

THE PSYCHIC

A hooded figure walks with silent steps through the desecrated halls of the invaded temple. Outside, the sounds of sinful bandits come in loud, rancorous waves. One stumbling drunk sees them, but before they can alert their friends the figure raises a hand and invades their mind. The bandit knows you as a friend now and stumbles off, quietly, untelling of your presence.

A merchant who has been abusing the local populace with their network of thugs sips afternoon tea. A dozen bodyguards surround them - protection from any would be heroes. As they reach for their mug, the merchant grabs their head, blood dribbling from their nose, down their chin. Their bodyguards look around to find the hidden assassin, none noticing the gnome sitting in the corner of the cafe, quietly tending her own drink.

Cloistered away from the public's eye are these two characters and their many peers. They are **psychics** - individuals who have awoken within themselves weird psychic powers. Psychics use these uncanny talents to become heroes and villains in their own right while wielding a power alien compared to their spellcasting, sword swinging compatriots.

ENLIGHTENED MINDS

Through rigorous meditation and complicated mental exercises, it is possible to unlock a power contained within your own mind. Upon doing so, you attain potent psychic abilities - that is, powers that allow your thoughts to manipulate the world around you.

These psychic powers are strange - they originate neither from manipulating the arcane tapestry or calling upon divine providence. Instead, you are able to produce strange powers, cast spells, and even empower your own body through nothing less than your own intelligent imagination. For many psychics, this sudden freedom is acquainted with enlightenment, and only by continuing to test their powers on ever greater challenges can they fully realize such potential.

OCCULT ORDERS

Upon unlocking your psychic power, you become known to countless orders whose purposes are occult and bizarre. Though not every psychic joins an order, their mind can end up manifesting the powerful mysteries of these clandestine organizations. As a result, a psychic may be a part of an order with neither party aware.

The primary purpose of these orders may vary, but all wish to delve deeper into the mystery that is their own psychic powers. This delving often leads to great adventure as the psychics in question become entangled with all manner of strange, dangerous, and esoteric powers.

PSYCHIC TABLE

Level	Proficiency Bonus	Psi Points	Features	Cantrips Known	Spells Known	Spell Slots	Spell Level	Mysteries Known
1st	+2	-	Opened Mind, Psychic Magic	2	2	1	1st	-
2nd	+2	2	Paranormal Mysteries	2	3	2	1st	2
3rd	+2	3	Psychic Order	2	4	2	2nd	2
4th	+2	4	Ability Score Improvement	3	5	2	2bd	2
5th	+3	5	-	3	6	2	3rd	3
6th	+3	6	Psychic Order Feature	3	7	2	3rd	3
7th	+3	7	-	3	8	2	4th	4
8th	+3	8	Ability Score Improvement	3	9	2	4th	4
9th	+4	9	-	3	10	2	5th	5
10th	+4	10	Psychic Order Feature	4	10	2		5
11th	+4	11	Enlightened Impossibilities (6th Level)	4	11	3	5th	5
12th	+4	12	Ability Score Improvement	4	11	3	5th	6
13th	+5	13	Enlightened Impossibilities (7th Level)	4	12	3	5th	6
14th	+5	14	Psychic Order Feature	4	12	3	5th	6
15th	+5	15	Enlightened Impossibilities (8th Level)	4	13	3	5th	7

16th	+5	16	Ability Score Improvement	4	13	3	5th	7
17th	+6	17	Enlightened Impossibilities (9th Level)	4	14	4	5th	7
18th	+6	18	-	4	14	4	5th	8
19th	+6	19	Ability Score Improvement	4	15	4	5th	8
20th	+6	20	Master of the Way	4	15	4	5th	8

Class Features

Hit Points

Hit Dice: 1d6 per psychic level

Hit Points at 1st Level: 6 + your

Constitution modifier

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

Proficiencies

Armor: Light Armor

Weapons: Daggers, light crossbows, light hammers, quarterstaves, sickles, slings, and whips

Tools: -

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Deception, Insight, Intimidation, Investigation, History, Perception, or Religion

Equipment

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

- (a) quarterstaff or (b) a light crossbow and 20 bolts
- (a) an explorer's pack or (b) a scholar's pack
- Leather armor, two daggers, and a whip

Opened Mind

Through the guidance of another, contact with powerful psychic forces, or an evolution of your own birth, your mind has been awakened to greater power. This unlocked potential gives you the following benefits:

- When you roll psychic damage, you can add your Intelligence modifier to the final result.
- Spells that you cast do not require material components that lack a gold cost.
- You can mentally transmit your voice into the mind of another creature whom you can see within 120 feet.

Psychic Magic

Your psychic powers can bend magical forces, allowing you to cast spells.

Cantrips

You know two cantrips of your choice from the psychic spell list. You learn additional psychic cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Psychic table.

Spell Slots

The Psychic table shows how many spell slots you have to cast your psychic spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your psychic spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell charm person, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the psychic spell list.

The Spells Known column of the Psychic table shows when you learn more psychic spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new psychic spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the psychic

Paranormal Mysteries

Ancient techniques, polished, refined, and passed down from master to apprentice over eons exist beyond the scope of traditional psionic magic. These are the paranormal mysteries - complex methods of mental manipulation that allow for power unfettered.

At 2nd level, you learn two paranormal mysteries of your choice. Your mystery options are detailed below. When you gain certain psychic levels, you gain additional mysteries of your choice, as shown on the Psychic table.

Additionally, when you gain a level in this class, you can choose one of the mysteries you know and replace it with another that you could learn at that level.

If a paranormal mystery has prerequisites, you must meet them to learn it. You can learn the mystery at the same time you

spells you know and replace it with another spell from the psychic spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your psychic spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psychic spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

meet its prerequisites. A level prerequisite refers to a level in this class.

If a paranormal mystery requires a saving throw, you use your spellcasting DC.

Psi Points

Some of your paranormal mysteries are fueled or empowered through a mental well of energy referred to as psi points. You have two 2 psi points, and you gain more as you reach higher levels, as shown in the Psi Points column of the Psychic table. You can never have more psi points than shown on the table for your level. You regain all spent psi points when you finish a long rest, or half (rounded down) when you finish a short rest. If you gain psi points from another source, you cannot use those psi points to fuel your Paranormal Mysteries.

Anti-Thought

As an action, you create a circle with a 10 foot radius centered on you that lasts until the end of your next turn. Creatures within this circle are immune to psychic damage, paranormal mysteries cannot be used by creatures other than yourself, and abilities that allow for the reading of minds or sharing of thoughts do not work. If you spend 7 psi points when you use this feature, this circle lasts for 1 minute.

Brain Lock

Prerequisite: 5th level

When a creature within 60 feet moves at least 5 feet towards you, you can spend three psi points to cast *hold person* on that creature as a reaction.

Deja Vu

As an action, you can force a creature that you can see within 30 feet to make an Intelligence saving throw. On a failure, the creature must repeat any actions it made on its turn during the previous round. If you spend 6 psi points to do so, the creature must repeat these same actions for 1 minute, receiving a saving throw to end this effect at the beginning of each of its turns. If the creature can no longer perform its repeated actions, then it instead wastes its turn attempting to do so.

Once you use this mystery, you cannot do so again until you finish a short or long rest.

Extrasensory Perception

Prerequisite: 7th level

As a bonus action, you enhance your awareness with the powers of your awakened mind. For 1 minute, you know if there is a living creature within 30 feet of you, even if the creature is hidden, invisible, or in the Ethereal plane.

Once you use this mystery, you cannot do so again until you finish a short or long rest.

Mental Spell

When you cast a spell, you can spend 1 psi point to cast it without somatic or verbal components. Alternatively, you can spend 3 psi points to cast the spell without any components.

Mind Over Doom

As a bonus action, you can spend 3 psi points to increase your AC to 16, regardless of the armor you are wearing. Alternatively, you can spend 5 psi points to replace your AC with your Intelligence score.

Mind Over Muscle

As a bonus action, you can spend 1 psi point. When you do so, attack and damage rolls you make use Intelligence for their ability score modifier instead of Strength or Dexterity for 1 minute. If you instead spend 5 psi points, in addition to this benefit, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Mind Over Spell

Prerequisite: 5th level

When you have no remaining spell slots, you can spend 2 psi points as a bonus action to regain one. Alternatively, you can turn a spell slot of yours into a number of psi points equal to half the spell slot level (rounded up).

When you use this mystery, you can't do so again until you finish a long rest.

Minor Telekinesis

You learn the *mage hand* cantrip. When you cast this cantrip, the mage hand is considered invisible.

Open Mindhole

Prerequisite: 5th level

As an action, you can spend 3 psi points to force a creature that you can see within 30 feet to make an Intelligence saving throw. On a failure, you open a hole in the creature's mind, inflicting psychic agony on it whenever it attempts certain tasks. Choose one of the following: ability checks, attack rolls, or saving throws. If the creature makes the chosen roll within the next minute, it suffers 2d12 psychic damage and has disadvantage on the roll. Afterwards, this effect ends. If you spend an additional 2 psi points on this mystery, the effect lasts for 1 minute, and the creature receives an additional saving throw to end the effect at the end of each of its turns.

Prolonged Concentration

Prerequisite: 15th level

When you cast a spell that requires concentration and is of 5th level or lower, you can spend twice that spell's level in psi points to empower it. If your concentration is broken on this spell, its effects do not stop until the end of your next turn.

Psyblade

You summon forth a one-handed weapon created from your own thoughts as an action. This weapon can be of any shape of your choice, and deals 1d6 psychic damage on a hit. Attacks made with this weapon use your Intelligence modifier. If you spend 2 psi points when you create this weapon, it instead deals 2d6 psychic damage and is two-handed. Your psyblade disappears when it leaves your hand, you fall unconscious, or you dismiss it as a bonus action. If you instead spend 5 psi points, in addition to this benefit, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Psychometric Touch

As a bonus action, you can learn the identity of the last person who touched an object that you are holding. If you spend a psi point to do this, you also see and hear every event that happened around the object within the last 8 hours. This effect occurs instantaneously.

Speed of Thought

As a bonus action, you increase your body's movement speed with the raw force of thought. Until the end of your turn, your movement speed and jumping distance both increase by 15 feet. For every 2 psi points you spend on this mystery, both your movement and your jumping distance increase by an additional 15 feet.

Stop Missiles

As a reaction, when you are targeted by a ranged weapon attack, you can reduce the attack's damage by your Intelligence modifier + your Proficiency bonus. If this would reduce the damage to 0, the projectile freezes in the air until you or another creature moves it. If you spend 1 psi point when using this feature, you can add a 1d12 to your Intelligence modifier for the purpose of reducing incoming damage.

Thought Eater

You can cast *detect thoughts* at will, without using a spell slot. If you spend 1 psi point when casting this spell, the target creature has disadvantage on its saving throw.

Whisper Experience

As a bonus action, you can send one of the following to another creature within 120 feet of you that you can see, or both options if you spend 1 psi point:

- A perfect replica of a scene you are looking at.
- A sound that you have just heard.

Vice Mind

As an action, you can subject an object or creature no bigger than Medium to a vice-like telekinetic grip. If the target is a creature, it must make a Strength saving throw. On a failure, it suffers 1d10 psychic damage and has its movement reduced to 0 until the beginning of its turn. If the target is an object, it instead suffers double the amount of damage rolled. For every psi points you spend on this mystery, you can increase the damage by 1d10.

The Voice

You can cast *command* without using a psychic spell slot. You can't do so again until you finish a long rest.

Psychic Order

At 3rd level, your powers have developed to the point that you are initiated into a psychic order of psychic psychics. Choose from: the Order of Immortality, the Order of Mesmers, the Order Overwhelming, the Order of Peace, or the Order of the Shadow. Your choice grants you features at 3rd level, and again at 6th, 10th, and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Enlightened Impossibilities

At 11th level, you learn how to push your psionics to a level far beyond what they once were. Choose one 6th-level spell as a representation of your enlightened impossibility.

You can cast this spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more psychic spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Enlightened Impossibilities when you finish a long rest.

Master of the Way

Upon reaching 20th level, your mastery over psionics has unlocked previously unfettered power within you. Your Intelligence score increases by 4, and your maximum for this score is now 24.

Additionally, whenever you finish a long rest, you can swap one of your known paranormal mysteries for another that you do not know.

PSYCHIC ORDERS

No matter how you developed your psychic powers, soon they will grow large enough to attract the attention of a psychic order. These orders consist of psychics who have a specific goal that they wish to achieve with their powers. They may wish to live forever, unraveling the secrets of the universe during their countless lifetimes; or instead they may choose to pursue the promises of overwhelming power that their psychic abilities hint at.

When you are initiated into a psychic order, think about how you were contacted and by who. Otherwise, it is possible that you yourself are creating your psychic order. Are you the first who has realized the untapped potential of the mind? Will your legacy be a one day powerful cabal of studious psychics inspired by your trailblazing meditations?

Psychic Order Summary Table

Psychic Order	Summary
The Order of Immortality	You use your powers to gain immunity to the wear and tear of life.
The Order of Mesmers	You use your powers to subtly manipulate the realities of others.
The Order Overwhelming	You use your power to forcibly overcome obstacles.
The Order of Peace	You use your powers to keep peace and maintain justice.
The Order of the Shadow	You use your powers to master yourself by mastering your psychic shadow.

The Order of Immortality

The allure of psychic power is not just its raw ability to destroy, but in its potential to prolong life. Most psychics of this order come to this realization through deep, lonely meditation. In forests ancient and forgotten or in mountainous caves where nothing dare treads have you realized that you need only your own psychic power to prolong your life.

With the secret of immortality within reach, you must decide what you wish to use your extended lifespan for. Morals do not apply to the immortal. Some have used their polished gifts to create dynasties that rule for a thousand generations while others have instead pursued the answers to secrets no creature was ever meant to know. As you try to survive the eons to come it will be your motivation that serves as the ultimate fuel for your psychic powers.

Roll on the **Immortal Secret** table below, or create your own secret that you are chasing.

Perfected Homeostasis

With the aid of your psychic powers, you have begun your journey towards immortality. Starting when you choose this archetype at 3rd level, you can use your mental abilities to put your body into a state of perfect homeostasis.

As a bonus action, you may spend up to 8 psi points to enter into this state. For every 1 psi point you spend, you do not need to eat, drink water, or breathe, and you are resistant to non-magical bludgeoning, piercing, and slashing damage for 1 hour. Additionally, while in this state, you cannot be aged by natural or magical means.

Immortal Secret

d6	Immortal Secret
1	I wish to know the origin of my powers, and what its future will be.
2	I desire to know what the origin of life is, and why it was created.
3	Many have died before me. I wish to know the secret of immortality so that others may learn it too.
4	A prophecy told me of a great ruin but not of what causes it. I must live long enough to learn.
5	In order to free myself from the games of gods and men, I must outlive them all and learn their true purpose.
6	I only wish to see the secrets of tomorrow, forever and always.

Thought-Based Biokinetics

Also at 3rd level, your psychic talents allow you to perform the mystery known as biokinesis - the art of manipulating the living form.

You learn the *cure wounds* and *inflict wounds* spells. These spells count as psychic spells for you and you can cast them using either a spell slot or by spending 2 psi points to do so. When you cast these spells using a spell slot, add your psychic class level to the total dice roll.

Unwavering Body

At 6th level, you have learned how to reject the destruction of your body through the power of your thoughts. Your homeostatic state gains the following bonuses:

- You have advantage on saving throws against effects that would change your shape, such as polymorph or shapeshift.
- If you have fewer than half your maximum hit points and are not incapacitated, you regain hit points equal to your Intelligence modifier (minimum 1) at the start of your turn.

Everlasting Mystery

At 10th level, your studies into immortality have left you forever changed. You are immune to the poisoned condition, to diseases, and you have resistance against poison damage.

Additionally, when a damage die rolls a 1 or 2 against you from a weapon attack, you ignore the total damage amount.

Immortality's Secret

Upon reaching 14th level, you have come to fully understand immortality's deepest secrets. When you die, you can instead regain half your total hit points and rise to your feet.

Once you've used this feature, you cannot do so again until you complete a long rest.

Additionally, for every one psi point you spend to enter homeostasis, you benefit from 3 hours of homeostasis instead of one.

The Order of Mesmers

All the world is an illusion. It is through thought and perception that this illusion can be controlled. You have been chosen to learn the Order of Mesmer's secrets due to a natural inclination that you have to manipulate or control others. The Order of Mesmers prizes this talent above all else, creating psychically-enhanced silver tongues and coming to fully understand the arts of body language, tone, and subtle guidance.

Know that the Order of Mesmers prefers to work in the shadows of the world. These psychics serve as viziers, councillors, and cult leaders who aspire to use their powers to guide civilization forward to fit a path that only they themselves can envision. Others are con men and thieves; shady manipulators who use their talents to gain an upper hand in the criminal underground.

Mesmerizing Presence

The Order of Mesmers teaches a natural, powerless method of manipulation before anything else. Starting when you choose this order at 3rd level, you are proficient in the Deception, Persuasion, and Performance skills. These skills use Intelligence instead of Charisma for their ability score modifier.

Punishing Delusions

Also at 3rd level, you learn the *silent image* and *phantasmal force* spells if you did not already know them. These spells are psychic spells for you and you can cast one of them once per long rest without expending a psychic spell slot, and do not count towards your total spells known.

Whenever a creature succeeds on an ability check or saving throw to see through or end an illusion spell you have cast, the creature suffers 1d10 + your Intelligence modifier in psychic damage. You can spend up to 10 psi points when rolling this damage to increase it by 1d10.

If this damage would normally trigger another saving throw or grant advantage on a saving throw to end the effect or illusion, it does not.

Dissuade Friendly Fire

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your psychic spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. The attacker chooses its target if there are multiple targets to choose from. If there are no valid targets, then the attack is instead wasted. On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

Truism Shell

At 10th level, you have created a shell fashioned from truisms about yourself that repels those who attempt to invade your mind. You gain the following benefits:

- You cannot be charmed or frightened.
- Insight checks have disadvantage against you.
- You cannot be made to magically tell the truth.
- Your thoughts cannot be read.

Reality as I Decide

Upon reaching 14th level, you can apply your mastery over the mesmer arts to decide the realities of other creatures. As an action, one creature that can hear you within 30 feet and that speaks the same language as you can be forced to make a Wisdom saving throw. On a failure, you can implant one of the following into the creature's mind:

- **Master:** You cast the *geas* spell on a creature as a 7th-level spell and without requiring spell components.
- **Mindshift:** You rewrite a creature's personality trait, ideal, bond, flaw, and change their alignment to another of your choice. This change lasts for 7 days. If you use this feature again on the creature at the end of the 7 days, the changes instead become permanent, unless a *wish* spell is used to end the effect.

Once you've used this feature, you cannot do so again until you finish a long rest.

The Order Overwhelming

Psychics initiated into the Order

Overwhelming have realized that their psychic abilities make them powerful, and thus they wish to apply their strengths selfishly for their own passions. This psychic order is most often composed of only two individuals, one serving as master and the other as an apprentice. Once the apprentice becomes more powerful than their master, it is tradition for them to destroy their previous tutor and to find an apprentice of their own.

If you are a part of the Order Overwhelming, there is likely some reason why you feel that strength is the answer for most of your problems. Your reasoning is likely to make you many enemies in your life, and it is these enemies that you polish your talents to overcome. Others who know of your psychic order are likely to see you as an agent of chaos or a potential threat to whatever peace overlays the realm.

Obliteration by Thought

Starting when you choose this order at 3rd level, you have learned to obliterate others with the overwhelming weapon that is your thought.

You can spend up to 10 psi points to make a ranged spell attack against a creature that you can see within 60 feet. This spell attack deals 2d12 psychic damage, plus an additional 1d12 for every psi point spent after the first. When you deal this damage, you can choose to change the damage type to either force or lightning.

Empowered by Destruction

Also at 3rd level, whenever you reduce a creature to 0 hit points or roll a critical hit, you regain 1d4 psi points.

Rippling Field of Strength

At 6th level, you can manifest a rippling field of strength as an aura that cloaks you during battle.

As an action, you create a 10 foot radius aura centered on you that lasts for 1 minute or until you become incapacitated. When a creature moves into this aura for the first time or begins its turn there, it must make a Wisdom saving throw against your spell save DC or be frightened of you until the beginning of its next turn.

If a frightened creature deals damage to you while inside of this aura, it suffers psychic damage equal to half your psychic level.

Once you've used this feature, you cannot do so again until you finish a short or long rest.

Unstoppable Mind

At 10th level, you can tap into your most passionate and dangerous emotions such as hatred, fear, or love to empower your spells. When you cast a spell requiring a saving throw using a psychic spell slot, you can spend an additional psychic spell slot to increase the spell's DC by the spell slot's level.

Unleash Annihilation

Upon reaching 14th level, your desire to overwhelm others unleashes a great and terrible annihilation upon those that try to defeat you.

When a creature that you can see within 120 feet forces you to make a saving throw, you can use your reaction to force that creature to suffer 10d10 psychic damage. A creature that suffers this damage suffers disadvantage on saving throws against spells you cast until the end of its next turn.

Once you've used this feature, you cannot do so again until you finish a long rest.

The Order of Peace

With great power comes great responsibility; this mantra has guided the Order of Peace in all things that it does. Initiates swear an oath to keep the peace in whatever realm they travel to. Thus, these psychics act as heroic warriors who solve the problems of the masses, stay the tide of evil, and prevent the suffering of others.

As a psychic of the Order of Peace, you are being taught the methods in which psychic power can be used to quell the many woes of the world. Ask yourself if this is a goal that you yourself created, or if you are instead one of many serving in an organization dedicated to this cause.

Peacefield

To establish peace throughout the realm, you have learned to use your psychic power to stop violence wherever it occurs. Starting when you choose this order at 3rd level, you learn the *calm emotions* spell, which counts as a psychic spell for you.

When you roll initiative, you can cast a special version of *calm emotions* by spending 3 psi points instead of spending a spell slot. When you cast *calm emotions* in this way, it works on all creature types, affected creatures do not become hostile when the spell ends, and every creature targeted has disadvantage on the saving throw.

Watcher of the Realm

Also at 3rd level, you are proficient in the Insight and Investigation skills. You may use your Intelligence modifier for ability checks with these skills instead of their normal ability score modifiers.

Meditative Psychic Protection

At 6th level, you have learned to forge a protective field around yourself whenever you meditate. Whenever you finish a short or long rest, you receive temporary hit points equal to your current psi points + your psychic level.

Know Disruption

At 10th level, you have developed a preternatural intuition for the disruptive and dangerous. You know when a creature is lying to you.

Additionally, you cannot be surprised and your passive Perception increases by twice your Intelligence modifier (minimum 2).

Tranquility Bought With Blood

Upon reaching 14th level, you have gained the insight needed to know when bloodshed is the only path possible to future peace.

As an action, a creature of your choice must make an Intelligence saving throw. On a failure, you infect its mind with a psychic curse. A creature affected by this curse suffers psychic damage equal to your psychic level for 1 minute whenever it targets another creature with a spell or attack. The creature can make this saving throw again at the end of each turn, ending this effect immediately upon a success.

Once you've used this feature, you cannot do so again until you finish a long rest.

The Order of the Shadow

In order to gain mastery over the self, many psychics seek the Order of the Shadow and their eccentric secrets. This psychic order studies the exorcising of mental baggage, creating its namesake shadow - a thing that serves them as a receptacle for the many woes a psychic suffers throughout their life.

As a member of the Order of the Shadow, you have complete control over what your shadow looks like. It often takes aspects from your flaws and fears. When you create your shadow, think about what problems your character faces and how they manifest physically on your shadow.

Acknowledge Shadow

Starting when you choose this archetype at 3rd level, you gain the ability to acknowledge your psychic shadow - that is, a part of you representing your fears, problems, and flaws.

You can make your psychic shadow manifest in the real world as an action. It appears in either your space or an empty space within 5 feet of you. See this creature's game statistics below. You determine the creature's appearance; your choice has no effect on its game statistics. You know if your psychic shadow is destroyed and its location so long as it is on the same plane of existence as you. You can dispel your psychic shadow with an action.

In combat, the psychic shadow shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to

take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

If your psychic shadow is destroyed or if you dispel it, you must finish a long rest before you can manifest another one.

PSYCHIC SHADOW

Medium aberration, neutral

Armor Class 13 (natural armor)

Hit Points equal the psychic shadow's Constitution modifier + your Intelligence modifier + your level in this class

Speed 30 ft., fly 15 ft.

STR 6 (-2) **DEX** 14 (+2) **CON** 13 (+1)
INT 10 (+0) **WIS** 10 (+0) **CHA** 14 (+2)

Saving Throws Con +3, Int +2

Skills Intimidation (+4), Perception (+2)

Damage Immunities Poison, Psychic

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages understands the languages you speak

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

Formed From Experiences. The following numbers increase by 1 when your proficiency bonus increases by 1: the shadow's skill and saving throw bonuses (above), the DC and number of damage dice rolled for its Torture by Flaw action, and the

number of hit points restored by its Restore action (below).

ACTIONS (REQUIRES YOUR BONUS ACTION)

Torture by Flaw. The psychic shadow touches a creature of your choice, forcing it to make a DC 13 Intelligence saving throw. On a failure, the creature suffers 1d8 psychic damage. A creature that suffers this damage will suffer an additional 1d6 psychic damage from damage dealt by your cantrips or spells until the end of your next turn.

Restore (3/Day). The psychic shadow draws on a wellspring of negative thoughts inside of your subconscious, restoring 2d8 + 2 hit points to itself.

REACTIONS

Consume Flaw (3/Day). When you suffer damage, the effects of a spell, or a condition other than prone or grappled while your psychic shadow is within 30 feet of you, the psychic shadow can instead be made the receiver of this damage, effect, or condition.

reaction during this round regardless of if it used this ability or not.

Accepting One's Poisonous Id

At 10th level, your mastery over your own psychic shadow has become a form of acceptance, increasing your power over it. You can see, hear, and smell whatever your psychic shadow does, so long as it is on the same plane of existence you

Additionally, you can use a bonus action to summon your psychic shadow to a space it can fit inside of within 5 feet of you.

Improved Psychic Shadow

Upon reaching 14th level, your psychic shadow becomes more powerful:

- The bonus psychic damage that your spells deal via *Torture by Flaw* increases to 2d6.
- The psychic shadow's AC increases by +4.
- It can use its *Consume Flaw* reaction an additional 2 times per day, for a total of 5.

Infectious Shadows

At 6th level, your shadow can ignite the shadows of others, turning a creature's own flaws against them.

When your psychic shadow takes damage, you can spend 3 psi points to give it a special reaction to use its *Torture by Flaw* action against the triggering creature. The psychic shadow can still take its normal

Psychic Spell List

** indicates new spell*

Cantrips (0 Level)

- *Agonized thinking**
- *Friends*
- *Mage hand*
- *Memetic lance**
- *Message*
- *Minor illusion*
- *Produce flame*

1st Level

- *Alarm (ritual)*
- *Charm person*
- *Command*
- *Comprehend languages (ritual)*
- *Disguise self*
- *Dissonant whispers*
- *Feather fall*
- *Hideous laughter*
- *Identify (ritual)*
- *Levitate*
- *Probability shell**
- *Share sight**
- *Silent image*
- *Sleep*
- *Torture emotions**
- *Unseen servant (ritual)*

2nd Level

- *Blindness/deafness*
- *Blur*
- *Detect thoughts*
- *Hold person*
- *Invisibility*
- *Involuntary impulse**
- *Levitate*
- *Locate object*
- *Manic murder**
- *Mirror image*
- *Misty step*
- *Phantasmal force*
- *See invisibility*
- *Suggestion*

3rd Level

- *Blink*
- *Clairvoyance*
- *Ego clone**
- *Fear*
- *Fly*
- *Friend to foe**
- *Haste*
- *Hypnotic pattern*
- *Impulse wipe**
- *Major image*
- *Nondetection*
- *Sending*
- *Slow*
- *Tongues*

4th Level

- *Arcane eye*
- *Confusion*
- *Dimension door*
- *Greater invisibility*
- *Hallucinatory terrain*
- *Locate creature*
- *Logic noose**
- *Phantasmal killer*
- *Wall of thought**

5th Level

- *Contact other plane (ritual)*
- *Dominate person*
- *Dream*
- *Hold monster*
- *Legend lore*
- *Mislead*
- *Modify memory*
- *Relive the suffering**
- *Scrying*
- *Seeming*
- *Telekinesis*
- *Teleportation circle*
- *Wall of force*

6th Level

- *Arcane gate*
- *Contrive inner demons**
- *Eyebite*
- *Magic jar*
- *Mass suggestion*
- *Programmed illusion*
- *True seeing*

7th Level

- *Assassinate id**
- *Etherealness*
- *Forcecage*
- *Mirage arcane*
- *Project image*
- *Reverse gravity*
- *Sequester*
- *Teleport*

8th Level

- *Antipathy/sympathy*
- *Dominate monster*
- *Fathomless & Obscene Thoughts**
- *Feeblemind*
- *Mind blank*

9th Level

- *Astral projection*
- *Foresight*
- *Imprisonment*
- *Power word: kill*
- *Synaptic consumption**

NEW DISCIPLE SPELLS

CANTRIPS

Agonizing Thinking

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: Nil

Duration: Instantaneous

You program a destructive, painful thought and spike it into the mind of a target within range. The target must succeed on an Intelligence saving throw or else suffer 1d4 psychic damage. Additionally, the target cannot take a reaction or bonus action until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th Level (2d4), 11th level (3d4), and 17th level (4d4).

1ST-LEVEL SPELLS

Probability Shell

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour

You forge a shell of probable outcomes around yourself, which in turn influences the changes of negative results happening for you. You gain 5 temporary hit points. When you make an ability check, attack, or saving throw, you can deduct a number of these temporary hit points equal to the spell slot level used and add that number to your roll's total result. You must do this before you know the result of the roll.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each slot level above 1st.

Share Sight

1st-level divination

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing creature and bridge their senses to your mind. For the spell's duration, you can see whatever it is the target can as a mental projection whenever you close your eyes. If the target moves to another plane of existence or goes unconscious, this spell ends.

Torture Emotions

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You bring to the surface a creature's most volatile, painful, or destructive emotions. Choose a creature that you can see within range. This creature must succeed on an Intelligence saving throw as you root out its painful emotions. Unless the creature succeeds on this save, it suffers 2d6 psychic damage and must use its action on its next turn to explosively act out its tortured emotions. For example, if a bandit's sadness was being brought out, it would waste its next action weeping.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

2ND-LEVEL SPELLS

Involuntary Impulse

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

A target that you choose within range is filled with a powerful and insistent mental impulse. The target must make an Intelligence saving throw. On a failure, the creature immediately uses its reaction to take one Action of your choice. If the Action requires a target, you choose a valid target for the Action to be used on.

Manic Murder

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You cultivate a lance of manic thoughts and then spear it into a target of your choice within range. Make a ranged spell attack. On a hit, the target suffers 3d6 psychic damage and becomes maniacally obsessed with one Action of your choice. For 1 minute, the creature has disadvantage on any rolls unless they have to deal with that action. Additionally, the creature will violently attempt to stop anyone who tries to interfere with it performing its obsession, taking a reaction to attack the offending creature. At the end of each of its turns, the creature can make an Intelligence saving throw, ending this effect immediately upon a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

3RD-LEVEL SPELLS

Ego Clone

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: Nil

Duration: 1 hour

You create a clone of your own ego, which exists firmly on the surface of your mind. For the duration of this spell, you can choose to use your ego clone to automatically succeed on an Intelligence, Wisdom, or Charisma saving throw. When you do so, you suffer no damage from the instigating effect, even if you normally would, and this spell ends.

If you cast this spell again while it is already active, your previous ego clone is destroyed and replaced with the new one.

Friend to Foe

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You rewire the mind of one creature that you can see within range. The creature must make an Intelligence saving throw, which it automatically succeeds on if it is immuned to be charmed or frightened. If the target fails this saving throw, it sees any allies it has as enemies until the spell ends. When the creature receives damage or reduces a formally allied creature to 0 hit points, it can make this save again, ending the effects immediately on a success.

Impulse Wipe

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to one 1 minute

You rip from the mind of a creature you can see within range a specific impulse of theirs. The creature must make an Intelligence saving throw. Unless it succeeds on this save, the creature can no longer perform a single Action of your choice. If the target has multiple attack options, you must choose one of these attacks. Alternatively, you can choose to remove its ability to move. When the creature attempts one of these actions, it can make this saving throw again after failing to do so, ending this effect on a success.

4TH-LEVEL SPELLS

Wall of Thought

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You rapidly construct a wall of thoughts at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration.

A creature that enters into your wall of thoughts or begins its turn there must succeed on an Intelligence saving throw or suffer 4d6 psychic damage and be incapacitated until the beginnings of its next turn. On a success, the creature instead only suffers half this damage.

If a missile of small or tiny size enters the wall of thoughts, it must have rolled higher than your Intelligence score or else freeze inside of the wall's space.

You can access the thoughts of one creature stuck inside of your wall of thoughts as a bonus action. When you do so, you learn the creature's surface thoughts, its intentions, and one secret that it knows.

5TH-LEVEL SPELLS

Relive the Suffering

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: 1 minute

You force a creature to endure all the suffering that it has caused. A creature who you can see within range must succeed on an Intelligence saving throw. On a failure, the creature suffers 8d6 psychic damage. Additionally, whenever the creature deals damage, it suffers half its rolled damage as psychic damage for the duration of the spell. On a success, the creature instead only suffers half the initial damage.

Whenever the creature takes damage from this spell after the initial roll, it can make another Intelligence saving throw, ending this spell immediately on a success.

6TH-LEVEL SPELLS

Contrive Inner Demons

6th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 8 hours

You reach deep into the mind of a creature and forge inner demons to torment them. A creature that you can see within range must succeed on an Intelligence throw. If it fails, the creature gains a 10 word or less flaw of your making. This flaw forces the creature to act in accordance with it, and the creature must make the most negative, violent, or dangerous interpretation of the flaw when it does so.

If the creature is reminded that it did not always have this flaw, it makes another Intelligence saving throw. On a success, this spell ends immediately. On a failure, the creature instead suffers 8d6 psychic damage. If this would drop the creature to 0 hit points, it is instead dropped to 1 and gains 1 level of exhaustion.

If this spell lasts for its entire duration, the flaw becomes permanent, and can only be removed by *greater restoration* or similar magic.

7TH-LEVEL SPELLS

Assassinate Id

7th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You assassinate the sense of purpose and identity of another creature with a guillotine of psychic energy. A creature of your choice that you can see within range must succeed on an Intelligence saving throw. Unless it succeeds on that saving throw, it suffers 11d10 psychic damage and walks around listlessly until the end of its next turn. Additionally, the target forever forgets one purpose or drive that it had, which can be remembered only through *wish* or comparable magic. Attacks made against the creature while in a listless state are made with advantage. If the creature suffers damage from any source, the listless state immediately ends.

8TH-LEVEL SPELLS

Fathomless & Obscene Thoughts

Level 8 school

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You create a dome of psionic horror centered on yourself with a radius of 30 feet. Inside of this dome, creatures manifest that are composed of dark, twisted, horrible thoughts. These intangible thoughtforms flit around, assaulting the minds of anyone within the dome.

A creature who enters or begins their turn inside of the dome must make a Wisdom saving throw. On a failure, the creature suffers 13d6 psychic damage, becomes *frightened* of the dome, and can take no actions or bonus actions due to the horrible intrusive thoughts filling their minds. The latter two effects end when a creature moves outside of the dome.

You can choose up to 5 creatures of your choice to be immune to these effects when you cast this spell.

9TH-LEVEL SPELLS

Synaptic Consumption

9th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: s

Duration: Instantaneous

A creature of your choice that you can see within range must succeed on an Intelligence saving throw. On a failure, it suffers 20d10 psychic damage. If this kills the target, the target's brain is turned into raw psychic energy and absorbed by you, increasing your Intelligence by +2, to a maximum of 26, until you next finish a short or long rest. Once you've gained this benefit, you cannot gain it again until it ends.