

UNEARTHED ARCANA 2025

PSION UPDATE

This playtest document is part of a series of Unearthed Arcana articles that present material designed for upcoming products. The material here uses the rules in the 2024 *Player's Handbook*.

LEARN MORE ON YOUTUBE

To learn more about the design in this article, we invite you to view the videos about it on YouTube (www.youtube.com/DNDWizards).

WHAT'S INSIDE

Psion. The first new class since the Artificer, the Psion has received numerous changes based on your feedback.

Subclasses. Three subclasses return with changes: Metamorph, Psykinetic, and Telepath.

Spells. A collection of spells, both familiar and new, enhance the options available to the Psion.

THIS IS PLAYTEST MATERIAL

This article is presented for playtesting and feedback. The options here are experimental and in draft form. They aren't officially part of the game. Your feedback will help determine whether we adopt it as official.

How to Playtest This UA. We invite you to try out this material in play. To play with this material, you may either incorporate it into your campaign or run one or more special playtest sessions. For such a session, you may create an adventure of your own or use a short adventure from a source like *Quests from the Infinite Staircase*.

Power Level. The character options you read here might be more or less powerful than options in the 2024 *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before publication. This means an option could be more or less powerful in its final form.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on D&D Beyond. If we make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Providing feedback on this document is one way you can help shape the future of D&D!

PSION

A Master of Psionic Power

Psions wield magic and extraordinary powers through the power of thought. They develop their minds as fonts of power that manifest spells and grow stronger over the course of their adventuring careers. You can find everything you need to play one of these psionic powerhouses in the next few sections.

WHAT IS A PSION?

Psions are spellcasters who use innate mental powers to gain extraordinary abilities and unleash the magic of their minds. Psions and their magic (sometimes called "psionics") can trace their history back to the appendix of the first edition *Player's Handbook*, and a psionics-using class first appeared in *The Complete Psionics Handbook* in 1991. Psionics have taken numerous forms in D&D, from alternative magic systems to options that dovetail with other D&D rules. In the fifth edition, psychic power is synonymous with magic, and the magic of the mind flavors numerous spells, monsters, and subclasses—like the Psi Warrior Fighter and the Aberrant Sorcery Sorcerer in the *Player's Handbook*. In this edition, the Psion is a spellcaster who interfaces with magic and spellcasting similarly to other classes in the game.

This UA provides the Psion with unique twists to spellcasting using Psionic Energy Dice and the Psionic Spellcasting feature, carving out a space to make the Psion stand out from its spellcasting peers.

CORE PSION TRAITS

Primary Ability	Intelligence
Hit Point Die	D6 per Psion level
Saving Throw	Intelligence and Wisdom
Proficiencies	
Skill Proficiencies	Choose 2: Arcana, Insight, Intimidation, Investigation, Medicine, Perception, Persuasion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	Choose A or B: (A) Spear, 2 Daggers, Light Crossbow, 20 Bolts, Case, Dungeoneer's Pack, and 6 GP; or (B) 50 GP

BECOMING A PSION ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Psion Traits table.
- Gain the Psion's level 1 features, which are listed in the Psion Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die from the Core Psion Traits table.
- Gain the Psion's level 1 features, which are listed in the Psion Features table. See the multiclassing rules in the *Player's Handbook* to determine your available spell slots, adding all your Psion levels.

PSION CLASS FEATURES

As a Psion, you gain the following class features when you reach the specified Psion levels. These features are listed on the Psion Features table.

DESIGN NOTE: PSION UPDATES

Here are the main updates in this class since its last appearance in *Unearthed Arcana*:

- **Psionic Power** now has a free baseline ability in Telekinetic Propel and Telepathic Connection.
- **Spellcasting** now provides new cantrips at levels 4 and 10.

- **Psionic Modes** have been removed. Aspects of the design can be seen in other features like Psionic Discipline.
- **Psionic Discipline** now gives you additional disciplines at earlier levels, but you gain only one.
- **Psionic Restoration** has been redesigned to quickly regain expended Psionic Energy Dice.
- **Psionic Reserves** is a new feature that allows the Psion to keep a minimum amount of Psionic Energy Dice.
- **Enkindled Life Force** is now more flexible in the amount of Hit Point Dice that can be expended and clarifies the additional Psionic Energy Die aren't expended.

LEVEL 1: PSIONIC POWER

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy Dice. Your Psion level determines the die size and number of Psionic Energy Dice you have, as shown in the Energy Dice column of the Psion Features table.

PSION FEATURES

Level	Proficiency Bonus	Class Features	Energy Dice	Cantrips	Prepared Spells	—Spell Slots per Spell Level—									
						1	2	3	4	5	6	7	8	9	
1	+2	Psionic Power, Spellcasting, Subtle Telekinesis	4d6	2	4	2	—	—	—	—	—	—	—	—	
2	+2	Psionic Discipline	4d6	2	5	3	—	—	—	—	—	—	—	—	
3	+2	Psion Subclass	4d6	2	6	4	2	—	—	—	—	—	—	—	
4	+2	Ability Score Improvement	4d6	3	7	4	3	—	—	—	—	—	—	—	
5	+3	Psionic Discipline, Psionic Restoration	6d8	3	9	4	3	2	—	—	—	—	—	—	
6	+3	Subclass Feature	6d8	3	10	4	3	3	—	—	—	—	—	—	
7	+3	Psionic Surge	6d8	3	11	4	3	3	1	—	—	—	—	—	
8	+3	Ability Score Improvement	6d8	3	12	4	3	3	2	—	—	—	—	—	
9	+4	—	8d8	3	14	4	3	3	3	1	—	—	—	—	
10	+4	Psionic Discipline, Subclass Feature	8d8	4	15	4	3	3	3	2	—	—	—	—	
11	+4	—	8d10	4	16	4	3	3	3	2	1	—	—	—	
12	+4	Ability Score Improvement	8d10	4	16	4	3	3	3	2	1	—	—	—	
13	+5	Psionic Discipline	10d10	4	17	4	3	3	3	2	1	1	—	—	
14	+5	Subclass Feature	10d10	4	17	4	3	3	3	2	1	1	—	—	
15	+5	—	10d10	4	18	4	3	3	3	2	1	1	1	—	
16	+5	Ability Score Improvement	10d10	4	18	4	3	3	3	2	1	1	1	—	
17	+6	Psionic Discipline	12d12	4	19	4	3	3	3	2	1	1	1	1	
18	+6	Psionic Reserves	12d12	4	20	4	3	3	3	3	1	1	1	1	
19	+6	Epic Boon	12d12	4	21	4	3	3	3	3	2	1	1	1	
20	+6	Enkindled Life Force	12d12	4	22	4	3	3	3	3	2	2	1	1	

Your Psionic Energy Dice are used to enhance or fuel certain Psion features. You start with two such features: Telekinetic Propel and Telepathic Connection, each of which is detailed below. Some of your powers expend the Psionic Energy Dice, as specified in a power's description, and you can't use a power if it requires you to use a die when all your Psionic Energy Dice are expended.

You regain one expended Psionic Energy Die when you finish a Short Rest, and you regain all of them when you finish a Long Rest.

Some features that use Psionic Energy Dice require your target to make a saving throw. The save DC equals the spell save DC from this class's Spellcasting feature.

Telekinetic Propel. As a Bonus Action, choose one Large or smaller creature other than you that you can see within 30 feet of yourself. When you do so, the target must succeed on a Strength saving throw or be moved 5 feet straight toward you or straight away from you. Alternatively, you can roll one Psionic Energy Die when you take this Bonus Action, and the distance moved is equal to 5 times the number rolled. The die is expended only if the target fails the saving throw.

Telepathic Connection. You have telepathy with a range of 30 feet. As a Bonus Action, you can roll one Psionic Energy Die. For the next hour, the range of your telepathy increases by a number of feet equal to 10 times the number rolled. The first time you use this Bonus Action after each Long Rest, you don't expend the Psionic Energy Die. All other times you use this feature, you expend the die.

LEVEL 1: SPELLCASTING

You have learned how to channel magical energy using the power of your mind. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules with Psion spells, which appear in the Psion spell list later in the class's description.

Cantrips. You know two Psion cantrips of your choice. *Minor Illusion* and *Telekinetic Fling* are recommended.

Whenever you gain a Psion level, you can replace one of your cantrips from this feature with another Psion cantrip of your choice.

When you reach Psion levels 4 and 10, you learn another Psion cantrip of your choice, as shown in the Cantrips column of the Psion Features table.

Spell Slots. The Psion Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 Psion

spells. *Charm Person*, *Command*, *Dissonant Whispers*, and *Mage Armor* are recommended.

The number of spells on your list increases as you gain Psion levels, as shown in the Prepared Spells column of the Psion Features table. Whenever that number increases, choose additional Psion spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Psion, your list of prepared spells can include six Psion spells of levels 1 and 2 in any combination.

If another Psion feature gives you spells that you always have prepared, those don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Psion spells for you.

Changing Your Prepared Spells. Whenever you gain a Psion level, you can replace one spell on your list with another Psion spell of an eligible level.

Spellcasting Ability. Intelligence is your spellcasting ability for your Psion spells.

Psionic Spellcasting. When you cast a Psion spell, that spell doesn't require a Verbal or Material component, even if the spell includes "V" or "M" in its "Components" entry, except Material components that are consumed by the spell or have a cost specified in the spell.

LEVEL 1: SUBTLE TELEKINESIS

You know the *Mage Hand* cantrip. You can cast it without Somatic components, and you can make the spectral hand Invisible when you cast it.

LEVEL 2: PSIONIC DISCIPLINE

You learn further psionic techniques that are fueled by your Psionic Energy Dice. You gain two disciplines of your choice, such as Expanded Awareness and *Id Insinuation*. Disciplines are described in the "Psionic Discipline Options" section later in this class's description.

You can use only one Discipline each turn and only once per turn unless otherwise noted in one of those options.

Whenever you gain a Psion level, you can replace one of your Psionic Discipline options with one you don't know. You gain one additional option at Psion levels 5, 10, 13, and 17.

LEVEL 3: PSION SUBCLASS

You gain a Psion subclass of your choice. The Metamorph, Psykinetic, and Telepath subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Psion levels. For the rest of your career, you gain each of your subclass's features that are of your Psion level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Psion levels 8, 12, and 16.

LEVEL 5: PSIONIC RESTORATION

You can perform a meditation that focuses the mind for 1 minute. At the end of it, you regain expended Psionic Energy Dice. Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 7: PSIONIC SURGE

You can push your psionic powers using your life force. After you roll one or more Psionic Energy Dice, you can expend one of your Hit Point Dice and treat any roll of 1, 2, or 3 on those Psionic Energy Dice as a 4.

LEVEL 18: PSIONIC RESERVES

When you roll Initiative, you regain expended uses of Psionic Energy Dice until you have four if you have fewer than that.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Energy Resistance is recommended.

LEVEL 20: ENKINDLED LIFE FORCE

You burn your life force to achieve greater psionics. Once per turn, when you roll one or more Psionic Energy Dice for a Psion feature or Psionic Discipline, you can expend one or two of your Hit Point Dice. For each Hit Point Die expended, roll an additional Psionic Energy Die and add the numbers rolled to the total. This roll does not expend the Psionic Energy Die.

PSIONIC DISCIPLINE OPTIONS

Psionic Discipline options appear in alphabetical order.

DESIGN NOTE: PSION UPDATES

Here are the main updates in this feature since its last appearance in *Unearthed Arcana*:

- **Biofeedback** and **Destructive Thoughts** are now more flexible in the number of Psionic Energy Dice you can expend.
- **Bolstering Precognition** (formerly **Swift Precognition**) now provides a bonus to your or an ally's next D20 Test.

- **Devilish Tongue**, **Expanded Awareness**, and **Observant Mind** (formerly **Tactical Mind**) now expend the Psionic Energy Die only on a success.
- **Sharpened Mind** is a new discipline, and **Ego Whip** has been redesigned as a spell.

BIOFEEDBACK

When you cast a Psion spell from the Necromancy or Transmutation school, you can expend a number of Psionic Energy Dice up to your Intelligence modifier, roll them, and gain a number of Temporary Hit Points equal to the total number rolled plus your Intelligence modifier (minimum of one).

BOLSTERING PRECOGNITION

When you cast a Psion spell from the Abjuration or Divination school, you can expend one Psionic Energy Die. Roll the die and choose a creature you can see within 60 feet (which can be yourself). Until the end of your next turn, the creature gains a bonus to the next D20 Test it makes equal to the number rolled.

DESTRUCTIVE THOUGHTS

When you cast a Psion spell from the Conjunction or Evocation school that forces a creature you can see to make a saving throw against the spell, you can expend a number of Psionic Energy Dice up to your Intelligence modifier, and roll them. The creature takes Psychic damage equal to the total number rolled plus your Intelligence modifier (minimum of one), regardless of the result of the saving throw.

DEVILISH TONGUE

When you take the Influence action, you can roll one Psionic Energy Die and add the number rolled to the ability check. If this causes you to succeed on the ability check, the die is expended.

EXPANDED AWARENESS

When you take the Search action, you can roll one Psionic Energy Die and add the number rolled to the ability check. If this causes you to succeed on the ability check, the die is expended.

ID INSINUATION

When you cast a Psion spell from the Enchantment or Illusion school that forces a creature to make a saving throw, you can expend one Psionic Energy Die and roll it. One target of the spell you can see subtracts half the number rolled (round up) from its saving throw against the spell.

INNERRANT AIM

When you make an attack roll against a creature and miss, you can roll one Psionic Energy Die and add the number rolled to the attack roll. If this causes the attack to hit, the die is expended.

OBSERVANT MIND

When you take the Study action, you can roll one Psionic Energy Die and add the number rolled to the ability check. If this causes you to succeed on the ability check, the die is expended.

PSIONIC BACKLASH

Immediately after a creature you can see hits you with an attack roll, you can take a Reaction to expend one Psionic Energy Die, roll it, and reduce the damage you take from the attack equal to two times the number rolled plus your Intelligence modifier (minimum of two). In addition, you can force the attacker to make a Wisdom saving throw. On a failed save, the target takes Psychic damage equal to the amount of damage you reduced.

PSIONIC GUARDS

At the start of your turn, you can expend one Psionic Energy Die. Until the start of your next turn, you have Immunity to the Charmed and Frightened conditions and Advantage on Intelligence saving throws. If you are Charmed or Frightened when you use this discipline, the condition ends on you.

When you use Psionic Guards, you can also use a different Psionic Discipline this turn.

SHARPENED MIND

At the start of your turn, you can expend one Psionic Energy Die to hone your destructive psionics. Roll the die and record the number rolled. You gain the following benefits for 1 minute or until you have the Incapacitated condition.

Bypassing Psionics. Damage from your weapon attacks, Psion spells, and Psion features ignores Resistance to Psychic damage.

Attack Mode. Once per turn, when you deal Psychic damage to one or more creatures, you can replace the number rolled on one of the damage dice with the number recorded when you activated this Psionic Discipline.

When you use Sharpened Mind, you can also use a different Psionic Discipline this turn.

PSION SPELL LIST

This section presents the Psion spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

DESIGN NOTE: SPELL LIST UPDATES

The Psion spell list includes the following new spells:

- Level 1: *Life Siphon*, *Sanctuary*, *Shield*, *Thunderwave*
- Level 2: *Ectoplasmic Trail*, *Ego Whip*
- Level 3: *Bleeding Darkness*, *Enemies Abound*
- Level 4: *Life Inversion Field*
- Level 6: *Mental Prison*, *Psionic Blast*, *Thought Form*
- Level 8: *Abi-Dalzim's Horrid Wilting*

The list includes only spells from the *Player's Handbook* and in this article.

CANTRIPS (LEVEL 0 PSION SPELLS)

Spell	School	Special
<i>Blade Ward</i>	Abjuration	C
<i>Dancing Lights</i>	Illusion	C
<i>Friends</i>	Enchantment	C
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Mind Sliver</i>	Enchantment	—
<i>Minor Illusion</i>	Illusion	—
<i>Prestidigitation</i>	Transmutation	—
<i>Telekinetic Fling</i> (appears in this UA)	Evocation	—
<i>True Strike</i>	Divination	—

LEVEL 1 PSION SPELLS

Spell	School	Special
<i>Animal Friendship</i>	Enchantment	—
<i>Charm Person</i>	Enchantment	—
<i>Command</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Dissonant Whispers</i>	Enchantment	—
<i>Feather Fall</i>	Transmutation	—
<i>Identify</i>	Divination	R, M
<i>Jump</i>	Transmutation	—
<i>Life Siphon</i> (appears in this UA)	Evocation	—
<i>Longstrider</i>	Transmutation	—
<i>Mage Armor</i>	Abjuration	—
<i>Sanctuary</i>	Abjuration	—
<i>Shield</i>	Abjuration	—

<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Speak with Animals</i>	Divination	R
<i>Tasha's Hideous Laughter</i>	Enchantment	C
<i>Tenser's Floating Disk</i>	Conjuration	R
<i>Thunderwave</i>	Evocation	—

LEVEL 2 PSION SPELLS

Spell	School	Special
<i>Animal Messenger</i>	Enchantment	R
<i>Blindness/Deafness</i>	Transmutation	—
<i>Calm Emotions</i>	Enchantment	C
<i>Crown of Madness</i>	Enchantment	C
<i>Detect Thoughts</i>	Divination	C
<i>Ectoplasmic Trail</i> (appears in this UA)	Necromancy	—
<i>Ego Whip</i> (appears in this UA)	Enchantment	—
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Enthrall</i>	Enchantment	C
<i>Heat Metal</i>	Transmutation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Levitate</i>	Transmutation	C
<i>Locate Animals or Plants</i>	Divination	R
<i>Locate Object</i>	Divination	C
<i>Magic Mouth</i>	Illusion	R, M
<i>Mind Spike</i>	Divination	C
<i>Mirror Image</i>	Illusion	—
<i>Phantasmal Force</i>	Illusion	C
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Silence</i>	Illusion	C, R
<i>Suggestion</i>	Enchantment	C
<i>Tasha's Mind Whip</i> (appears in this UA)	Enchantment	—
<i>Zone of Truth</i>	Enchantment	—

LEVEL 3 PSION SPELLS

Spell	School	Special
<i>Bestow Curse</i>	Necromancy	C
<i>Bleeding Darkness</i> (appears in this UA)	Evocation	C, M
<i>Clairvoyance</i>	Divination	C, M
<i>Dispel Magic</i>	Abjuration	—
<i>Enemies Abound</i> (appears in this UA)	Enchantment	C
<i>Fear</i>	Illusion	C
<i>Fly</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Intellect Fortress</i> (appears in this UA)	Abjuration	C

<i>Major Image</i>	Illusion	C
<i>Nondetection</i>	Abjuration	M
<i>Sending</i>	Divination	—
<i>Summon Astral Entity</i> (appears in this UA)	Conjuration	C, M
<i>Telekinetic Crush</i> (appears in this UA)	Transmutation	—
<i>Tongues</i>	Divination	—

LEVEL 4 PSION SPELLS

Spell	School	Special
<i>Arcane Eye</i>	Divination	C
<i>Banishment</i>	Abjuration	C
<i>Charm Monster</i>	Enchantment	—
<i>Compulsion</i>	Enchantment	C
<i>Confusion</i>	Enchantment	C
<i>Dimension Door</i>	Conjuration	—
<i>Freedom of Movement</i>	Abjuration	—
<i>Greater Invisibility</i>	Illusion	C
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Life Inversion Field</i> (appears in this UA)	Abjuration	C
<i>Locate Creature</i>	Divination	C
<i>Phantasmal Killer</i>	Illusion	C
<i>Polymorph</i>	Transmutation	C
<i>Raulothim's Psychic Lance</i> (appears in this UA)	Enchantment	—
<i>Summon Aberration</i>	Conjuration	C, M

LEVEL 5 PSION SPELLS

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Awaken</i>	Transmutation	M
<i>Contact Other Plane</i>	Divination	R
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Geas</i>	Enchantment	—
<i>Hold Monster</i>	Enchantment	C
<i>Legend Lore</i>	Divination	M
<i>Mislead</i>	Illusion	C
<i>Modify Memory</i>	Enchantment	C
<i>Rary's Telepathic Bond</i>	Divination	R
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Synaptic Static</i>	Enchantment	—
<i>Telekinesis</i>	Transmutation	C
<i>Teleportation Circle</i>	Conjuration	M

LEVEL 6 PSION SPELLS

Spell	School	Special
<i>Blade Barrier</i>	Evocation	C
<i>Disintegrate</i>	Transmutation	—
<i>Eyebite</i>	Necromancy	C
<i>Find the Path</i>	Divination	C, M

<i>Mass Suggestion</i>	Enchantment	—
<i>Mental Prison</i> (appears in this UA)	Illusion	C
<i>Move Earth</i>	Transmutation	C
<i>Otto's Irresistible Dance</i>	Enchantment	C
<i>Programmed Illusion</i>	Illusion	M
<i>Psionic Blast</i> (appears in this UA)	Evocation	—
<i>Thought Form</i> (appears in this UA)	Transmutation	C, M
<i>True Seeing</i>	Divination	M

LEVEL 7 PSION SPELLS

Spell	School	Special
<i>Etherealness</i>	Conjuration	—
<i>Forcecage</i>	Evocation	C, M
<i>Mirage Arcane</i>	Illusion	—
<i>Plane Shift</i>	Conjuration	M
<i>Power Word Fortify</i>	Enchantment	—
<i>Project Image</i>	Illusion	C, M
<i>Reverse Gravity</i>	Transmutation	C
<i>Teleport</i>	Conjuration	—

LEVEL 8 PSION SPELLS

Spell	School	Special
<i>Abi-Dalzim's Horrid Wilting</i> (appears in this UA)	Necromancy	—
<i>Antimagic Field</i>	Abjuration	C
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Dominate Monster</i>	Enchantment	C
<i>Glibness</i>	Enchantment	—
<i>Maze</i>	Conjuration	C
<i>Mind Blank</i>	Abjuration	—
<i>Power Word Stun</i>	Enchantment	—
<i>Telepathy</i>	Divination	—

LEVEL 9 PSION SPELLS

Spell	School	Special
<i>Astral Projection</i>	Necromancy	M
<i>Foresight</i>	Divination	—
<i>Power Word Heal</i>	Enchantment	—
<i>Power Word Kill</i>	Enchantment	—
<i>Psychic Scream</i> (appears in this UA)	Enchantment	—
<i>Shapechange</i>	Transmutation	C, M
<i>Time Stop</i>	Transmutation	—
<i>Weird</i>	Illusion	C

PSION SUBCLASSES

A Psion subclass is a specialization that grants you features at certain Psion levels, as specified in the subclass. This section presents the Metamorph, Psynkinetic, and Telepath subclasses.

DESIGN NOTE: THE PSI WARP

The Psi Warper subclass scored exceptionally well and doesn't need to go through another playtest.

METAMORPH

Psychically Sculpt Life and Flesh

Your mastery of psionic powers turns inward. Your own flesh becomes like clay to you, and you mold it into the perfect vessel for your psionic powers. Experience in manipulating your life energy also enables you to adjust the life force of friends and foes.

DESIGN NOTE: METAMORPH UPDATES

Here are the main updates in this subclass since its last appearance in *Unearthed Arcana*:

- **Mutable Form (formerly Extend Limbs)** now grants Temporary Hit Points from the expended Psionic Energy Die.
- **Organic Weapons** now regains its form until you change it or have the Unconscious condition. In addition, magic items that provide benefits to Organic Weapons will appear in a future product if this subclass is printed.
- **Flesh Weaver** is a new feature.
- **Life-Bending Weapons** now provides additional damage without expending a Psionic Energy Die.

LEVEL 3: METAMORPH SPELLS

When you reach a Psion level specified in the Metamorph Spells table, you thereafter always have the listed spells prepared.

METAMORPH SPELLS

Psion Level	Spells
3	<i>Alter Self, Cure Wounds, Inflict Wounds, Lesser Restoration</i>
5	<i>Aura of Vitality, Haste</i>
7	<i>Polymorph, Stoneskin</i>
9	<i>Contagion, Mass Cure Wounds</i>

LEVEL 3: MUTABLE FORM

As a Bonus Action, you can expend one Psionic Energy Die to psionically stretch your limbs for 1 minute. Roll the expended Psionic Energy Die and gain a number of Temporary Hit Points equal to the number rolled plus your Intelligence modifier (minimum of 1 Temporary Hit Point). In addition,

you gain the following benefits while this feature is active.

Reach. Your reach increases by 5 feet.

Speed. Your Speed increases by 5 feet.

Touch. When you cast a spell that has a range of Touch and a casting time of an action, you can make the spell's range 10 feet.

LEVEL 3: ORGANIC WEAPONS

You can shape your limbs into weapons. As a Magic action, you can reform your free hand into one of the following organic weapons: Bone Blade, Flesh Maul, or Viscera Launcher. When you take the Attack action, you can use this feature before you make the attack roll. Your limb retains the form of the organic weapon until you take a Magic action to change it into another organic weapon, you have the Unconscious condition, or you return the limb to its previous form (no action required).

Whenever you attack with the weapon, you can use your Intelligence modifier for the attack and damage rolls instead of using Strength or Dexterity.

Bone Blade. A blade made of bone springs from your forearm or extends from your hand. The blade counts as a Simple Melee weapon with the Finesse property, and it deals 1d8 Piercing damage on a hit. You have Advantage on the attack roll you make with the blade if at least one of your allies is within 5 feet of the target and the ally doesn't have the Incapacitated condition.

Flesh Maul. Your fist and forearm coalesce into a hardened mass of flesh and bone. The maul counts as a Simple Melee weapon and deals 1d10 Bludgeoning damage on a hit. A creature hit by the maul has Disadvantage on the next Strength or Constitution saving throw it makes before the start of its next turn.

Viscera Launcher. Your hand and forearm transform into a crossbow made of muscle and sinew that fires bolts of bile. The launcher counts as a Simple Ranged weapon with a normal range of 30 feet and a long range of 90 feet, and it deals 1d6 Acid damage on a hit. Once on each of your turns when you hit a creature with an attack roll using the launcher, you can deal an extra 1d6 Acid damage to the target.

LEVEL 6: EXTRA ATTACK

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

In addition, you can cast one of your Psion cantrips that has a casting time of an action in place of one of those attacks.

LEVEL 6: FLESH WEAVER

When you use Mutable Form, you can expend an additional Psionic Energy Die to gain the following benefits while the feature is active.

Organic Defense. You gain a +2 bonus to AC.

Empowered Healing. When you cast a spell with a spell slot that restores Hit Points to one or more creatures, you can expend one Psionic Energy Die, roll it, and add the number rolled to the number of Hit Points regained.

LEVEL 10: IMPROVED MUTABLE FORM

When you use Mutable Form, the duration increases to 10 minutes and you gain one of the following benefits of your choice, the effects of which last until Mutable Form ends.

Stony Epidermis. You have Advantage on Constitution saving throws to maintain Concentration. In addition, choose one of the following damage types: Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Poison, Slashing, or Thunder. You gain Resistance to the chosen damage type.

Superior Stride. While you aren't wearing armor, you can take the Dash action as a Bonus Action, and you have a Climb Speed and Swim Speed equal to your Speed.

Unnatural Flexibility. You gain a +1 bonus to AC, and your body—along with any equipment you're wearing or carrying—becomes pliable. You can move through any space as narrow as 1 inch, and you can spend 5 feet of movement to escape from nonmagical restraints or end the Grappled condition.

LEVEL 14: LIFE-BENDING WEAPONS

Your weapon becomes wreathed in negative energy, and you radiate life-mending psionic energy. When you hit a target with an attack roll using your Organic Weapon, roll one Psionic Energy Die. The target takes extra Necrotic damage equal to the number rolled. This roll doesn't expend the die.

Alternatively, when you hit a creature with your Organic Weapon, you can instead expend one Psionic Energy Die and roll it. The target takes extra Necrotic damage equal to the roll, and each creature of your choice in a 30-foot Emanation originating from you regains Hit Points equal to the number rolled plus your Intelligence modifier. Once you use this feature, you can't do so again until the start of your next turn.

PSYKINETIC

Mold Psionic Force for Creation and Destruction

A Psykinetic controls their psionic powers like a malleable force. They bend their telekinetic energies into sturdy barriers and strike with the force of a battering ram.

DESIGN NOTE: PSYKINETIC UPDATES

Here are the main updates in this subclass since its last appearance in *Unearthed Arcana*:

- **Stronger Telekinesis** is a new feature.
- **Telekinetic Techniques** now allows the Psion to use Telekinetic Propel more than any other Psion.
- **Destructive Trance** (formerly Empowered Attack Mode) no longer uses Psionic Modes, and you can add one Psionic Energy Die to your spell damage without expending it.
- **Rebounding Field** grants Temporary Hit Points whether the target fails or succeeds on its saving throw.
- **Enhanced Telekinetic Crush** now adds the Psionic Energy Die expended to the modified spell's damage.
- **Heightened Telekinesis** now only requires Psionic Energy Dice and doesn't expend a spell slot.

LEVEL 3: PSYKINETIC SPELLS

When you reach a Psion level specified in the Psykinetic Spells table, you thereafter always have the listed spells prepared.

PSYKINETIC SPELLS

Psion Level	Spells
3	<i>Cloud of Daggers, Levitate, Shield, Thunderwave</i>
5	<i>Slow, Telekinetic Crush</i> (included in this UA)
7	<i>Otiluke's Resilient Sphere, Stone Shape</i>
9	<i>Telekinesis, Wall of Force</i>

LEVEL 3: STRONGER TELEKINESIS

When you cast *Mage Hand*, its range increases by 30 feet when you cast it, and the hand can carry up to 20 pounds.

LEVEL 3: TELEKINETIC TECHNIQUES

When you use Telekinetic Propel, you can roll 1d4 and use the number rolled instead of expending a Psionic Energy Die.

In addition, when a target fails the saving throw against your Telekinetic Propel, you can impose one of the following effects on that target.

Boost. The target's Speed increases by 10 feet until the start of your next turn.

Disorient. The target can't make Opportunity Attacks until the start of its next turn.

Telekinetic Bolt. The target takes Force damage equal to the number rolled on the Psionic Energy Die.

LEVEL 6: DESTRUCTIVE TRANCE

At the start of your turn, you can expend one Psionic Energy Die to enter a destructive state. For the next 10 minutes, you gain a Fly Speed of 20 feet and can hover, and when you cast a Psion spell that expends a spell slot, you can roll your Psionic Energy Die and add the number rolled to one damage roll of that spell. This roll doesn't expend the Psionic Energy Die.

LEVEL 6: REBOUNDOING FIELD

When you cast *Shield* in response to being hit by an attack roll and cause the triggering attack to miss, you can expend one Psionic Energy Die to launch the force back at the attacker. The attacker makes a Dexterity saving throw. Roll one Psionic Energy Die. On a failed save, the attacker takes Force damage equal to the amount rolled plus your Intelligence modifier. On a successful save, the attacker takes half as much damage only. Whether the target fails or succeeds on the saving throw, you gain Temporary Hit Points equal to the amount of damage dealt.

LEVEL 10: ENHANCED TELEKINETIC CRUSH

When you cast *Telekinetic Crush*, you can expend one Psionic Energy Die to modify the spell so that whether a creature fails or succeeds on the saving throw against the spell, its Speed is halved until the start of your next turn. In addition, you can roll the expended Psionic Energy Die and add the number rolled to one damage roll of the spell.

LEVEL 14: HEIGHTENED TELEKINESIS

You can cast *Telekinesis* without expending a spell slot by instead expending four Psionic Energy Dice. When you cast *Telekinesis* without expending a spell slot using this feature, you can modify the spell so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and you can target Gargantuan creatures and objects.

TELEPATH

Master Tactics in the Landscape of the Mind

Telepaths are masters of mind magic. They use their psionic powers for all matters of the mind, whether they bolster the mental defenses of allies or probe the thoughts of others undetected. A telepath can be a bastion of psionic aid or a crafty manipulator.

DESIGN NOTE: TELEPATH UPDATES

Here are the main updates in this subclass since its last appearance in *Unearthed Arcana*:

- **Mind Infiltrator** now expends only one Psionic Energy Die.
- **Telepath Spells** has new spells.
- **Telepathic Distraction** is a new feature replacing Telepathic Hub.
- **Bulwark Mind** (formerly Empowered Defense Mode) no longer uses Psionic Modes, and you can add one Psionic Energy Die to a saving throw without expending it.
- **Potent Thoughts** now also increases the range of your telepathy.
- **Scramble Minds** now doesn't expend a spell slot and allows the Psion to choose the behavior of the target instead of rolling dice.

LEVEL 3: MIND INFILTRATOR

When you cast *Detect Thoughts*, you can expend one Psionic Energy Die to modify the spell so that the spell doesn't require spell components or Concentration. In addition, when you use the Read Thoughts effect of the spell, the target doesn't know you're probing its mind if it fails the Wisdom saving throw.

LEVEL 3: TELEPATH SPELLS

When you reach a Psion level specified in the Telepath Spells table, you thereafter always have the listed spells prepared.

TELEPATH SPELLS

Psion Level	Spells
3	<i>Bane, Command, Detect Thoughts, Mind Spike</i>
5	<i>Counterspell, Slow</i>
7	<i>Compulsion, Confusion</i>
9	<i>Modify Memory, Yolande's Regal Presence</i>

LEVEL 3: TELEPATHIC DISTRACTION

When a creature you can see within range of your telepathy hits with an attack roll, you can take a Reaction to roll one Psionic Energy Die and subtract the number rolled from attack roll, potentially causing the attack to miss. The die is expended only if the target misses the attack.

LEVEL 6: BULWARK MIND

At the start of your turn, you can expend one Psionic Energy Die to strengthen your mind and enter a fortified state. For the next 10 minutes, you have Resistance to Psychic damage; and whenever you make an Intelligence, Wisdom, or Charisma saving throw, you add a roll of your Psionic Energy Die to the save. Rolling the Psionic Energy Die doesn't expend it. You can't use this benefit if you have the Incapacitated condition.

LEVEL 6: POTENT THOUGHTS

You have telepathy with a range of 60 feet. In addition, you add your Intelligence modifier to the damage you deal with any Psion cantrip.

LEVEL 10: TELEPATHIC BOLSTERING

When you or a creature you can see within range of your telepathy fails an ability check or misses with an attack roll, you can take a Reaction to expend one Psionic Energy Die. Roll the die and add the number rolled to the d20, potentially turning a failed check into a success or a miss into a hit. The Psionic Energy Die is expended only if the check succeeds or the attack hits.

LEVEL 14: SCRAMBLE MINDS

You can cast *Confusion* without expending a spell slot by instead expending four Psionic Energy Dice. When you cast *Confusion* without a spell slot using this feature, you can modify the spell so that the radius of the spell's Sphere becomes 30 feet and you can choose one creature you can see in the spell's area to automatically succeed on their saving throw against the spell.

In addition, when a creature under the effect of the spell starts its turn, you choose their behavior from the table for the turn instead of the creature rolling to determine its behavior.

SPELLS

Spells are presented in alphabetical order. If a spell includes the Artificer in the parentheses after the spell's school of magic, that spell is added to the Artificer's spell list (use the most recent version of the Artificer that appeared in *Unearthed Arcana*).

DESIGN NOTE: SPELL UPDATES

Several spells from *Tasha's Cauldron of Everything* return in this article, alongside some new spells. Here are the main updates to spells in this article:

General Updates. Returning spells have been refined and brought in line with revisions in the 2024 *Player's Handbook*.

New Spells. New spells in this article—*Bleeding Darkness*, *Ectoplasmic Trail*, *Life Inversion Field*, *Summon Astral Entity*, and *Telekinetic Crush*—add new options to various classes' spell lists. The Psion also receives unique spells: *Ego Whip*, *Life Siphon*, *Psionic Blast*, and *Thought Form*.

Telekinetic Fling. This cantrip no longer requires ammunition and doesn't destroy the object.

Tasha's Mind Whip. The spell now restricts the target's turn options as before.

ABI-DALZIM'S HORRID WILTING

Level 8 Necromancy (Psion, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a bit of sponge)

Duration: Instantaneous

You draw the moisture from every creature in a 30-foot Cube centered on a point within range. Each creature in that area makes a Constitution saving throw, taking 12d8 Necrotic damage on a failed save or half as much damage on a successful one. Constructs automatically succeed at the save, and Plant creatures automatically fail the save.

Nonmagical plants in the area that aren't creatures, such as trees and shrubs, wither and die instantly.

BLEEDING DARKNESS

Level 3 Evocation (Psion, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a vial of rare ink worth 50+ GP)

Duration: Concentration, up to 1 minute

You create an inky void in a 10-foot-radius Sphere at a point you can see above yourself within range.

When you cast the spell, magical Darkness pours from the sphere, filling a 10-foot-radius, 40-foot-tall Cylinder originating from the Sphere until the start of your next turn. The Cylinder is Difficult Terrain, and no light—magical or otherwise—can illuminate

the area. When the Darkness appears, each creature in the area must succeed on a Constitution saving throw or take 3d8 Cold damage and have the Blinded condition until the end of its next turn. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

Until the spell ends, you can take a Magic action to move the Sphere up to 20 feet horizontally and cause the Sphere to pour magical Darkness until the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 3.

ECTOPLASMIC TRAIL

Level 2 Necromancy (Psion, Warlock)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Instantaneous

You cloak yourself in spirits that leave ectoplasm in your wake until the end of your turn. While cloaked, you can move through occupied spaces as if they were Difficult Terrain, and moving doesn't provoke Opportunity Attacks. If you end your turn in such a space, you are returned to the last unoccupied space you were in.

While cloaked, whenever you enter the space of a creature, the creature becomes covered in ectoplasm until the end of your next turn. A creature covered in ectoplasm has its Speed reduced by 10 feet and takes 2d8 Necrotic damage at the start of its turn. A creature can be covered in ectoplasm only once during a turn.

Using a Higher-Level Spell Slot. While cloaked, your Speed increases by 10 feet for each spell slot level above 2.

EGO WHIP

Level 2 Enchantment Spell (Psion)

Casting Time: Reaction, which you take when a creature you can see within 30 feet of yourself makes a Charisma-based ability check or saving throw

Range: 120 feet

Components: V

Duration: Instantaneous

The creature makes Charisma saving throw. On a failed save, the target must subtract 1d8 from the ability check or saving throw.

ENEMIES ABOUND

Level 3 Enchantment (Bard, Psion, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. The target must succeed on an Intelligence saving throw or have the Frightened condition for the duration. While Frightened, the target loses the ability to distinguish friend from foe and is affected in the following ways:

- The target regards all creatures it can see as enemies.
- Whenever the target chooses a creature other than itself for an attack, spell, or other ability, it must choose at random from among the creatures it can see within range of that attack, spell, or other ability.
- The target must make an Opportunity Attack each time it is able to.

Each time the target takes damage, it makes another Intelligence saving throw. On a successful save, the spell ends.

INTELLECT FORTRESS

Level 3 Abjuration (Artificer, Bard, Psion, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

For the duration, one willing creature you can see within range has Resistance to Psychic damage as well as Advantage on Intelligence, Wisdom, and Charisma saving throws.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

LIFE INVERSION FIELD

Level 4 Abjuration (Cleric, Psion, Sorcerer)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

An aura radiates from you in a 30-foot Emanation for the duration. When you create the aura, you regain 4d8 Hit Points. Whenever you regain Hit Points, you can choose a creature you can see in the aura and force it to make a Constitution saving throw. On a failed save, the creature takes Necrotic damage equal to half the amount of Hit Points you regained (round up). A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The healing increase by 1d8 for each spell slot level above 4.

LIFE SIPHON

Level 1 Evocation (Psion)

Casting Time: Action

Range: 120 feet

Components: S

Duration: Instantaneous

You fire an orb of psionic energy fueled by your life force at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Psychic damage and you can expend one Hit Point Die to increase the damage by 1d10.

Using a Higher-Level Spell Slot. The damage increases by 1d10 and the number of Hit Dice you can expend increases by one for each spell slot level above 1.

MENTAL PRISON

Level 6 Illusion (Bard, Psion, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must succeed on an Intelligence saving throw or take 8d10 Psychic damage and have the Charmed condition for the duration. On a successful save, the target takes half damage only and the spell ends.

While Charmed, the target has the Restrained condition and perceives the area around its space as dangerous to it in some way you create. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't see or hear anything beyond it. If the target is moved from the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 5d10 Psychic damage and the spell ends.

PSIONIC BLAST

Level 6 Evocation (Psion, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M

Duration: Instantaneous

You unleash a concussive burst of psionic energy. Each creature in a 60-foot Cone originating from you makes an Intelligence saving throw. On a failed save, the creature takes 6d8 Psychic damage and has the Stunned condition until the start of your next turn. On a successful save, the creature takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 6.

PSYCHIC SCREAM

Level 9 Enchantment (Bard, Psion, Sorcerer, Warlock)

Casting Time: Action

Range: 90 feet

Components: S

Duration: Instantaneous

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected.

Each target must make an Intelligence saving throw. On a failed save, the target takes 14d6 Psychic damage and has the Stunned condition. On a successful save, the target takes half as much

damage only. If the target is reduced to 0 Hit Points by this damage, its head explodes if it has one.

At the end of each of its turns, the Stunned target repeats the save, ending the condition on itself on a success.

RAULOTHIM'S PSYCHIC LANCE

Level 4 Enchantment (Bard, Psion, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V

Duration: Instantaneous

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter a creature's name (a pseudonym, title, or nickname doesn't work). If the named target is within range, it becomes the spell's target even if you can't see it. If the named target isn't within range or you use an invalid name, the lance dissipates without effect.

The target must make an Intelligence saving throw. On a failed save, the target takes 7d6 Psychic damage and has the Incapacitated condition until the start of your next turn. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 4.

SUMMON ASTRAL ENTITY

Level 3 Conjuration (Psion, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a gem or crystal worth 300+ GP)

Duration: Concentration, up to 1 hour

You call forth the spirit of a psionic entity. It manifests in an unoccupied space that you can see within range and uses the **Psionic Spirit** stat block. When you cast the spell, choose Crystal Entity, Ectoplasmic Entity, or Ghostly Entity. The creature resembles an astral entity of that kind, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

PSIONIC SPIRIT

Medium Aberration, Neutral

AC 11 + the spell's level + 2 (Crystal Entity only)

HP 40 + 10 for each spell level above 3

Speed 30 ft.; Fly 30 ft. (Ghostly Entity only)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 16	+3	+3	DEX 12	+1	+1	CON 11	+0	+0
INT 16	+3	+3	WIS 12	+1	+1	CHA 10	+0	+0

Immunities Psychic

Senses Darkvision 60 ft.; Passive Perception 11

Languages Deep Speech, Telepathy 60 ft.

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Incorporeal Passage (Ectoplasmic Entity and Ghostly Entity Only). The spirit can move through other creatures and objects as if they were Difficult Terrain. If the spirit ends its turn in such a space, it is shunted to the nearest unoccupied space and takes 1d10 Force damage for every 5 feet traveled.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Crystal Strike (Crystal Entity Only). *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d10 + 3 + the spell's level Piercing damage.

Ectoplasmic Splash (Ectoplasmic Entity Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 30 feet. *Hit:* 1d6 + 3 + the spell's level Psychic damage. *Hit or Miss:* Each creature in a 5-foot Emanation originating from and including the target has its Speed reduced by 5 feet until the end of its next turn.

Ephemeral Ray (Ghostly Entity Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 120 ft. *Hit:* 1d8 + 3 + the spell's level Psychic damage.

REACTIONS

Shard Swarm (Crystal Entity Only). *Trigger:* The spirit is hit by a melee attack roll. *Response:* The spirit halves the damage (round down) it takes from that attack. The spirit can then teleport to an unoccupied space it can see within 30 feet of itself.

TASHA'S MIND WHIP

Level 2 Enchantment (Psion, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V

Duration: Instantaneous

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 Psychic damage and can't make Opportunity Attacks until the end of its next turn. On its next turn, it must choose whether it gets a move, an action, or a Bonus Action; it gets only one of the three. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

TELEKINETIC CRUSH

Level 3 Transmutation (Psion, Sorcerer, Warlock)

Casting Time: Action

Range: 120 feet

Components: V

Duration: Instantaneous

You create a field of crushing telekinetic force in a 30-foot Cube within range. Each creature in the area makes a Strength saving throw. On a failed save, the target takes 5d6 Force damage and has the Prone condition. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

TELEKINETIC FLING

Evocation Cantrip (Psion)

Casting Time: Action

Range: 60 feet

Components: S

Duration: Instantaneous

Choose one nonmagical object weighing 1 to 5 pounds within 10 feet of you that isn't being worn or carried to wreath in psionic energy and fire at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Force damage. On a hit or miss, the object falls to the ground undamaged.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

THOUGHT FORM

Level 6 Transmutation (Psion)

Casting Time: Bonus Action

Range: Self

Components: V, M (brain matter in a vessel worth 500+ GP)

Duration: Concentration, up to 1 minute

You briefly transform into a psionic spirit. You gain the following benefits until the spell ends.

Ghostly Form. You have Immunity to Poison and Psychic damage, and you have Immunity to the Exhaustion condition.

Incorporeal Movement. You have a Fly Speed of 60 feet and can hover. You can move through occupied spaces as if they were Difficult Terrain. If you end your turn in such a space, you take 1d10 Force damage. If the spell ends in such a space, you are returned to the last unoccupied space you were in.

Psionic Recharge. As a Magic action, you can touch a creature (which can be yourself) and roll 1d6. The creature regains one expended spell slot, the level of which equals half the number rolled (round up) or lower. Once a creature regains a spell slot from this spell, that creature can't do so again until it finishes a Long Rest.