank

Discipline: Telepathy
Manifesting Time: 1 action
Range: Touch
Display: Me
Duration: 24 hours
Effect: This power functions identically to the spell *Mind Blank*, save that it also renders the affected target immune to any effect that would lower their power point pool maximum or drain power points from their pool.

Uncarnate Body

Discipline: Psychometabolism
Manifesting Time: 1 action
Range: Self
Display: See text
Duration: Concentration, up to 1 minute
Effect: You convert your physical body into a form of pure psychic energy. While this power is in effect, you gain a fly speed equal to your normal move speed, and your body is incorporeal, able to move through solid objects or creatures as though they were difficult terrain (you suffer 1d10 Force Damage if you end your turn inside another object). Your equipment is merged into your new form, and you can't activate, wield, or otherwise benefit from any of your equipment. You cannot make weapon or unarmed attacks while in this form, but spell attack rolls have advantage. You gain resistance to Bludgeoning, Slashing, and Piercing Damage from

non-magical sources. You are immune to Psychic Damage and any Psychic Damage that you would ordinarily sustain instead heals you. You gain a bonus to your Armor Class equal to your manifester ability modifier. You are also immune to the following conditions for the duration of this power: grappled, paralyzed, petrified, prone, restrained.

Level 9 Powers

Assimilate

Discipline: Psychometabolism
Manifesting Time: 1 action
Range: Touch
Display: V, O, A
Duration: Instantaneous
Effect: Your hand becomes black as onyx as you attempt to absorb the psyche and body of another creature into your own. The target of this power makes a Constitution saving throw. On a failed saving throw they sustain 20d8 Necrotic Damage and an equal number of your hit points are restored. If the target creature dies as a result of this damage, their body is fully absorbed into your own, leaving behind only a faint dark mist that dissipates almost immediately. If the absorbed creature knew any powers or sciences that you do not, you know and may use these powers until your next short or long rest. If you absorbed the target fully, you may also freely access up to 2 years' worth of their memories until your next rest, and may take on their appearance as a bonus action until your next short or long rest.

Special: This power can only be manifested once per short rest.

Astral Projection

Discipline: Psychoportation
Manifesting Time: 1 hour
Range: 10 feet
Display: Ma, V
Duration: See text
Effect: This power functions identically to the spell of the same name.

Special: This power can only be manifested once per short rest.

Foresight

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Touch

Display: V

Duration: 8 hours

Effect: This power functions identically to the spell of the same name.

Special: This power can only be manifested once per short rest.

Genesis

Discipline: Metacreativity

Manifesting Time: See text

Range: 60 feet

Display: See text

Duration: 1 hour

Effect: You create an Astral portal on a flat surface within range. If manifested in the Astral Sea, it simply appears hovering in mid-air at a point you designate. This portal looks like a constantly rippling puddle of silvery gas or liquid. While its default size is appropriate to admit a Medium creature, this portal can be shrunk by you to the size of a Small creature, or expanded to comfortably admit a Huge creature as a bonus action while this power is in effect, provided that the surface upon which it was created is large enough to permit this.

If this is your first time manifesting this power, it takes 8 hours of uninterrupted concentration to manifest as you force a portion of your imagination and psyche to grow into a unique Astral demiplane. This demiplane lasts for as long as you are alive. If you are killed and resurrected afterward, you must perform this 8-hour process again to reconnect with your demiplane. Otherwise, subsequent manifestations require only 1 action and the necessary power points.

The demiplane accessed by this portal is 80 feet in every dimension, with solid ground of either dirt or indeterminate stone. The boundaries of this demiplane are marked by thick silvery mist, which cannot be traversed save via Astral Caravan, Astral Projection, or other spells which permit planar teleportation. When first creating this demiplane, the manifester can carve rough features into the terrain (hills, ravines, pits, etc) and may even place rivers of quasi-liquid Astral matter flowing through it.

The portal to your demiplane can be closed by you as a bonus action either from within or without. If

you are within the demiplane, manifesting this power again will create a portal back to where you last entered. Otherwise the portal lasts for the listed duration and automatically closes when this has expired.

Special: This power can only be manifested once per short rest.

Gravity Well

Discipline: Psychokinesis

Manifesting Time: 1 action

Range: 150 feet

Display: A

Duration: Concentration, up to 1 minute

Effect: You cause the gravitational forces acting in a 20-foot-radius, 100-foot-high cylinder centered on a point within range to increase astronomically. Creatures other than the manifester moving into the area of effect, or beginning their turn there, must make a Strength saving throw. On a failed save, creatures take 15d6 bludgeoning damage and are both knocked prone and Grappled until the beginning of their next turn as gravity crushes them brutally into the ground. Creatures succeeding on their saving throw take half damage, are knocked prone, but not Grappled.

If a creature was flying, levitating, or otherwise in the air or on a ledge when entering or starting their turn in this power's area of effect, they fall immediately to the ground, adding the appropriate amount of falling damage to the damage otherwise dealt by this power. Effects that would ordinarily slow down a creature's falling speed or prevent falling damage only halve the falling damage sustained within this power's area.

Special: This power can only be manifested once per short rest.

Psychic Surgery

Discipline: Telepathy

Manifesting Time: 1 action

Range: 60 feet

Display: Me

Duration: Instantaneous

Effect: When used on a willing or friendly target, this power immediately ends any Charm effects, and ends/reverses any effect causing mental ability score reductions (Intelligence, Wisdom, Charisma). In addition, you may choose one of the following effects:

- End any *Confusion* or *Insanity* effect on the target.
- Undo any changes affected by a *Modify Memory* spell or power.
- Restore up to 2 expended spell slots of any level below 7, or 1 expended spell slot of level 7 or higher.
- Undo any effect lowering the target's maximum power point pool, or preventing them from expending spell slots.

When used against an unwilling or hostile target, the target of this power makes an Intelligence saving throw. On a failed save, you may choose to inflict one of the following effects on the target.

- Lower the target's maximum power point pool by 3.
- Replicate the effects of a *Modify Memory* power, but targeting up to 3 separate memories that have occurred at any point in the subject's life.
- Expend up to 2 of the creature's spell slots of any level below 7, or one of level 7 or higher.
- Replicate the effects of a *Feeblemind* power save as follows: its effects can only be removed by *Psychic Surgery*, a *Wish* effect, or a successful save.
- Target sustains 20d6 *psychic backlash* damage.

Special: This power can only be manifested once per short rest.

Psychic Scream

Discipline: Telepathy

Manifesting Time: 1 action

Range: 90 feet

Display: Me

Duration: Instantaneous

Effect: This power functions identically to the spell of the same name.

Special: This power can only be manifested once per short rest.

Reality Revision

Discipline: Clairsentience

Manifesting Time: 1 action

Range: Self

Display: Me, V, A

Duration: Instantaneous

Effect: This power functions similarly to the *Wish*

spell, save where Psionic Transparency would rule otherwise (pg. 4).

Special: This power can only be manifested once per short rest.

Time Stop

Discipline: Psychoportation

Manifesting Time: 1 action

Range: Self

Display: None

Duration: Instantaneous

Effect: This power functions identically to the spell of the same name.

Special: This power can only be manifested once per short rest.

Chapter 7: Monsters

This chapter primarily provides revised abilities and stat blocks for pre-existing psionic monsters from the Monster Manual and Volo's Guide to Monsters. Some psionic creatures from previous editions have also been adapted to the 5th Edition system and are detailed below. Monsters whose lore has already been covered in 5th Edition material will reference the source book and page number where additional information can be found.

Aboleth Seer

While many aboleths possess an innate gift for psionic mind control, some aboleth savants choose, over the course of their unfathomable life spans, to dedicate their time and efforts to searching for lore, magic, and other secrets that might benefit their race's struggle against the gods.

An aboleth seer might serve as an aboleth city's foremost watchman, using its clairsentience powers to prevent any foes from taking them unawares. Lone aboleth seers frequently enslave land-dwelling creatures or peoples to hunt down lost texts or ancient artifacts located by their divinations.

ABOLETH SEER

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +9, Wis +6

Skills History +14, Perception +10

Senses darkvision 60 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 11 (7,200 XP)

Amphibious. The aboleth seer 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 14 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.

Manifesting. The aboleth seer can manifest as a 9th level psion (seer). Its manifesting ability is Intelligence (save DC 15, +9 to hit with spell attacks) and its power point pool is 5. The typical aboleth seer knows the following powers:

Sciences (At Will): *Deceleration, Defensive Prescience, Detect Lies, Energy Ray, Manipulate Momentum, Psychic Lash*

1st Level: *Conceal Thoughts, Detect Psionics, Recall Wounds*

2nd Level: *Energy Missiles, Locate Object*

3rd Level: *Fate Link, Mind Blast*

4th Level: *Astral Tendrils, Timeless Visions*

5th Level: *Dream Seer*

ACTIONS

Multiattack. The aboleth seer makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The 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 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:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 4) 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.

Focus. As a seer, the aboleth can initiate or deactivate focus as a bonus action during any of their turns.

ASTRAL CONSTRUCT

Medium construct, unaligned

Armor Class 14

Hit Points 94 (11d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic, poison

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

Senses darkvision 60 ft., passive Perception 6

Languages Understands the languages of its creator, but can't speak.

Challenge 5 (1,800 XP)

Amorphous. The astral construct can move through a space as narrow as 1 inch wide without squeezing.

Psychic Absorption. Whenever the astral construct is subjected to psychic damage, it takes no damage and instead regains a

number of hit points equal to the psychic damage dealt.

Immutable Form. The astral construct is immune to any spell or effect that would alter its form.

Magic Resistance. The astral construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The astral construct's weapon attacks are magical.

Form. The creator of the astral construct can, in the round that the astral construct is created in, choose one of the following basic configurations for its form:

Guardian: *The construct has one weapon limb and one shield limb, granting it +2 to AC but limiting it to 1 attack.*

Assault: *The construct has two weapon limbs, and can thus make 2 weapon attacks each round.*

ACTIONS

Weapon Limb. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) damage (type chosen above).

Crystal Shard. Astral constructs can manifest the science Crystal Shard as an action. The astral construct has +7 to hit for its spell attack.

Astral Construct

Born from the thoughts of a skilled shaper, these beings are little more than temporary constructs created from the ephemeral thoughts, emotions, and beliefs made physical by the Astral Plane. Some shapers view their constructs as little more than unthinking, convenient tools to deploy in battle, while others come to think of their creations as parts of their own psyche made manifest. The particular shape of a given Astral construct tends to reflect their shaper's philosophy on this score.

Those made by indifferent shapers tend to appear as generically humanoid, featureless constructs of silvery quasi-solid mist. More psychoanalytical shapers might end up with constructs that take on the appearance of their own ego (a burly construct with heroic posture, or perhaps a lanky one with cowering, timid body language), doubts, or fears (vaguely arachnoid construct for a shaper afraid of spiders for example). Regardless of appearance, an Astral construct's statistics and abilities remain the same.

BLUE

Small humanoid (goblinoid), lawful evil

Armor Class 15 (chain shirt)

Hit Points 10 (3d6)

Speed 25 ft.

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

Proficiency Bonus +2

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble. The blue can take the Disengage or Hide action as a bonus action on each of its turns.

Manifesting. This blue is a 3rd level psion (kineticist). Its manifesting ability is Intelligence (save DC 12, +4 to hit with spell attacks) and its power point pool is 2. The blue knows the following powers:

Sciences (At Will): *Deceleration, Energy Ray, Iron Arm, Psychic Lash*

1st Level: *Kinetic Burst, Mind Thrust, Psionic Charm*

2nd Level: *Concussion Blast*

The blue's psicrystal stores the *Concussion Blast* power, usable once per long rest requiring no power points.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Focus. As a psion, the blue can initiate or deactivate focus as a bonus action during any of their turns.

REACTIONS

Kinetic Redirection. While focused, if the blue is dealt bludgeoning, slashing, piercing, or force damage and succeeds in their Concentration check, they may use their reaction to make a spell attack against any target within 40 feet as a reaction. If successful, this attack deals force damage equal to half the damage the blue sustained.

Blue

To the casual observer there is little to differentiate a blue from a standard goblin aside from its eponymous skin color. In reality, blues are a distinct sub-race of highly organized, psionically gifted goblinoids. Blues can and often do breed with regular goblins where other blues are scarce, and the products of these unions are nearly always blues. While many such offspring are killed while they are young (mostly due to common goblin squabbling and tribal warfare rather than any concerted effort by the tribe), those that are raised to maturity often come to dominate their tribes with their superior cunning and psionic talents.

Goblin tribes ruled by a blue (either openly or as the hidden power dominating a warrior chief) tend to be much more organized, unified, and strategically directed, engaging in tactically sound campaigns of conquest rather than arbitrary raiding and skirmishing. Eventually, over several generations, blues will begin to outnumber standard goblins in a given tribe, and individual blues will strike out on their own, preferring to rule over their lesser kin than to take orders from their own kind.



CEREBRILITH

Medium fiend (demon), chaotic evil

Armor Class 16

Hit Points 136 (15d10 + 60)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	20 (+5)	17 (+3)	18 (+4)

Proficiency Bonus +4

Saving Throws Cha +4, Str +8, Con +8, Wis +7, Int +9

Damage Resistances cold, fire, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Magic Resistance. The cerebrilith has advantage on saving throws against spells and other magical effects.

Innate Manifesting. The cerebrilith may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 17):

At Will: *Detect Thoughts*, *Ego Whip*, *Id Insinuation*, *Mind Thrust* 1/day each: *Death Urge*, *Inimical Vision*, *Modify Memory*, *Psionic Domination*

Inimical Telepathy. All naturally telepathic creatures within range of the cerebrilith's telepathy take 9 (1d8 + 5) psychic feedback damage at the beginning of each of the cerebrilith's turns. This damage can be avoided if a creature uses its concentration (in lieu of concentrating on a spell or power) to resist the effect. Demons are immune to this effect.

ACTIONS

Multiattack. The cerebrilith makes three attacks and manifests one power: two with its claws, one with its tentacle.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 16 (2d10 + 4) psychic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14).

Psychic Attrition. Any creature grappled by the cerebrilith's tentacle makes saving throws against the cerebrilith's psionic powers without their proficiency bonus.

Cerebrilith

There have long been many competing theories attempting to explain the origins of the cerebrilith. Some demonologists believe that they are the result of demonic experimentation on captured mind flayers, while others assert that they arise naturally from the corrupt souls of chaotic evil psions. Still other scholars suggest that they might descend from the alien, ancient predecessors to modern demons: the Obyriths.

Regardless of their origins, the cerebriliths are bizarre and alien in appearance. They most closely resemble a gaunt, withered humanoid with elongated claw-like fingers and a massive exposed brain that extends from above their eyes, along their neck and down their back. A single 20-foot long tendril of brain matter unfurls from the cerebrilith's brain, acting as a highly prehensile tentacle.

Brilliant and malicious, cerebriliths take sadistic pleasure in compelling good creatures (especially children) to kill their friends and family, feeding off the mental anguish and trauma that inevitably follows such acts.



Cranium Rats

Cranium rats are small vermin that, by virtue of their psionic hive mind, become more intelligent and more psychically powerful as their swarm grows in size. Most scholars agree that cranium rats do not occur naturally, but are instead created by mind flayers to act as spies. More eccentric scholars argue that the true master of the cranium rats is none other than Ilsensine, the god most often revered by the mind flayers.

A single cranium rat is hardly a threat to a prepared adventurer, and is scarcely more intelligent than their more mundane cousins. A proper swarm of the beasts, however, can form the nucleus of vast spy networks and compel lesser creatures to serve and protect them.

(For more information, see the VGM entry for Cranium Rats on page 133)

CRANIUM RAT

Tiny beast, lawful evil

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 0 (10 XP)

Illumination. As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

Telepathic Shroud. The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 1 psychic damage.

SWARM OF CRANIUM RATS

Medium swarm of Tiny beasts, lawful evil

Armor Class 12

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, paralyzed, petrified, grappled, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 5 (1,800 XP)

Illumination. As a bonus action, the swarm can shed dim light from its brain in a 5-foot radius, increase the illumination to bright light in a 5-to-20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all

divination spells.

Manifesting. As long as the swarm has more than half of its hit points, it can manifest psionic powers as a 4th level psion (telepath). Its manifesting ability is Intelligence (save DC 13, +5 to hit with spell attacks) and its power point pool is 2. The swarm knows the following powers:

Sciences (At Will): *Detect Lies, Empty Mind, Energy Ray, Psychic Lash*

1st Level: *Entangling Thorns, Mind Thrust, Psionic Charm*

2nd Level: *Detect Thoughts, Suggestion*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target in swarm's space. *Hit:* 14 (4d6) piercing damage or 7 (2d6) if the swarm has half of its hit points or less.

Focus. As long as the swarm has more than half of its hit points, it can initiate or deactivate focus per a psion as a bonus action during any of its turns.



Crystal Golem

Crafted from rare scarlet quartz crystals, harvested from deep within null psionic zones, these constructs were originally invented by the duergar to serve as powerful assets in their wars against the mind flayers.

A crystal golem will always seek out and attack any creature with psionic abilities that it comes into contact with, unless given specific instructions to the contrary by its creator (duergar-made crystal golems typically ignore duergar psions, for example). In combat, a crystal golem will prioritize the enemy with the highest power point pool. In the absence of psionic manifesters, the golem will focus on the enemy with the highest level spell slots.

CRYSTAL GOLEM

Large construct, unaligned

Armor Class 17

Hit Points 148 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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 10 (5,900 XP)

Immutable Form. The crystal golem is immune to any spell or effect that would alter its form.

Magic Resistance. The crystal golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The crystal golem's weapon attacks are magical.

Catapsi Field. The crystal golem is surrounded by a 30-foot radius field of psionic interference that behaves as a perpetual Catapsi power (save DC 17). This effect cannot be dispelled and only ends if the golem is destroyed.

Dispelling Fists. Whenever a crystal golem succeeds on a melee weapon attack with its slam, any spell of 2nd level or lower, and/or any power of 4th level or lower on its target ends. For each spell or power above these levels on the target, the golem makes a Constitution check vs a DC of 10 + the spell or power's level. The golem has advantage on this check if attempting to dispel a psionic power. On a success, the crystal golem ends that power or spell.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) damage (type chosen above).

Dragons

Gem Dragons

While chromatic dragons represent the evil side of dragonkind, and metallic dragons uphold the good, gem dragons occupy the middle ground between the two. Depending on the individual, gem dragons can be active and energetic champions of cosmic balance and diplomacy, or aloof and paranoid creatures desiring little else than to be left to their own devices.

Planar Origins: Whether they originally spawned from the Inner Planes in the early days of creation, or they simply adapted to life there after fleeing the conflict between chromatic and metallic dragons, gem dragons are most frequently encountered in one of the Inner Planes. Occasionally one might be found in a Material Plane environment similar to their natural habitat (a cavern system deep in the Underdark might seem a suitable home for an amethyst dragon, for instance), but even these lairs almost always include, or are near, a portal to their preferred Inner Plane.

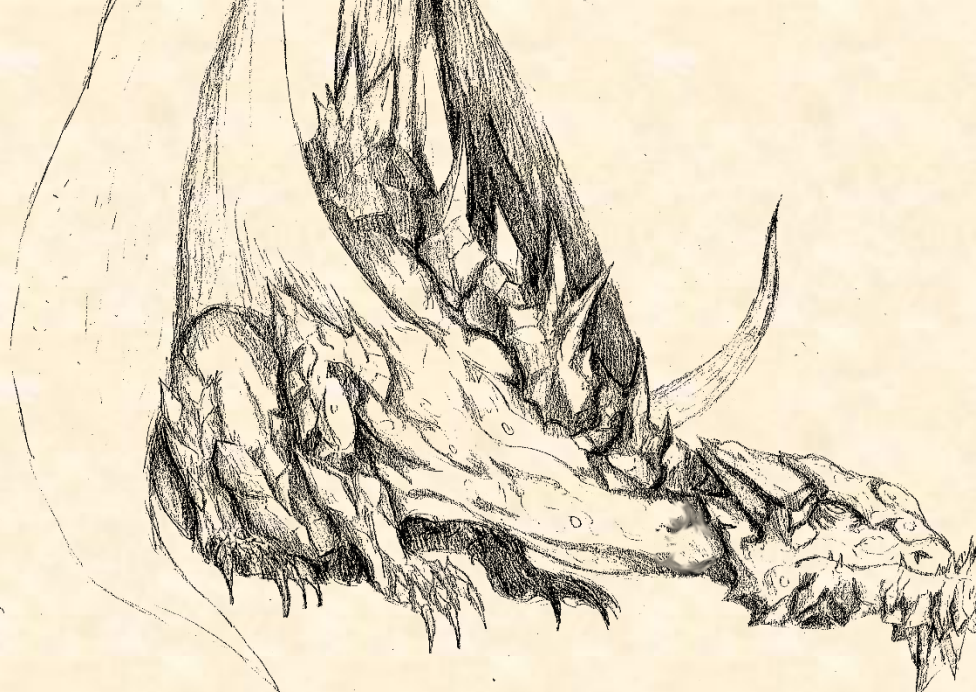
Psionically Gifted: Gem dragons have an innate knack for psionics that is similar in many ways to the innate arcane talents of their chromatic and metallic kin. Many older gem dragons spend years of quiet contemplation alone in their lairs, content to wander the corridors of their own minds in order to hone their talents and learn more about themselves.

Paranoid Hoarders: Like all true dragons, gem dragons are covetous creatures that enjoy acquiring wealth for its own sake. Combine the frequently staggering natural riches and relative isolation of the Inner Planes and the aloof nature of most gem dragons, and this makes for some of the most inaccessible, labyrinthine, dangerous lairs of all dragonkind...but also some of the richest hoards as well.

Even Temperaments: While most gem dragons will react with extreme aggression to being disturbed in their lairs, a gem dragon encountered outside of its home is unlikely to initiate hostilities regardless of a being's nature. A gem dragon will engage with lesser creatures cordially if they are good conversationalists or have some knowledge of value to offer, but it takes a very long time to earn the trust and friendship of a gem dragon. Even trusted friends are seldom, if ever, permitted entry to a gem dragon's lair.

Children of Sardior: Where metallic dragons look to Bahamut as their paragon and chromatic dragons respect and fear the wrath of Tiamat, the gem dragons find a detached and un-interfering patron in Sardior, the Ruby Dragon. Sardior is a deity of knowledge, and as such represents all that most gem dragons aspire to be. He encourages the thirst for knowledge and learning inherent among the gem dragons, but with minimal direct intervention or guidance.

Sardior is served by 5 thanes, one advanced ancient dragon of each gem dragon type. Once he had 6 thanes, but he long ago destroyed the thane of obsidian dragons for reasons that have been lost to time by most scholars. Following the example of their patron, most gem dragons will attack an obsidian dragon on sight if the opportunity presents itself.



ANCIENT AMETHYST DRAGON

Gargantuan dragon, neutral

Armor Class 22 (natural armor)

Hit Points 494 (26d20 + 234)

Speed 40 ft., burrow 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	29 (+9)	17 (+3)	21 (+5)	18 (+4)

Saving Throws Dex +7, Con +16, Wis +12, Int +10

Skills Perception +19, Insight +12, Persuasion +11, Deception +11, Stealth +7

Damage Immunities force

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 29

Languages Common, Draconic, Terran

Challenge 23 (50,000 XP)

Terran Burrower. The dragon can burrow through solid rock at half its burrow speed.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The amethyst dragon may manifest the following powers requiring no power point cost, using Wisdom as its manifesting ability (save DC 20):

At Will: *Detect Lies*, *Minor Telekinesis*

1/day each: *Detect Thoughts*, *Kinetic Orb*, *Erase Presence*, *Telekinesis*, *Wall of Force*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) force

damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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 dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales kinetic force in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 88 (16d10) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT AMETHYST DRAGON

Huge dragon, neutral

Armor Class 19 (natural armor)

Hit Points 244 (18d12 + 126)

Speed 40 ft., burrow 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	25 (+7)	15 (+2)	19 (+4)	16 (+3)

Saving Throws Dex +5, Con +12, Wis +9, Int +7

Skills Perception +14, Insight +9, Persuasion +8, Deception +8, Stealth +5

Damage Immunities force

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 29

Languages Common, Draconic, Terran

Challenge 16 (15,000 XP)

Terran Burrower. The dragon can burrow through solid rock at half its burrow speed.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The amethyst dragon may manifest the following powers requiring no power point cost, using Wisdom as its manifesting ability (save DC 17):

At Will: *Detect Lies*, *Minor Telekinesis*

1/day each: *Detect Thoughts*, *Erase Presence*, *Telekinesis*, *Wall of Force*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 17 (2d10 + 6) piercing damage plus 5 (1d10) force damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.

Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.

Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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 dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales kinetic force in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG AMETHYST DRAGON

Large dragon, neutral

Armor Class 18 (natural armor)

Hit Points 162 (16d10 + 80)

Speed 40 ft., burrow 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	21 (+5)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +4, Con +9, Wis +7, Int +5

Skills Perception +11, Insight +7, Persuasion +6, Deception +6, Stealth +4

Damage Immunities force

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 21

Languages Common, Draconic, Terran

Challenge 9 (5,000 XP)

Terran Burrower. The dragon can burrow through solid rock at half its burrow speed.

Innate Manifesting. The amethyst dragon may manifest the following powers requiring no power point cost, using Wisdom as its manifesting ability (save DC 15):

At Will: *Detect Lies*, *Minor Telekinesis*

1/day each: *Detect Thoughts*, *Erase Presence*, *Telekinesis*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) force damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Force Breath (Recharge 5-6). The dragon exhales kinetic force in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one.

AMETHYST DRAGON WYRMING

Medium dragon, neutral

Armor Class 17 (natural armor)

Hit Points 58 (8d8 + 24)

Speed 30 ft., burrow 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +2, Con +5, Wis +4, Int +2

Skills Perception +6, Insight +4, Persuasion +3, Deception +3, Stealth +2

Damage Immunities force

Senses blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Common, Draconic, Terran

Challenge 3 (700 XP)

Terran Burrower. The dragon can burrow through solid rock at half its burrow speed.

Innate Manifesting. The amethyst dragon may manifest the following powers requiring no power point cost, using Wisdom as its manifesting ability (save DC 12):

At Will: *Detect Lies*, *Minor Telekinesis*

1/day each: *Erase Presence*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) force damage.

Force Breath (Recharge 5-6). The dragon exhales kinetic force in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Amethyst Dragon

Regal and wise, amethyst dragons are consummate diplomats and frequently serve as intermediaries between warring factions. Amethyst dragons are most commonly found in the Elemental Plane of Earth, with older and more established dragons staking out tunnel labyrinths in the border regions between the Plane of Earth and the Quasi-Elemental Plane of Mineral, filled with dazzling natural formations of gemstones.

An amethyst dragon's head is reminiscent of a snake's, smooth and without frills or horns, but with a prominent lower jaw that displays two crystalline fangs jutting out in front of its upper snout.

An amethyst dragon's scales and skin vary in color from pinkish violet to deep purple, with wyrmlings possessing smooth scales with nearly glass-like transparency and texture. As the dragon ages, the scales grow more opaque and faceted, coming to resemble the gems after which they are named.

Social Diplomats: While many gem dragons prefer solitude, amethyst dragons are most often active promoters of peace and balance. When the mood strikes them or communities near their lair are threatened, they will seek out conflict and act as an impartial negotiator, occasionally using force to make both sides see reason if all other methods of diplomacy fail. Amethyst dragons are often awarded a sort of reluctant respect by the dao, who are frequently both thwarted and aided by amethyst dragons, depending on whether or not they are the aggressors in a given conflict. Although the greed of the dao is legendary, even those mighty genies know better than to seek conflict with an older amethyst dragon.

Subterranean Predators: Amethyst dragons do not eat sentient beings, preferring to negotiate with, interrogate, or ignore such beings as circumstances dictate. They prefer to dine on subterranean animals or vermin, with xorn being their favored prey. An amethyst dragon will go to great lengths to hunt any xorn they find in their territory not only for the taste, but also as a means of protecting their largely mineral hoards from their ravenous hunger.

Natural Kineticists: Amethyst dragons can innately manifest a handful of psionic powers, almost exclusively of the psychokinesis discipline.

Ambassadors and Consulates: While few ever are permitted into an amethyst dragon's inner sanctum, dignitaries of nearby civilizations frequently establish embassies in the border reaches of an amethyst dragon's territory. The amethyst dragon will visit these embassies on a regular basis to keep up to speed on the most recent political developments of the surrounding region and will give advice where necessary in an effort to head off growing conflicts.

Legendary Vaults: Amethyst dragons collect mementos of negotiated peace treaties from grateful peoples, and will decorate their lairs with such reminders of their accomplishments, but their true wealth is in gemstones and precious metals. The vaults which hold their collected wealth are often carved from manifold lodes of gemstones and rich

veins of mithral, adamantine, gold, and silver. Even if one emptied an amethyst dragon's vault of valuables, one could still mine its walls for years and come away with staggering profits.

An Amethyst Dragon's Lair

Amethyst dragons make their lairs deep underground, using their force breath to carve out complex and confusing mazes littered with traps, natural hazards, and psionic barriers.

An amethyst dragon will think nothing of collapsing large portions of its lair on top of invading treasure-seekers, being proficient burrowers themselves. Furthermore, many of the seemingly valuable gem formations scattered throughout their lair are in fact specially attuned psionic prisms that will explode with stored kinetic force at the slightest touch.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Part of the ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
- One of the lair's many crystal formations within 120 feet of the dragon releases its stored psionic energy, emitting a wave kinetic force. Each creature within a 40-foot radius of the crystal must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) force damage and be knocked backward by 5 feet.
- A psychokinetic barrier identical in every respect to a *Wall of Force* (PHB 285) appears, blocking a tunnel the dragon can see until its next lair action is taken.

Regional Effects

The region containing a legendary amethyst dragon's lair is altered by the dragon's psionics, which creates one or more of the following effects:

- Randomized 60-foot radius spheres of altered gravity are common within 6 miles of the dragon's lair. Flip a coin. On a heads, the

- encountered gravitational pocket has no gravity, on a tails, it has subjective gravity.
- Psychokinetic barriers (see above) are strategically placed throughout the tunnels within 1 mile of the dragon's lair.

- Sound seems to travel unusually well in the tunnels within 2 miles of the dragon's lair. Dexterity (Stealth) checks made to move quietly are made with disadvantage in these tunnels. Dexterity (Stealth) checks made within 1 mile of the dragon's lair may be opposed by the dragon's Wisdom (Perception) check. If the dragon succeeds in this check, it is immediately aware of the intruders and has a rough idea of their location.

ANCIENT CRYSTAL DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 370 (20d20 + 140)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	25 (+7)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +9, Con +14, Wis +9, Int +11

Skills Perception +16, Persuasion +12, Stealth +9

Damage Immunities radiant

Damage Resistances cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Auran, telepathy 120 ft.

Challenge 21 (33,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The crystal dragon may manifest the following powers requiring no power point cost, using Charisma as its manifesting ability (save DC 20):

At Will: *Detect Lies*, *Psychic Lash*

1/day each: *Detect Thoughts*, *Geas*, *Psionic Charm*, *Psychic Crush*, *Suggestion*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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 dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath: The dragon exhales a focused beam of searing light in a 120-foot line 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath: The dragon exhales blinding light in a 90-foot cone. Each creature in that cone must make a DC 22 Constitution saving throw or become blinded for 1 minute.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT CRYSTAL DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 193 (16d12 + 80)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	18 (+4)

Saving Throws Dex +7, Con +10, Wis +6, Int +8

Skills Perception +11, Persuasion +9, Stealth +7

Damage Immunities radiant

Damage Resistances cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, Auran, telepathy 120 ft.

Challenge 15 (13,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The crystal dragon may manifest the following powers requiring no power point cost, using Charisma as its manifesting ability (save DC 17):

At Will: *Detect Lies*, *Psychic Lash*

1/day each: *Detect Thoughts*, *Psionic Charm*, *Psychic Crush*, *Suggestion*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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 dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath: The dragon exhales a focused beam of searing light in a 60-foot line 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath: The dragon exhales blinding light in a 60-foot cone. Each creature in that cone must make a DC 18 Constitution saving throw or become blinded for 1 minute.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 15 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG CRYSTAL DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 123 (14d10 + 42)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +5, Con +6, Wis +3, Int +6

Skills Perception +6, Persuasion +6, Stealth +5

Damage Immunities radiant

Damage Resistances cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, Auran, telepathy 80 ft.

Challenge 7 (2,900 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Innate Manifesting. The crystal dragon may manifest the following powers requiring no power point cost, using

Charisma as its manifesting ability (save DC 15):

At Will: *Detect Lies*, *Psychic Lash*

1/day each: *Detect Thoughts*, *Psionic Charm*, *Suggestion*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath: The dragon exhales a focused beam of searing light in a 30-foot line 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath: The dragon exhales blinding light in a 30-foot cone. Each creature in that cone must make a DC 14 Constitution saving throw or become blinded for 1 minute.

Crystal Dragon

Gregarious and curious, crystal dragons are the friendliest of the gem dragons, and are always eager to strike up a conversation with almost any being they meet outside of their lair. Most commonly found in the Elemental Plane of Air, crystal dragons sometimes take up residence atop high, cold mountain peaks in the Material Plane. In either locale, they build their lairs out of solid ice, designed in such a way as to catch the light and reflect it in truly dazzling displays.

A crystal dragon's narrow head is dominated by a very long curved beak, giving dragon's head an overall profile and appearance of a curved icicle.

A crystal dragon wyrmling possesses glossy white scales with the texture and consistency of ivory. As the dragon ages, the scales grow more transparent, faceted, and varied. In an adult crystal dragon, each individual scale possesses a different faint coloration, causing the dragon to glitter like a living rainbow whenever exposed to daylight or its magical equivalent.

Charming Gossips: Crystal dragons are intensely

curious creatures, constantly burning to know more about the world around them and its peoples. They tend to be nosy, if affable, busybodies that will think little of putting a creature under a psionic compulsion to answer its questions if the creature in question is being reticent in satisfying their inquiries. Most towns within 5 miles of a crystal dragon's lair contain at least one or two paid or psionically charmed spies that report regularly to their draconic master. Crystal dragons also prove to be terrible at keeping secrets or confidences, and will readily swap sensitive personal or political information gleaned through its interrogations in exchange for information it considers to be of equal value.

Aerial Predators: Crystal dragons, having adapted to life in the Elemental Plane of Air, are among the quickest and most agile aerial hunters of all dragonkind. Crystal dragons prefer hunting other beasts of the air, and take great pleasure in hunting falcons and eagles.

Natural Telepaths: Crystal dragons can innately manifest a handful of psionic powers, almost exclusively of the telepathy discipline.

CRYSTAL DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 30 (5d8 + 5)

Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Dex +4, Con +3, Wis +2, Int +3

Skills Perception +4, Persuasion +4, Stealth +4

Damage Immunities radiant

Damage Resistances cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Auran, telepathy 60 ft.

Challenge 2 (450 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Innate Manifesting. The crystal dragon may manifest the following powers requiring no power point cost, using Charisma as its manifesting ability (save DC 12):

At Will: *Detect Lies*, *Psychic Lash*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) radiant damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath: The dragon exhales a focused beam of searing light in a 15-foot line 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath: The dragon exhales blinding light in a 15-foot cone. Each creature in that cone must make a DC 11 Constitution saving throw or become blinded for 1 minute.

Enemy of Giants: While a crystal dragon is perfectly content to chat with or avoid most creatures, they almost universally loathe frost giants. They see frost giants as mindless brutes intent only on raiding their hoards and killing their young, and a crystal dragon will mercilessly kill any frost giant they come across if they are strong enough to do so. If the raiding party is too strong or the dragon too young, it will utilize hit-and-fly tactics and psionic trickery to harry the giants for as long as they remain within 5 miles of its lair.

Conflict with Whites: When a crystal dragon comes

into territorial conflict with another dragon, it is almost always a white dragon. Crystal dragons, being generally stronger and cleverer, tend to win any outright fights over territory, although sometimes a canny white dragon will ally itself with frost giants to get the better of a crystal. Occasionally a powerful crystal dragon will steal the eggs from a younger white dragon, and will raise the wyrmlings as subservient guardians through a combination of attentive parenting and telepathic conditioning. Crystal dragons view these white dragons as favored pets, and become quite hostile toward any creature that harms or slays them.

Arctic Hoards: Crystal dragons are most fond of treasure that catches the light in a particularly striking or beautiful manner. Diamonds, crystal prisms, and highly polished silver mirrors are among their favorite treasures, but their hoards frequently hold gemstones of all types, shapes, and colors. Beautifully carved ivory and colorfully dyed wool are common treasures in a crystal dragon's hoard as well.

A Crystal Dragon's Lair

Crystal dragons carve elaborate palaces out of solid ice, either in the border regions of the Elemental Plane of Air and Para-Elemental Plane of Ice, or on top of arctic peaks in the Prime Material. The graceful pillars and multi-hued windows of ice that fill a crystal dragon's lair serve a functional purpose.

Crystal dragons have a keen eye for light, and make the most of their building materials to magnify or redirect their breath weapons. Some ice formations have also been specially sculpted to resonate with and amplify the dragon's innate telepathic powers.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon uses one of the many ice pillars within 120 feet of it as a focus for a telepathic assault, causing a burst of psychic energy to erupt from that ice formation. Each creature within a 20-foot radius of the pillar must succeed on a DC 15 Intelligence saving throw or take 10 (3d6) psychic damage and lose their readied action (if applicable).
- A minimal, but focused, release of light from the dragon's breath causes a blinding burst of radiance to reflect off a surface within 120 feet of the dragon. Each creature within a 30-foot

long, 5-feet wide line, originating from the chosen surface and directed as the dragon chooses must succeed on a DC 15 Constitution saving throw or take 3 (1d6) radiant damage and become Blinded for 2 rounds.

- A partially real and partially telepathic light display fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. Each creature the dragon chooses within this radius must succeed on a DC 15 Wisdom saving throw or be fascinated by the display for 1 round. Fascinated creatures take no action other than to move closer to the display.

Regional Effects

The region containing a legendary crystal dragon's lair is altered by the dragon's psionics, which creates one or more of the following effects:

- Unearthly light displays and confusing telepathic static fill the region within 2 miles of the dragon's lair. Intruding creatures must make frequent Wisdom (Survival) and Intelligence (History) checks to avoid becoming lost or temporarily forgetting what they are doing in that area. Casting or manifesting a *Mind Blank* spell or power negates this effect for that creature.
- Birds and other lesser flying creatures within 1 mile of the dragon's lair are often psionically charmed by the dragon, serving as its eyes and ears.
- One young white dragon or several white dragon wyrmlings will frequently make their lairs within 1 mile of a legendary crystal dragon's lair. These dragons will be psionically compelled to defend the crystal dragon's lair if it comes under attack, will refuse to conspire against or actively attack the crystal dragon, and won't attack creatures their master specifically forbids them from attacking. Otherwise, they will behave in a manner natural to their breed, albeit with somewhat less aggression.

ANCIENT EMERALD DRAGON

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)

Hit Points 376 (21d20 + 147)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	19 (+4)	17 (+3)

Saving Throws Dex +8, Con +14, Wis +11, Int +12

Skills Arcana +12, History +12, Insight +11, Perception +18, Stealth +9

Damage Immunities thunder

Condition Immunities deafened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic, Terran

Challenge 22 (41,000 XP)

Echolocation. The range of the dragon's blindsight is doubled for two rounds following the use of either of its breath weapons.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The emerald dragon may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 20):

At Will: *Detect Lies*, *Defensive Prescience*

1/day each: *Detect Psionics*, *Detect Thoughts*, *Nondetection*, *Object Reading*, *Scrying*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) thunder damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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 dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Disrupting Screech: The dragon emits a keening screech that damages all in a 90-foot cone. Each creature in that cone must make a DC 22 Constitution saving throw, taking 77 (22d6) thunder damage on a failed save, or half as much damage on a successful one.

Deafening Roar: The dragon makes an ear-splitting roar that fills a 90-foot cone. Each creature in that cone must make a DC 22 Constitution saving throw or become deafened for 1 minute.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT EMERALD DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 214 (18d12 + 90)

Speed 40 ft., climb 40 ft. fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	17 (+3)	15 (+2)

Saving Throws Dex +6, Con +10, Wis +8, Int +9

Skills Arcana +9, History +9, Insight +8, Perception +13, Stealth +6

Damage Immunities thunder

Condition Immunities deafened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Terran

Challenge 15 (13,000 XP)

Echolocation. The range of the dragon's blindsight is doubled for two rounds following the use of either of its breath weapons.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The emerald dragon may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 17):

At Will: *Detect Lies*, *Defensive Prescience*

1/day each: *Detect Psionics*, *Detect Thoughts*, *Nondetection*, *Object Reading*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) thunder damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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 dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Disrupting Screech: The dragon emits a keening screech that damages all in a 60-foot cone. Each creature in that cone must make a DC 18 Constitution saving throw, taking 56 (16d6) thunder damage on a failed save, or half as much damage on a successful one.

Deafening Roar: The dragon makes an ear-splitting roar that fills a 60-foot cone. Each creature in that cone must make a DC 18 Constitution saving throw or become deafened for 1 minute.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG EMERALD DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 142 (16d10 + 48)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	15 (+2)	13 (+1)

Saving Throws Dex +4, Con +6, Wis +5, Int +7

Skills Arcana +6, History +6, Insight +5, Perception +8, Stealth +4

Damage Immunities thunder

Condition Immunities deafened

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Terran

Challenge 8 (3,900 XP)

Echolocation. The range of the dragon's blindsight is doubled for two rounds following the use of either of its breath weapons.

Innate Manifesting. The emerald dragon may manifest the following powers requiring no power point cost, using

Intelligence as its manifesting ability (save DC 15):

At Will: *Detect Lies, Defensive Prescience*

1/day each: *Detect Psionics, Detect Thoughts, Object Reading*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 3 (1d6) thunder damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Disrupting Screech: The dragon emits a keening screech that damages all in a 30-foot cone. Each creature in that cone must make a DC 14 Constitution saving throw, taking 42 (12d6) thunder damage on a failed save, or half as much damage on a successful one.

Deafening Roar: The dragon makes an ear-splitting roar that fills a 30-foot cone. Each creature in that cone must make a DC 14 Constitution saving throw or become deafened for 1 minute.

Emerald Dragon

Reclusive and scholarly, emerald dragons are easily the most paranoid of the gem dragons. However, their deep and abiding love of local history and obscure lore does drive emerald dragons, however reluctantly, to seek out cities with especially renowned libraries or universities. Emerald dragons are most commonly found in the Elemental Plane of Earth, but will often have lairs underneath busy cities or ancient ruins they wish to study. Sometimes an emerald dragon will stake out its lair within a dormant volcano on the Prime Material; active volcanoes carrying far too much of a risk of conflict with red dragons for their liking.

The shape of an emerald dragon's head superficially resembles that of a green dragon, though it differs in that it lacks the green's prominent crest, and is crowned by two long horns. These horns have a graceful downward curve so as not to interfere with subterranean travel.

An emerald dragon wyrmling possesses almost completely transparent viridian scales with the texture and consistency of hardened glass. As the dragon ages, the scales grow more opaque and faceted. The scales of

an adult emerald dragon shimmer and glow, catching even the faintest of light.

Avid Scholars: Emerald dragons possess an unquenchable thirst for knowledge of all sorts, but they have a special love for history. Frequently an emerald dragon will have an unmatched knowledge of the history of the region surrounding their lair, having assimilated, compared, and analyzed the combined life knowledge of countless master historians. An emerald dragon's study of history includes the stories of all sentient races, not merely those who dominate the traditional scholarly discourse or those who can claim a moral high ground. To an emerald dragon, goblin or orcish history is as valuable and interesting as dwarven or human history.

Rock Eater: In keeping with their secretive nature, emerald dragons prefer not to draw attention to themselves by depopulating their territory of prey creatures, and will usually content themselves with eating volcanic rocks found within their lairs.

Natural Seers: Emerald dragons can innately manifest a handful of psionic powers, almost exclusively of the clairsentience discipline.

EMERALD DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 42 (7d8 + 7)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	13 (+1)	11 (+0)

Saving Throws Dex +3, Con +3, Wis +3, Int +4

Skills Arcana + 4, History +4, Insight +3, Perception +5, Stealth +3

Damage Immunities thunder

Condition Immunities deafened

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Terran

Challenge 2 (450 XP)

Echolocation. The range of the dragon's blindsight is doubled for two rounds following the use of either of its breath weapons.

Innate Manifesting. The emerald dragon may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 12):

At Will: *Detect Lies, Defensive Prescience*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) thunder damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Disrupting Screech: The dragon emits a keening screech that damages all in a 15-foot cone. Each creature in that cone must make a DC 11 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Deafening Roar: The dragon makes an ear-splitting roar that fills a 15-foot cone. Each creature in that cone must make a DC 11 Constitution saving throw or become deafened for 1 minute.

Paranoid Caution: All emerald dragons are intensely paranoid creatures. Most will never meet with an outsider, even another of its kind, in the same place twice, and at each meeting they will establish elaborate passwords or hidden signals that the other creature is to give when approaching the meeting site. If the appropriate signals are not given, then the emerald dragon will refuse the meeting, and will avoid any and all future contact with the creature in question, convinced that they are secretly an imposter

out to raid their hoard.

Sapphire Allies: If an emerald dragon is capable of actual friendship or affection beyond that which it has for its mate and offspring, it is likely with a sapphire dragon. Emerald and sapphire dragons that share extended territory will often meet to discuss military history and the tactical application of various traps, to the enjoyment and benefit of both involved.

Attentive Parents: Emerald dragons are extremely protective and sheltering of their young, and take a great deal of interest in their upbringing and education. If an emerald dragon is an adult or older, its lair almost always is shared with 1d4 wyrmlings or young emerald dragons. The male will frequently visit the nesting female, and is possibly the only being trusted enough to be granted full access to the female's lair. Emerald dragons generally favor fleeing from conflict, but will stand their ground and fight to the death to protect their young.

Priceless Knowledge: Emerald dragon hoards are a mix between a massive library and a museum. Ancient archeological artifacts from bygone civilizations are on display amid tens of thousands of rare, often unique, historical or arcane manuscripts. Every single item is catalogued and meticulously organized for ease of access by the dragon, and any theft is known within hours. Along with its young, the emerald dragon's true hoard is among the only things an emerald dragon will engage in protracted combat to defend.

An Emerald Dragon's Lair

Each emerald dragon has many lairs, most of them filled with nothing other than mundane copies of books or artifacts they possess, sometimes even utterly empty tomes. Their main lair is often smaller than some of these hoaxes, but no less protected.

In addition to the natural hazards of their lairs, emerald dragons frequently employ kobolds, gnomes, and dwarves (separately and via many go-betweens) to construct elaborate traps and defense mechanisms throughout their false lairs and their permanent one. Well known mages or craftsmen are also often employed in the construction of golems or the binding of spectators to patrol the domains of adult or older emerald dragons.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon

takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon activates a projectile trap within 120 feet of it, launching poisoned darts in a 30-foot long, 5-foot wide line directed as the dragon chooses. Each creature within the line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) piercing damage and 5 (1d10) poison damage. Those hit by this trap must also succeed on a DC 15 Constitution saving throw or become Poisoned for 2 rounds.
- The dragon activates a trap door within 120 feet of it that it can see. Creatures standing on the trap door must succeed on a DC 15 Dexterity saving throw or fall down a greased chute that exits in another part of the lair, generally a room inhabited either by dangerous oozes or hostile golems.
- The dragon releases a precisely pitched wail, causing part of the ceiling to collapse above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

Regional Effects

The region containing a legendary emerald dragon's lair is altered by the dragon's psionics, which creates one or more of the following effects:

- A legendary emerald dragon has at least 3-4 false lairs within 5 miles of their true lair. These false lairs are trapped and protected as though true lairs, and are frequently guarded by stone golems and at least one spectator bound to the lair's false horde.
- Emerald dragons scry their territory compulsively, and once per long rest they may use their clairsentience to trigger one of the above *lair actions* in any of their false lairs, regardless of whether or not they are present/within the normally required range for that action.
- The tunnels within 5 miles of a legendary emerald dragon's lair are rife with an unusual amount of chasms, cliffs, and other difficult terrain.

Sapphire Dragon

Territorial and distrustful, sapphire dragons are more combative than most gem dragons; having an instinctual fascination with, and aptitude for military strategy. Sapphire dragons make their lairs in the Elemental Plane of Earth, or within deep cavern systems of the Prime Material, often staking claim to territory near or overlapping with that of an emerald dragon.

Sapphire dragons possess a flattish, almost humanoid face with expressive features. Two forward sweeping horns, similar in shape to those of a black dragon, flank its face. A ridge of short horns runs from the back of its skull down to the tip of its tail.

A sapphire dragon wyrmling possesses almost completely transparent sky-blue scales with that glitter when exposed to light. As the dragon ages, the scales grow darker, more opaque, and faceted. The scales of an adult sapphire dragon are uniform in their color, and range in hue from bright azure to midnight blue.

Military Geniuses: Sapphire dragons obsessively acquire, hoard, analyze, and practice military and combat strategy. A sapphire dragon seemingly at rest is, in fact, continually inventing new stratagems and examining its existing contingency plans for flaws. One nearly surefire way for an intruding adventurer to distract or placate an irritated sapphire dragon is to challenge it to a game of strategy. Winning such a contest fairly will earn the dragon's grudging respect; losing will satisfy its ego and leave it inclined to let the adventurer leave unscathed; cheating or intentionally losing will almost unfailingly earn the dragon's immediate hostility.

Natural Nomads: Sapphire dragons can innately manifest a handful of psionic powers, almost exclusively of the psychoportation discipline.

Territorial Lords: Any intelligent creature intruding into a sapphire dragon's domain is confronted directly and given one chance to either pay it proper tribute or leave. Creatures that pay it tribute will be allowed to pass through its territory, escorted by the dragon to ensure both their safe passage, and that they have no plans to raid the dragon's lair. Creatures that refuse to leave or pay tribute will be attacked without hesitation; unless they clearly outmatch the dragon (sapphire dragons are uncannily skilled at gauging the strength of a foe or group of foes). If outmatched, the dragon will appear to flee, only to



ANCIENT SAPPHIRE DRAGON

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)

Hit Points 378 (21d20 + 147)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +14, Wis +10, Int +12

Skills History +12, Insight +10, Intimidation +11, Perception +17, Stealth +7

Damage Immunities thunder

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 27

Languages Common, Draconic, Terran

Challenge 22 (41,000 XP)

Terran Plane Shift (1/day). The dragon may manifest the power *Plane Shift* once per day, targeting itself only and with a destination that must be within the Elemental Plane of Earth.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The sapphire dragon may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 20):

At Will: *Deceleration*, *Detect Lies*

1/day each: *Astral Step*, *Decerebrate*, *Detect Thoughts*, *Dimensional Anchor*, *Drop*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target.

Hit: 20 (2d10 + 9) piercing damage plus 10 (3d6) thunder damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target.

Hit: 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target.

Hit: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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 dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thunderous Roar: The dragon emits a keening screech that damages all in a 90-foot cone. Each creature in that cone must make a DC 22 Constitution saving throw, taking 77 (22d6) thunder damage on a failed save, or half as much damage on a successful one.

Discordant Hum: The dragon hums at a frequency so high pitched that it is barely audible, filling a 90-foot cone. Each creature in that cone must make a DC 22 Constitution saving throw or become frightened for 1 minute. Creatures frightened in this way must use their turns to Dash as far away from the dragon as possible. Creatures that are naturally deaf, or have otherwise been deafened, are immune to this effect.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT SAPPHIRE DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 218 (18d12 + 90)

Speed 40 ft., burrow 40 ft. fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +7, Int +9

Skills History +9, Insight +7, Intimidation +8, Perception +13, Stealth +5

Damage Immunities thunder

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 22

Languages Common, Draconic, Terran

Challenge 15 (13,000 XP)

Terran Plane Shift (1/day). The dragon may manifest the power *Plane Shift* once per day, targeting itself only and with a destination that must be within the Elemental Plane of Earth.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The sapphire dragon may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 17):

At Will: *Deceleration*, *Detect Lies*

1/day each: *Astral Step*, *Detect Thoughts*, *Dimensional Anchor*, *Drop*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) thunder damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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 dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thunderous Roar: The dragon lets loose an impossibly loud roar that damages all in a 60-foot cone. Each creature in that cone must make a DC 18 Constitution saving throw, taking 56 (16d6) thunder damage on a failed save, or half as much damage on a successful one.

Discordant Hum: The dragon hums at a frequency so high pitched that it is barely audible, filling a 60-foot cone. Each creature in that cone must make a DC 18 Constitution saving throw or become frightened for 1 minute. Creatures frightened in this way must use their turns to Dash as far away from the dragon as possible. Creatures that are naturally deaf, or have been otherwise deafened, are immune to this effect.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG SAPPHIRE DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 48)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Int +6

Skills History +6, Insight +5, Intimidation +5 Perception +8, Stealth +3

Damage Immunities thunder

Condition Immunities frightened

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 16

Languages Common, Draconic, Terran

Challenge 8 (3,900 XP)

Terran Plane Shift (1/day). The dragon may manifest the power *Plane Shift* once per day, targeting itself only and with a destination that must be within the Elemental Plane of Earth.

Innate Manifesting. The sapphire dragon may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 15):

At Will: *Deceleration*, *Detect Lies*

1/day each: *Astral Step*, *Detect Thoughts*, *Drop*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* : +9 to hit, reach 10 ft., one target.

Hit: 16 (2d10 + 5) piercing damage plus 3 (1d6) thunder damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thunderous Roar: The dragon lets loose an impossibly loud roar that damages all in a 30-foot cone. Each creature in that cone must make a DC 14 Constitution saving throw, taking 42 (12d6) thunder damage on a failed save, or half as much damage on a successful one.

Discordant Hum: The dragon hums at a frequency so high pitched that it is barely audible, filling a 30-foot cone. Each creature in that cone must make a DC 14 Constitution saving throw or become frightened for 1 minute. Creatures frightened in this way must use their turns to Dash as far away from the dragon as possible. Creatures that are naturally deaf, or have been otherwise deafened, are immune to this effect.

SAPPHIRE DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 48 (7d8 + 7)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +2, Int +4

Skills History +4, Insight +3, Intimidation +3, Perception +6, Stealth +2

Damage Immunities thunder

Condition Immunities frightened

Senses blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Common, Draconic, Terran

Challenge 2 (450 XP)

Terran Plane Shift (1/day). The dragon may manifest the power *Plane Shift* once per day, targeting itself only and with a destination that must be within the Elemental Plane of Earth.

Innate Manifesting. The sapphire dragon may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 12):

At Will: *Deceleration*, *Detect Lies*

ACTIONS

Bite. *Melee Weapon Attack:* : +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) thunder damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Thunderous Roar: The dragon lets loose an impossibly loud roar that damages all in a 15-foot cone. Each creature in that cone must make a DC 11 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Discordant Hum: The dragon hums at a frequency so high pitched that it is barely audible, filling a 15-foot cone. Each creature in that cone must make a DC 11 Constitution saving throw or become frightened for 1 minute. Creatures frightened in this way must use their turns to Dash as far away from the dragon as possible. Creatures that are naturally deaf, or have been otherwise deafened, are immune to this effect.

either return with allies or to harass its foes carefully and methodically for as long as they remain in its territory.

Deep Hunter: Sapphire dragons are careful and efficient hunters that consider giant spiders to be special delicacies. These dragons will also make a point of hunting and destroying any mind flayers, drow, or aboleths they encounter within or near their domain, regardless of any offer of tribute.

Attentive Parents: The wyrmlings of any sapphire dragon are generally well cared for and protected by their parents. If a sapphire dragon is an adult or older, its lair often is shared with 1d4 wyrmlings. Once their wyrmlings reach the *Young* age category, they are forced to fend for themselves.

Subterranean Alliances: Sapphire dragons will commonly ally with emerald dragons, finding the mutual exchange of ideas, and knowledge extremely beneficial. Emeralds also appreciate the proximity of a strong, reliable ally while sapphires benefit from the paranoid defenses that the emerald dragons are constantly constructing across their shared domain. Deep gnomes occasionally negotiate defensive alliances with sapphire dragons, frequently reinforced by regular tribute.

Inaccessible Hoards: The hoard of a sapphire dragon is filled with tribute collected from those passing through its territory, and trophies taken from conquered foes. Mementos from particularly challenging battles are those with the most value to a sapphire dragon, regardless of its objective material worth. These hoards are almost always impossible to access without teleportation and are shielded from most forms of scrying.

A Sapphire Dragon's Lair

By draconic standards, the typical sapphire dragon's lair is sparsely appointed and austere. Sapphire dragons do not favor frivolous ornamentation or unnecessary decoration; everything in their lair is utilitarian and contributes to its overall security.

The lair is often made up of a series of disconnected chambers only accessible via teleportation or burrowing, fortified with traps both mundane and psionic, with wide open spaces for the sapphire dragon to take full tactical advantage of its ability to fly.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon activates a trap within 120 feet of it, launching a pressurized stream of acid in a 30-foot long, 5-foot wide line directed as the dragon chooses. Each creature within the line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) acid damage and be moved 10 feet in the direction of the line.
- The dragon activates a psionic glyph within 120 feet of it that it can see. Creatures standing on the glyph must succeed on a DC 15 Charisma or Constitution saving throw (chosen by the creature making the saving throw) or be teleported to an unoccupied space of the dragon's choosing within 60 feet of the glyph.
- The dragon releases a precisely pitched wail, causing part of the ceiling to collapse above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

Regional Effects

The region containing a legendary sapphire dragon's lair is altered by the dragon's psionics, which creates one or more of the following effects:

- The tunnels within 4 miles of a legendary sapphire dragon's lair are riddled with one-way portals connecting to various locations in the Elemental Plane of Earth, and underground locales in the Prime Material Plane.
- A sapphire dragon is automatically aware of any attempt to teleport into, within, or out of, any location within 3 miles of their lair.
- Teleportation within 1 mile of a legendary sapphire dragon's lair is hindered per the *Dimensional Barrier* power (per the dragon's innate manifesting DC). Sapphire dragons are immune to this effect.

ANCIENT TOPAZ DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Int +11

Skills Perception +16, Stealth +7, Survival +9

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Aquan

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The topaz dragon may manifest the following powers requiring no power point cost, using Charisma as its manifesting ability (save DC 21):

At Will: *Metabolic Stasis*, *Detect Lies*

1/day each: *Body Adjustment*, *Body Purification*, *Chameleon*, *Power Leech*, *Restructure*, *Thicken Skin*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target.
Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) cold damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target.
Hit: 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target.
Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 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 dragon's Frightful Presence for the next 24 hours.

Desiccating Breath (Recharge 5-6). The dragon exhales dry, dehydrating cold in a 90-foot cone. Each creature in that cone must make a DC 24 Constitution saving throw, taking 91 (26d6) cold damage on a failed save, or half as much damage on a successful one. Constructs and undead make this saving throw with advantage; plants, oozes, amphibious and water breathing creatures, and water elementals make this saving throw with disadvantage.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT TOPAZ DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Int +8

Skills Perception +13, Stealth +6, Survival +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Aquan

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Manifesting. The topaz dragon may manifest the following powers requiring no power point cost, using Charisma as its manifesting ability (save DC 19):

At Will: *Metabolic Stasis*, *Detect Lies*

1/day each: *Body Adjustment*, *Body Purification*, *Chameleon*, *Power Leech*, *Thicken Skin*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.
Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target.
Hit: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target.
Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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 dragon's Frightful Presence for the next 24 hours.

Desiccating Breath (Recharge 5-6). The dragon exhales dry, dehydrating cold in a 60-foot cone. Each creature in that cone must make a DC 21 Constitution saving throw, taking 63 (18d6) cold damage on a failed save, or half as much damage on a successful one. Constructs and undead make this saving throw with advantage; plants, oozes, amphibious and water breathing creatures, and water elementals make this saving throw with disadvantage.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG TOPAZ DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Int +6

Skills Perception +8, Stealth +4, Survival +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, Aquan

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Innate Manifesting. The topaz dragon may manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 16):

At Will: *Metabolic Stasis*, *Detect Lies*

1/day each: *Body Adjustment*, *Body Purification*, *Chameleon*, *Thicken Skin*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Desiccating Breath (Recharge 5-6). The dragon exhales dry, dehydrating cold in a 30-foot cone. Each creature in that cone must make a DC 17 Constitution saving throw, taking 56 (16d6) cold damage on a failed save, or half as much damage on a successful one. Constructs and undead make this saving throw with advantage; plants, oozes, amphibious and water breathing creatures, and water elementals make this saving throw with disadvantage.

Topaz Dragon

Selfish and capricious, topaz dragons are fickle wanderers with little tolerance for the company of others. Topaz dragons make their lairs in the Elemental Plane of Water, or within coastal caves or underwater coral palaces in the Prime Material. Due to their similar preferences in territory, bronze and topaz dragons



frequently come into conflict. Battles between the two species are furious and bloody, with no mercy expected or given.

The typical topaz dragon possesses a prominent beak at the end of their snout, and large frilled ears similar to those of a blue dragon. A topaz dragon wyrmling possesses semi-transparent scales of dull yellow-orange hue with brown flecks. As the dragon ages, the scales grow brighter, more translucent, and faceted. The scales of an adult topaz dragon glitter fiercely when exposed to any source of light.

Whimsical Explorers: Topaz dragons are among the most widely travelled of all dragons. Filled with an insatiable wanderlust from an early age, topaz dragons will travel far and wide in the hopes of being the first to discover some distant island, planar portal, or coastal bluff. While most topaz dragons are seldom inclined to write of their travels, or indeed of anything at all, most are master cartographers. Topaz dragons take great pride in selling copies of their maps to lesser beings that they might follow in their footsteps. Their wanderlust can occasionally drive more social wyrmlings to travel with humanoid

TOPAZ DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Int +3

Skills Perception +6, Stealth +2, Survival +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Aquan

Challenge 4 (1,100 XP)

Amphibious. The dragon can breathe air and water.

Innate Manifesting. The topaz dragon may manifest the following powers requiring no power point cost, using Charisma as its manifesting ability (save DC 12):

At Will: *Metabolic Stasis*, *Detect Lies*

1/day each: *Thicken Skin*

ACTIONS

Bite. *Melee Weapon Attack:* : +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) cold damage.

Desiccating Breath (Recharge 5-6). The dragon exhales dry, dehydrating cold in a 15-foot cone. Each creature in that cone must make a DC 13 Constitution saving throw, taking 24 (7d6) cold damage on a failed save, or half as much damage on a successful one. Constructs and undead make this saving throw with advantage; plants, oozes, amphibious and water breathing creatures, and water elementals make this saving throw with disadvantage.

adventurers, though they are frequently problematic companions at best.

Natural Egoists: Topaz dragons can innately manifest a handful of psionic powers, almost exclusively of the psychometabolism discipline.

Driven Hedonists: The topaz dragons' drive to seek new vistas applies to many aspects of their lives, and they are constantly on the lookout for new foods, new music, and new sights to see. As a result of this drive for new experiences, they are easily bored by that which they have already seen, heard, or done. As a topaz dragon gets older, fewer novel things remain to experience or see, frequently leading to the bored, impatient, and irritable temperament for which the breed is known. Most topaz dragons, even ancient

ones, are seldom immediately hostile when encountered, as they prefer to give adventurers the chance to prove whether or not they have anything new to show, tell, or give them. In the event that the adventurers prove boring, the topaz dragon will often attack without warning or further provocation. As it is nearly impossible to predict what a topaz dragon will or won't find interesting or new, encountering one is nearly always a dangerous and unpredictable experience.

Aquatic Predator: Topaz dragons are voracious hunters that prefer aquatic fare, but will kill and eat most anything available. Although they like to keep their diets varied, most topaz dragons consider giant squid to be special delicacies.

Casual Parents: The wyrmlings of any topaz dragon generally wander off in search of adventure within a few years, and are seldom prevented from doing so by their parents, who often get bored of caring for them much sooner than that.

Hatred of Krakens: There has long been mutual enmity between krakens and topaz dragons. Krakens and topaz dragons will raid one another's domains in hopes of killing the others' young before they can grow into rivals, and will mercilessly attack one another whenever a viable opportunity arises. Aquatic elves, merfolk, and ocean-dwelling fey will often give powerful topaz dragons enormous amounts of treasure and magical artifacts in hopes of encouraging the dragon to deal with a particularly troublesome kraken.

Rich Larders: The hoard of a topaz dragon contains a wide variety of treasures, taken from all of the different lands they have visited and pillaged from sunken ships, but the majority of their hoard is given over to a massive larder of freeze-dried foods. As food is nearly infinite in its variety, it is one of the few pleasures for a topaz dragon that does not dull with time and indulgence.

A Topaz Dragon's Lair

Although the lair of a topaz dragon is nearly always found underwater or near the sea, they are always bone dry and frigidly cold. Their cavernous homes are frequently decorated with elaborate sculptures of bleached coral, along with carvings, paintings, metalwork and wool weavings; the products of a topaz dragon's mercurial fancies and forays into the arts. Massive maps and globes are prominently displayed, depicting the extent of a given dragon's travels.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A concentrated, frigid cloud of toxic gas fills a 30-foot radius sphere that the dragon can see. This area is heavily obscured, and each creature (aside from the dragon) starting its turn within the cloud must succeed on a DC 15 Constitution saving throw or take 20 (6d6) cold damage and be Poisoned until the next initiative count of 20. Plants, oozes, and water elementals have disadvantage on this save, undead and constructs have advantage.
- The dragon purposefully shatters an ice formation within 80 feet of it that it can see, releasing microscopic psionic parasites contained within. Creatures within 30 feet of the targeted point must succeed on a DC 15 Constitution saving throw or take 10 (3d6) necrotic damage and be Diseased until the dragon takes its next lair action. Creatures diseased in this way cannot heal hit points, and any attempt to do so (aside from spells that would cure the disease as well) heal the dragon instead.
- The lair energizes the dragon's natural healing and restorative processes; mimicking the *Body Purification* power, manifested on the dragon.

Regional Effects

The region containing a legendary topaz dragon's lair is altered by the dragon's psionics, which creates one or more of the following effects:

- No plants whatsoever live within 3 miles of the topaz dragon's lair. Water elementals will not willingly travel within this region and cannot be summoned into it.
- Small amounts of dry ice constantly form and dissolve within 2 miles of the dragon's lair, filling the region with mildly toxic fog. Treat the entire region as heavily obscured, and halve the distance a given creature can travel through this region before needing to take a long rest. Hit dice are rolled with disadvantage when taking short rests in this region.
- If a kraken has made its home anywhere within 15 miles of a topaz dragon's lair, the surrounding region is riddled with destroyed reefs, devastated merfolk villages, and other evidence of their battles.

Mind Flayers

Some mind flayers dabble in the arcane (and are shunned for it), while others serve as the god Ilsestine's most favored priests and servants; but vast majority of mind flayers are psions. Psionics so thoroughly permeate mind flayer culture and upbringing that the average mind flayer commoner possesses more psionic prowess than most non-illithid psions can ever attain in an entire lifetime of study.

Mind flayer psions are predominantly telepaths, specializing in powers that dominate and control their thralls, along with those that break the minds of their many enemies. Those illithid psions that are not telepaths are most frequently nomads. These mind flayers help to connect the scattered remnants of their once awesome inter-planar empire, and facilitate mind flayer raids in the Astral Plane.

Mind flayers develop their innate psionic gifts through the application of logic, cold analysis, and private contemplation. Individual mind flayers jealously guard their own talents and knowledge from their peers, and as such nearly all mind flayers are self-taught. Occasionally the community's elder brain or ulitharid will take on a teaching role both to ensure its subordinates are skilled enough to be of use, and in order to prevent their citizens from developing any powers that might subvert their rule or undermine their supremacy.

Although alien, horrific, and utterly without compassion or virtue; mind flayers are intellectually curious and possess a scientific drive to learn new psionic techniques and to continually push the boundaries of what psionics are capable of. It is not, therefore, surprising that some humanoid psions seek mind flayer knowledge by any means necessary. Some will graft illithid brain matter into their skulls, or else hire adventurers to steal mind flayer devices, or dead mind flayers, to dissect and study.

Invariably, if a non-illithid manages to successfully glean some small bit of psionic insight from their aberrant studies, the knowledge and power they gain takes a terrible toll on their already fragile sanity. Some secrets of the mind are best left undiscovered by mortal minds.

(For more information, see the MM entry for Mind Flayer on page 221, and the VGM entries for Elder Brain and Ulitharid on pages 173 - 175)

ELDER BRAIN

Large aberration, lawful evil

Armor Class 10

Hit Points 210 (20d10 + 100)

Speed 30 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 **Senses**

blindsight 120 ft., passive Perception 14

Languages Understands Common, Deep Speech, and Undercommon but can't speak, telepathy 5 miles

Challenge 14 (11,500 XP)

Creature Sense. The elder brain is aware of the presence of all sentient creatures within 5 miles of it. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a Mind Blank or Nondetection spell/power, or similar abilities cannot be perceived in this manner.

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.

Legendary Resistance (3/day). If the elder brain fails a saving throw, it can choose to succeed instead.

Magic Resistance. The elder brain has advantage on saving throws against spells and other magical effects.

Manifesting. The elder brain's psionic might is almost unmatched, and can manifest psionic powers as though it were a 20th level psion (telepath). Its manifesting ability is Intelligence (save DC 18, +11 to hit with spell attacks) and its

power point pool is 9. A typical elder brain knows the following powers:

Sciences: *Defensive Prescience, Detect Lies, Empty Mind, Energy Ray, Manipulate Momentum, Psychic Lash*

Level 1 Powers: *Conceal Thoughts, Mind Thrust, Psionic Charm*

Level 2 Powers: *Astral Weapon, Suggestion*

Level 3 Powers: *Energy Bolt, Lethologica*

Level 4 Powers: *Death Urge, Timeless Visions*

Level 5 Powers: *Psionic Domination, Power Leech*

Level 6 Powers: *Amnesia*

Level 7 Powers: *Ultrablast*

Level 8 Powers: *Psionic Mind Blank*

Level 9 Powers: *Psychic Surgery*

The elder brain's psicrystal stores the *Lethologica* power, augmented to level 9, usable once per long rest requiring no power points.

Innate Manifesting. The elder brain may also manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 18):

At Will: *Detect Thoughts, Levitate*

1/day each: *Psionic Domination, Plane Shift (self only)*

Mental Fortress. The elder brain does not need to make concentration checks unless it is below 50% of its hit point total, or is in the process of sustaining damage that would bring it below that threshold.

Psionic Mastery. Telepathy powers cost 1 fewer power point for the elder brain to manifest. Powers always cost a minimum of 1 power point.

Telepathic Insight. Telepathy powers cost 1 fewer power point to manifest when targeting creatures linked with the elder brain via its Psychic Link ability.

Thrallherd. The elder brain does not need to concentrate to maintain *Suggestion*, domination, or other charm effects on other creatures. If a creature currently Charmed by the elder brain would make an Intelligence, Wisdom, or Charisma saving throw against an ability, spell, or power produced by the elder brain, they have disadvantage on their saving throw.

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 20 (4d8 + 2) bludgeoning damage. If the target is a Huge or smaller creature, 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 psionically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 32 (5d10 + 5) psychic damage and be stunned 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.

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 10 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.

Focus. As a psion, the elder brain can initiate or deactivate focus as a bonus action during any of its turns.

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. The creature also takes 1d4 psychic damage per level of the spell/power.

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

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, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, and Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

Telepathic Hub. The mind flayer can initiate and maintain telepathic conversations with up to ten creatures at a time so long as they are within range of its telepathy. The mind flayer can let those creatures telepathically hear each other while connected in this way.

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Manifesting. This mind flayer is a 10th level psion (telepath). Its manifesting ability is Intelligence (save DC 15, +7 to hit with spell attacks) and its power point pool is 7. The typical mind flayer telepath knows the following powers:

Sciences: *Deceleration, Defensive Prescience, Detect Lies, Energy Ray, Manipulate Momentum, Psychic Lash*

Level 1 Powers: *Conceal Thoughts, Mind Thrust, Psionic Charm*

Level 2 Powers: *Astral Weapon, Suggestion*

Level 3 Powers: *Energy Bolt, Lethologica*

Level 4 Powers: *Death Urge, Psychic Crush*

Level 5 Powers: *Astral Shambler, Psionic Domination*

The mind flayer's psicrystal stores the Psychic Crush power, augmented to level 5, usable once per long rest requiring no power points.

Innate Manifesting. The mind flayer may also manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 15):

At Will: *Detect Thoughts, Levitate*

1/day each: *Psionic Domination, Plane Shift (self only)*

Telepathic Insight. Powers of the Telepathy discipline cost 1 fewer power point for the mind flayer to manifest against creatures that have failed their save against the mind flayer's *Mind Blast*.

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 the grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 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 psionically 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 creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Focus. As a psion, the mind flayer can initiate or deactivate focus as a bonus action during any of its turns.

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 (+1)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

Saving Throws Int +9, Wis +8, Cha +9

Skills Arcana +9, Deception +9, Insight +8, Perception +8, Stealth +5

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, and Undercommon, telepathy 2 miles

Challenge 9 (5,000 XP)

Creature Sense. The ulitharid is aware of the presence of all sentient creatures within 2 miles of it. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *Mind Blank* or *Nondetection* spell/power, or similar abilities cannot 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)

Magic Resistance. The ulitharid has advantage on saving throws against spells and other magical effects.

Manifesting. This ulitharid is a 14th level psion (telepath). Its manifesting ability is Intelligence (save DC 17, +9 to hit with spell attacks) and its power point pool is 9. The typical ulitharid telepath knows the following powers:

Sciences: *Deceleration, Defensive Prescience, Detect Lies, Energy Ray, Manipulate Momentum, Psychic Lash*

Level 1 Powers: *Conceal Thoughts, Mind Thrust, Psionic Charm*

Level 2 Powers: *Astral Weapon, Suggestion*

Level 3 Powers: *Energy Bolt, Lethologica*

Level 4 Powers: *Death Urge, Psychic Crush*

Level 5 Powers: *Astral Shambler, Psionic Domination*

Level 6 Powers: *Disintegrate*

Level 7 Powers: *Ultrablast*

The ulitharid's psicrystal stores the Ultrablast power, usable once per long rest requiring no power points.

Innate Manifesting. The ulitharid may also manifest the following powers requiring no power point cost, using Intelligence as its manifesting ability (save DC 17):

At Will: *Detect Thoughts, Levitate*

1/day each: *Mass Suggestion, Psionic Domination, Plane Shift (self only), Scrying*

Telepathic Insight. Powers of the Telepathy discipline cost 1 fewer power point for the mind flayer to manifest against creatures that have failed their save against the mind flayer's *Mind Blast*.

Thrallherd. The ulitharid does not need to concentrate to maintain *Suggestion*, domination, or other charm effects on other creatures. If a creature currently Charmed by the ulitharid would make an Intelligence, Wisdom, or Charisma saving throw against an ability, spell, or power produced by the ulitharid, they have disadvantage on their saving throw.

ACTIONS

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 27 (4d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 15) and must succeed on a DC 17 Intelligence saving throw or be stunned until the grapple ends.

Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* The target takes 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 psionically 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 creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Focus. As a psion, the ulitharid can initiate or deactivate focus as a bonus action during any of its turns.

UROPHION

Large aberration, lawful evil

Armor Class 20 (natural armor)

Hit Points 89 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Int +4, Wis +6, Cha +4

Skills Perception +7, Stealth +5 **Senses**
darkvision 60 ft., passive Perception 16

Languages telepathy 120 ft.

Challenge 6 (2,300 XP)

False Appearance. While the urophion remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the urophion, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The urophion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Manifesting. The urophion may manifest the following powers requiring no power point cost, using Wisdom as its manifesting ability (save DC 14):

At Will: *Detect Thoughts*, *Levitate*

3/day each: *Lethologica*, *Mind Thrust*, *Suggestion*

1/day each: *Psionic Domination*

ACTIONS

Multiattack. The urophion makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the urophion can't use the same tendril on another target.

Extract Brain (Requires 4 Free Tendrils). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the urophion. *Hit:* The target takes 33 (6d10) piercing damage. If this damage reduces the target to 0 hit points, the urophion kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The urophion psionically emits psychic energy in a 40-foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned 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.

Urophion

While conventional wisdom and a great deal of empirical data dictate that mind flayer tadpoles can usually undergo ceremorphosis only when implanted into the brains of certain humanoid races, this does not stop the mind flayers from experimenting with other races. One race that long ago proved surprisingly compatible with ceremorphosis was the roper, allowing mind flayers to produce urophions as guardians for their hives.

Gifted with intelligence and psionic talents, urophions are nonetheless held in contempt by true mind flayers, considered marginally useful guards and little more. Controlled by the power of the hive's elder brain or ulitharid, most urophions content themselves with devouring the brains of any adventurers foolish enough to trespass into mind flayer territory.

In the event that their mind flayer masters are killed or abandon them to their own devices, urophions tend to seek out and dominate their roper kin, forming small colonies of their own.

QUAGGOTH THONOT

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Undercommon

Challenge 3 (700 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth thonot has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Innate Manifesting. The quaggoth thonot may manifest the following powers requiring no power point cost, using Wisdom as its manifesting ability (save DC 11):

At Will: *Catfall*, *Minor Telekinesis*

1/day each: *Body Adjustment*, *Chameleon*, *Mind Thrust*, *Object Reading*

ACTIONS

Multiattack. The quaggoth thonot makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

They appear as tall, silver-haired humanoids with glowing purple eyes without pupil or iris. They float through the air without need of wings, and are always surrounded by floating psionic glyphs.

While sybillic guardians are mostly peaceable beings, they will not hesitate to bring their precognitive talents and martial prowess to bear against evil foes

SYBILLIC GUARDIAN

Medium celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 108 (15d8 + 45)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	18 (+4)	22 (+6)	16 (+3)

Saving Throws Int +8, Wis +10

Skills Arcana + 8, History +8, Insight + 10, Perception +10

Damage Resistances psychic, radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP)

Angelic Weapons. The guardian's weapon attacks are magical. When the guardian hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Precognitive Edge. If the sybillic guardian rolls a 1 on any save, check, or attack, they may roll again. They must use the second number rolled, even if it is another 1.

Innate Manifesting. The sybillic guardian may manifest the following powers requiring no power point cost, using Wisdom as its manifesting ability (save DC 17):

At Will: *Defensive Precognition*, *Detect Psionics*, *Recall Wounds*

3/day each: *Fate Link*, *Mental Barrier*, *Scrying*, *Timeless Visions*

1/day each: *Greater Precognition*, *Reality Revision*

ACTIONS

Multiattack. The guardian makes two attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage, plus 18 (4d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, plus 18 (4d8) radiant damage.

Quaggoth Thonot

(For more information, see the MM entries on Quaggoths and Quaggoth Thonots on page 256)

Sybillic Guardian

The prophets, seers, and oracles of Celestia, sybillic guardians spent most of their time in remote mountain shrines where they can contemplate the past and the future in peaceful solitude. Occasionally their clairsentient meditations prompt them to leave their retreats to offer council to their fellow celestials as they prepare to make war on the lower planes, or else to a mortal ordained by prophecy to aid the cause of Good. Even the mighty solars and planetars heed the visions and warnings of the sybillic guardians.

THRI-KREEN

Medium humanoid (thri-kreen), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Thri-Kreen, telepathy 60 ft.

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.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Innate Manifesting. The thri-kreen may manifest the following powers requiring no power point cost, using Wisdom as its manifesting ability (save DC 11):

At Will: *Minor Telekinesis*

2/day each: *Erase Presence*, *Thicken Skin*

1/day each: *Chameleon*

ACTIONS

Multiattack. The thri-kreen makes two gythka attacks or two chakcha attacks.

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

Chakcha. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.



Thri-Kreen

(For more information, see the MM entry on Thri-Kreen on page 288)

Appendix 1:

Nonplayer Characters

This appendix contains statistics for generic humanoid NPCs utilizing the classes detailed in this manual. You can add racial traits to further customize them.

DISCIPLE OF THE MIND

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the disciple is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Ki Points. The disciple has 6 ki points.

ACTIONS

Multiattack. The disciple makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Focused Strike. As a bonus action, the disciple may focus their mental energy into their fists. On their next turn, unarmed strike attacks they hit with deal an additional 1d4 *psychic backlash* damage to sentient creatures. These strikes deal 2d4 *psychic backlash* damage to sentient creatures that are naturally telepathic.

Resilience of the Zerth. The disciple can spend 2 ki points to manifest *Thicken Skin*.

Fist of Crippling Doubt. The disciple can spend 3 ki points to manifest *Id Insinuation* (DC 13).

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the disciple deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage dealt is reduced to 0, the disciple catches the missile if it is small enough to hold in one hand and the disciple has a hand free.

Disciple of the Mind

These monks have chosen to follow the teachings of a monastery (most likely founded by the githzerai) that teaches discipline of both body and mind, allowing them to take advantage of both their innate psionic gifts and their martial arts training.

Egoist

Psions that focus their mental prowess on the manipulation and mutation of their own bodies as well as others, egoists can fill many roles and take many forms.

Kineticist

These psions manipulate physical energy with their thoughts. While less skilled at manipulation and control than many psions, the kineticist is an invaluable strategic asset in both offensive and defensive combat situations.

Lurk

Psionically talented rogues, lurks are rarely caught off guard and have plenty of tricks to get themselves into or out of most situations.

Nomad

Wanderers and planeswalkers, nomads frequently rent out their services to groups of adventurers wanting to travel through the Astral Plane without going through the expenses of seeking out a conjurer capable of the spell *Plane Shift*, or the time and effort of finding a stable portal.

EGOIST

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8, Medicine +5

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Body Fuel. When augmenting a power, the egoist may choose to take 1d4 necrotic damage per level augmented rather than using power points. If a creature within 30 feet of you was damaged by your Debilitating Miasma this turn, you may choose to damage it rather than yourself in using this ability to augment a power. The egoist only sustains 1d2 necrotic damage per level augmented when using this ability to augment powers of the Psychometabolism discipline.

Focused Vigor. While focused, the egoist gains advantage on athletics and acrobatics skill checks, and is unhindered by difficult terrain. Any movement action that would normally incur a penalty to speed (ie climbing, swimming, etc) no longer does so.

Debilitating Miasma. While focused and possessing at least 1 power point, the egoist exudes and controls an invisible miasma of sickness and debilitating psionic vibrations. At the beginning of each of their turns while this ability is active, all hostile creatures within 30 feet of the egoist that are not undead or constructs must make a Constitution saving throw. Each creature that fails its save sustains 1d4 necrotic damage and can't regain hit points until the start of the egoist's next turn.

Manifesting. The egoist is a 12th level psion (egoist). Its manifesting ability is Intelligence (save DC 15, +7 to hit with spell attacks) and its power point pool is 6. The typical egoist knows the following powers:

Sciences: *Detect Lies*, *Iron Arm**, *Energy Ray*, *Manipulate Momentum*, *Metabolic Stasis**, *Psychic Lash*

Level 1 Powers: *Mind Thrust*, *Noxious Breath**, *Thicken Skin**

Level 2 Powers: *Alter Self**, *Energy Missiles*

Level 3 Powers: *Body Adjustment**, *Body Purification**

Level 4 Powers: *Energy Adaptation**, *Tentacle Mutation**

Level 5 Powers: *Brain Parasite**, *Psionic Domination*

Level 6 Powers: *Breath of the Green Dragon**

**Psychometabolism* powers.

The egoist's psicrystal stores the *Tentacle Mutation* power, augmented to level 6, usable once per long rest requiring no power points.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Focus. As a psion, the egoist can initiate or deactivate focus as a bonus action during any of its turns.

KINETICIST

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Manifesting. The kineticist is a 12th level psion (kineticist). Its manifesting ability is Intelligence (save DC 15, +7 to hit with spell attacks) and its power point pool is 6. The typical kineticist knows the following powers:

Sciences: *Defensive Precognition*, *Empty Mind*, *Energy Ray**,
Manipulate Momentum, *Minor Telekinesis*, *Psychic Lash*

Level 1 Powers: *Erase Presence*, *Kinetic Burst**, *Pyrokinesis**

Level 2 Powers: *Concussion Blast**, *Energy Missiles**

Level 3 Powers: *Body Adjustment*, *Energy Bolt**

Level 4 Powers: *Inertial Barrier*, *Psychic Crush*

Level 5 Powers: *Telekinesis*, *Wall of Force*

Level 6 Powers: *Kinetic Orb**

**Psychokinesis powers that deal damage.*

The kineticist's psicrystal stores the *Kinetic Orb* power, usable once per long rest requiring no power points.

Psychokinetic Overcharge. Add the kineticist's manifesting ability modifier (+4) to the damage roll of any power or science of the Psychokinesis discipline they manifest.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Animate Objects. While focused and possessing at least 1 power point, as an action the kineticist may animate up to 4 objects per the *Animate Object* spell. If objects animated in this way are brought down to 0 HP, or else if the kineticist's concentration on this ability is ended, the objects fall inert to the ground and may not be animated again until the kineticist has taken a long rest.

Focus. As a psion, the egoist can initiate or deactivate focus as a bonus action during any of its turns.

REACTIONS

Kinetic Redirection. While focused, if the kineticist is dealt bludgeoning, slashing, piercing, or force damage and succeeds in their Concentration check, they may use their reaction to make a spell attack against any target within 40 feet as a reaction. If successful, this attack deals force damage equal to half the damage the kineticist sustained and knocks the target back by 10 feet.

LURK

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	11 (+0)	15 (+2)

Skills Acrobatics +7, Arcana +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the lurk can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the lurk is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the lurk instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The lurk deals an extra 14 (4d6) 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.

Instant Ambush. When the lurk uses its action to teleport via a power or science, it can make an offhand weapon attack as a bonus action.

Manifesting. This creature manifests as an 8th level lurk. Its manifesting ability is Charisma (save DC 13, +5 to hit with spell attacks) and its power point pool is 2. The typical lurk knows the following powers:

Sciences: *Flicker*, *Psychic Lash*

Level 1 Powers: *Catfall*, *Drop*, *Erase Presence*

Level 2 Powers: *Astral Step*, *See Invisibility*

ACTIONS

Multiattack. The lurk makes two attacks with its short sword, one with its dagger.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Focus. As a lurk, this creature can initiate or deactivate focus as a bonus action during any of its turns.

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.

NOMAD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Cha +7, Wis +4

Skills Arcana +4, History +4, Persuasion +7

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Manifesting. The nomad is a 9th level psion (nomad). Its manifesting ability is Charisma (save DC 14, +6 to hit with spell attacks) and its power point pool is 5. The typical nomad knows the following powers:

Sciences: *Deceleration, Energy Ray, Flicker, Psychic Lash*

Level 1 Powers: *Catfall, Conceal Thoughts, Drop*

Level 2 Powers: *Crystal Swarm, Levitate*

Level 3 Powers: *Astral Caravan, Mind Blast*

Level 4 Powers: *Dimensional Anchor, Dimension Door*

Level 5 Powers: *Baleful Teleport*

The nomad's psicrystal stores the *Baleful Teleport* power, usable once per long rest requiring no power points.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Field of Transposition. While focused, a nomad may select any two willing creatures of the same size category within 80 feet of the nomad, and no more than the nomad's speed apart from one another (ie if the nomad has a movement speed of 30ft, the two targets must be within 30 feet of one another), and switch their positions via teleportation. Activating this ability consumes the nomad's movement for that round.

Temporal Anomaly (2/day). The nomad may either double or halve the duration of one power or spell currently targeting themselves. Activating this feature requires no action, and can be done at any time.

Focus. As a psion, the nomad can initiate or deactivate focus as a bonus action during any of its turns.

NOVICE PSION

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)	10 (+0)

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Manifesting. The novice is a 1st level psion. Its manifesting ability is Intelligence (save DC 12, +4 to hit with spell attacks) and its power point pool is 1. The typical novice knows the following powers:

Sciences: *Deceleration, Defensive Precognition, Energy Ray, Psychic Lash*

Level 1 Powers: *Mind Thrust, Erase Presence*

The novice's psicrystal stores the *Mind Thrust* power, usable once per long rest requiring no power points.

ACTIONS

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

Focus. As a psion, the novice can initiate or deactivate focus as a bonus action during any of its turns.

Novice Psion

While some psions unlock their powers through solitary self-discovery, others seek to learn from more experienced psions. Depending on the setting, this could involve a single student learning from an older psion, or dozens of novices attending the lessons of a single teacher at an organized school dedicated to a particular discipline. Schools of Metacreativity are quite common amongst githzerai communities, for example.

PSYCHIC KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Proficiency Bonus +3

Saving Throws Con +5, Wis +4

Skills Athletics +6, Arcana +3, Perception +4, Persuasion +6

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 3 (700 XP)

Manifesting. This creature manifests as a 6th level psychic warrior. Its manifesting ability is Charisma (save DC 14, +5 to hit with spell attacks) and its power point pool is 1. The typical psychic knight knows the following powers:

Sciences: *Manipulate Momentum*, *Psychic Lash*

Level 1 Powers: *Conceal Thoughts*, *Kinetic Burst*, *Mind Thrust*

ACTIONS

Multiattack. The psychic knight makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Telekinetic Strike. The psychic knight can spend 1 power point while making an attack action to animate their equipped melee weapon to strike at range. The knight's greatsword floats out of their hands and makes a ranged spell attack against a target of their choice up to 20 feet away. This ability cannot be used against a creature within 5 feet of the psychic knight.

Focus. As a psychic warrior, this creature can initiate or deactivate focus as a bonus action during any of its turns.

Psychic Knight

These warriors compliment their martial training with a dabbler's talent in psionics, utilizing telekinesis and telepathy to attack both the body and mind of their opponent

Seer

Prophets and scholars, seers are commonly sought out for their aid in finding a given object or person via their scrying, or else in identifying an obscure object or artifact. Some seers look into inimical and alien futures where no mortal being should look, and return from their experiences twisted, eccentric, and dangerous.

Shaper

Guardians and artisans, shapers are creative minds in the most literal sense of the words. Nearly always accompanied by their Astral constructs, their repertoire of psionic powers allows them to function effectively as both combative and creative problem-solvers.

Telepath

Thought-readers and mind-breakers, telepaths are often feared and shunned by non-psions. Where their powers are more accepted, however, they can often find themselves employed as powerful advisors or councilors to local rulers. These telepaths either dominate their supposed 'superior', or else use their talents to scan the thoughts of those who visit their lord for duplicity or treason.

SEER

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	18 (+4)	12 (+1)

Saving Throws Int +4, Wis +7

Skills Arcana +4, History +4, Insight +7, Perception +7

Senses passive Perception 14

Languages any four languages

Challenge 9 (5,000 XP)

Improved Clairvoyant Awareness. While focused, a seer has a supernatural awareness of any sentient creature within 80 feet, and gains advantage on any Wisdom (Perception) checks against sentient creatures within range. Sentient creatures within this radius do not gain any defensive benefit from half cover or three quarters cover, nor from effects that would normally obscure the creature from view (magical or mundane darkness or fog, etc) when targeted by the seer. The seer is not aware of creatures magically or psionically shielded against detection or divinations, and as such they are immune to the penalties imposed by this ability, and the seer does not gain advantage on perception checks against such targets.

Manifesting. The seer is a 15th level psion (seer). Its manifesting ability is Wisdom (save DC 15, +7 to hit with spell attacks) and its power point pool is 8. The typical seer knows the following powers:

Sciences: *Defensive Precognition**, *Directional Augury**, *Energy Ray*, *Manipulate Momentum*, *Minor Metacreation*, *Psychic Lash*

Level 1 Powers: *Clairsentient Illumination**, *Detect Psionics**, *Recall Wounds**

Level 2 Powers: *Concussion Blast*, *See Invisibility**

Level 3 Powers: *Clairvoyance**, *Fate Link**

Level 4 Powers: *Psychic Crush*, *Timeless Visions**

Level 5 Powers: *Crystal Shrapnel*, *Scrying**

Level 6 Powers: *Disintegrate*, *True Seeing**

Level 7 Powers: *Forbidden Insight**, *Ultrablast*

Level 8 Powers: *Inimical Vision**

**Clairsentience powers.*

The seer's psicrystal stores the *Inimical Vision* power, usable once per long rest requiring no power points.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Hand of Fate (1/day). The seer can target any living creature within 80 feet with any power or science they can manifest, regardless of any level of cover, obscurement, invisibility, or protection against divinations. Powers and sciences that require a spell attack roll still do so, but are made with advantage. If a power is manifested in this way, and is of the Clairsentience discipline, 1 power point is subtracted from its cost to manifest (powers always cost a minimum of 1 power point).

Shared Visions. As a bonus action while focused, the seer can transfer their awareness of a single target (including the negation of obscuring effects and cover) to an ally within 60 feet. This effect lasts until the beginning of the seer's next turn.

Focus. As a psion, the seer can initiate or deactivate focus as a bonus action during any of its turns.

SHAPER

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 58 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Cha +7, Wis +4

Skills Arcana +4, History +4, Persuasion +7

Senses passive Perception 11

Languages any four languages

Challenge 7 (2,900 XP)

Grasping Amorpha. Any creature that fails their Strength saving throw against your amorpha becomes restrained outside of it for 1 round by grasping tendrils of Astral matter extending from the amorpha. If the amorpha is destroyed, any creature restrained by it is immediately released.

Manifesting. The shaper is a 10th level psion (shaper). Its manifesting ability is Charisma (save DC 14, +6 to hit with spell attacks) and its power point pool is 5. The typical shaper knows the following powers:

Sciences: *Crystal Shards*, *Deceleration*, *Energy Ray*, *Minor Metacreation*, *Psychic Lash*

Level 1 Powers: *Astral Slick*, *Conceal Thoughts*, *Entangling Thorns*

Level 2 Powers: *Astral Weapon*, *Crystal Swarm*

Level 3 Powers: *Astral Deluge*, *Iron Maiden*

Level 4 Powers: *Astral Guardians*, *Force Screen*

Level 5 Powers: *Astral Shambler*, *Metacreation*

The shaper's psicrystal stores the *Astral Guardians* power, augmented to the 5th level, usable once per long rest requiring no power points.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

Astral Amorpha. While focusing, a shaper can surround themselves with a semi-real membrane of raw thought-stuff from the Astral Sea as an act of will. This amorpha creates a spherical barrier in a 10 foot radius centered on the shaper. All creatures within the amorpha gain half cover against any creature outside of the amorpha. Any creature attempting to pass through or move into the amorpha must succeed on a Strength saving throw (DC 14) or have their movement halted by the amorpha. The shaper can allow any creature they wish to enter or exit the amorpha unhindered (this does not require an action on their part). As long as the amorpha is being maintained, the shaper's speed is reduced to 0 and they cannot benefit from any bonuses to movement speed. The amorpha dissolves into nothing when the shaper ends their focus, or if three creatures break through the amorpha in the space of a single round. A new amorpha cannot be called forth until the next time the shaper initiates focus.

Astral Construct. A shaper of this level is almost always encountered accompanied by an Astral construct that follows its every command. If the construct is destroyed, the shaper sustains 2d10 *psychic backlash* damage.

Focus. As a psion, the shaper can initiate or deactivate focus as a bonus action during any of its turns.

TELEPATH

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Deception +5, History +8, Persuasion + 5

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Manifesting. The telepath is a 12th level psion (telepath). Its manifesting ability is Intelligence (save DC 15, +7 to hit with spell attacks) and its power point pool is 6. The typical telepath knows the following powers:

Sciences: *Detect Lies*, *Empty Mind*, *Energy Ray*, *Manipulate Momentum*, *Minor Telekinesis*, *Psychic Lash*

Level 1 Powers: *Conceal Thoughts**, *Mind Thrust**, *Psionic Charm**

Level 2 Powers: *Detect Thoughts**, *Suggestion**

Level 3 Powers: *Lethologica**, *Mind Blast**

Level 4 Powers: *Psychic Crush**, *Tower of Iron Will**

Level 5 Powers: *Disable**, *Psionic Domination**

Level 6 Powers: *Amnesia**

*Telepathy powers.

The telepath's psicrystal stores the *Disable* power, augmented to the 6th level, usable once per long rest requiring no power points.

Psychic Insight. Powers of the Telepathy discipline cost 1 fewer power point for the telepath to manifest against creatures that have failed their save against the telepath's *Mental Insinuation* ability.

Telepathic Hub. While focused, the telepath can initiate and maintain telepathic conversations with up to ten creatures at a time so long as they are within range of its telepathy. The telepath can let those creatures telepathically hear each other while connected in this way.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Mental Insinuation. While focusing the telepath can use an action to attempt reading the deep thoughts of any single sentient creature within 60 feet that they have a line of sight to. If the target fails a DC 15 Wisdom saving throw, they have disadvantage on any attacks made against the telepath. Each round this ability is active, the target makes a new Wisdom saving throw against the effect. This effect lasts until either the telepath's focus ends, or until the target succeeds on its Wisdom saving throw. If the target is naturally telepathic and succeeds on any of its saving throws against this ability, the telepath takes 1d4 *psychic backlash* damage.

Focus. As a psion, the shaper can initiate or deactivate focus as a bonus action during any of its turns.

Appendix 2: Psionic Items

This appendix contains descriptions for psionic items ranging from the relatively common to the legendary.

Duergar Battle Helm

Wonderous item, uncommon (requires attunement)

This helm was crafted and enchanted by duergar smiths to protect their kin from the guile and hunger of the mind flayers. Once attuned, the wearer of this helmet is immune to charm effects. In addition, any attempt to physically extract the brain of the wearer deals half damage rounded down.

Hive Pendant

Wonderous item, rare (requires attunement)

The brain of a cranium rat has been magically preserved within a small glass sphere, which hangs from a simple gold chain. Once attuned, wearing this amulet will have one of the following effects:

- If the wearer is not naturally telepathic:
 - You gain telepathy with a range of 30 feet.
 - You are considered naturally telepathic as long as the amulet is worn.
- If the wearer is naturally telepathic:
 - The range of your telepathic communication increases by 30 feet.
 - The number of creatures you can telepathically communicate with simultaneously is increased by 2.
 - Allied creatures within your telepathy range are immune to effects that would read their mind or sense their emotions, unless those effects are produced by you.

Mindsilver Sword

Weapon (longsword), rare (requires attunement)

This item appears to be a longsword crafted from mindsilver, a rare metal harvested from the Astral Plane by the githyanki. Although this is not one of the legendary Silver Swords of the Githyanki, it is a close cousin and is frequently found in the hands of particularly skilled githyanki soldiers. You gain a +1 bonus to attack and damage rolls made

with this weapon against sentient creatures. This blade deals an extra 1d8 psychic damage to sentient creatures. When you hit a naturally telepathic creature with it, that creature must succeed on an Intelligence saving throw against a DC of 10 or be stunned until the beginning of your next turn.

If you have a power point pool, this item does not require attunement.

Resonance Staff

Weapon (quarterstaff), uncommon- rare (requires attunement)

Crafted by and often found in the possession of mind flayers, resonance staffs often appear to be simple quarterstaff capped by a single gemstone ranging in rarity from common quartz to precious rubies and sapphires. Each stone resonates with a different emotion, which can be felt to a minor extent by any sentient creature that touches an inert resonance staff. When activated, the stored emotion is projected in a cone of intense psychic energy. The size of this cone depends largely on your latent psionic talents:

- No psionic manifesting, not naturally telepathic: 5 ft.
- Psionic manifesting or naturally telepathic: 15 ft.
- Psionic manifesting and naturally telepathic: 30 ft.

You may activate the effects of a resonance staff as a bonus action. The activated effect varies depending on which emotion was infused into the resonance staff. Each resonance staff has 6 charges, and regains 1d6 charges at each dawn. A psionic manifester may use the higher of their power save DC or the staff's DC.

The different types of resonance staff are as follows:

- Apathy (sapphire, rare): As an action, you may spend 3 charges to activate this effect. Sentient creatures in the projected cone must make a Wisdom saving throw with a DC of 15. Creatures that fail their saving throws take no actions and make no movements on their next turn, and may not make reactions until the end of your next turn.
- Fear (garnet, uncommon): As an action, you may spend 2 charges to activate this effect. Sentient creatures in the projected cone must make a Wisdom saving throw with a DC of 15 or become frightened of you for 1 minute. Frightened creatures may repeat this save at the beginning of each of their turns. On a successful save, this effect ends for that creature.

- **Confusion (emerald, rare):** As an action, you may spend 2 charges to activate this effect. Sentient creatures in the projected cone must make a Wisdom saving throw with a DC of 13. Creatures that fail their saving throws are confused per the spell for 1 minute. Affected creatures may repeat their saving throws at the beginning of each of their turns, and on a successful save the effect ends for that creature.

roll a d20. On a 1, the gems of the diadem shatter and lose their enchantment permanently.

Third Eye

Wonderous item, uncommon (requires attunement by seer)

Shaped from mother-of-pearl with a pupil of sapphire, this decorative eye is set in a four-pointed star of silver. Following attunement, you may press it to your forehead and there it will remain until you fall unconscious or else voluntarily remove it. While affixed to your forehead, the third eye expands the range of your clairvoyant awareness (and by extension improved awareness) by 20 feet.

Topaz Diadem

Wonderous item, rare (requires attunement by a paladin)

Typically designed and enchanted by knightly orders dedicated to fighting psionic aberrations, this golden diadem is surmounted by four brilliantly yellow topazes. The diadem has 10 charges. While wearing this diadem, you can use 1 or more charges to activate the following abilities:

- **Psychic Bulwark (2 charges, reaction):** If you would take psychic damage, roll a d12 and add your wisdom modifier to the number rolled, and reduce the damage by that total. If the damage is reduced to 0, any status effects that might have been inflicted by the source of psychic damage are negated.
- **Conceal Thoughts (2 charges, action):** You may manifest this power using your own spell DC without needing or expending any power points.
- **Heal Mind (4 charges, action):** You reverse up to 2d10 points of ability score reduction suffered by an ally you touch, spread across any of their mental attributes.
- **Tower of Iron Will (8 charges, action):** You may manifest this power without needing or expending any power points.

The diadem regains 1d6 + 1 expended charges following each long rest. If you expend the last charge,