

MCDM



\$1.00
175
NOV
04896

APPROVED
BY THE
SOCIETY



THE

TALENT

AND PSIONICS





CREDITS

Design Director: Matthew Colville

Lead Designer: James Introcaso

The Society Fiction: Matthew Colville

Editor: Scott Fitzgerald Gray

Sensitivity Reader: Sally Tamarkin

Production: Lars Bakke

Art Direction: Jason Hasenauer

Graphic Design and Layout: Gordon McAlpin

Cover Illustration: Grace Cheung

Illustration: Grace Cheung, Nick De Spain, Matheus Graef (Conceptopolis), Gustavo Pelissari, Brian Terrero, Lucas Torquato (Conceptopolis), Perry Zombolas

Playtest Director: Lars Bakke

MCDM PRODUCTIONS

Lars Bakke: Development & Production

Jerod Bennett: Technology

Grace Cheung: Art

Matt Colville: Writing & Design

Nick De Spain: Art & Art Outsource Management

Jason Hasenauer: Art & Art Direction

James Introcaso: RPG Line Developer

MCDM CONTRACTORS

Community Coordinator: John Champion

Customer Support: Bobby McBride

QA Senior Tester: Spencer Hibnick

Testers: Nathan Clark, Cassandra "Dig" Crary, Alecson de Lima Junior, James Dewar, Anna Guimarães, Alex Hencinski

PLAYTESTERS

Playtest Coordinators: Aaron Flavius West, Adam McLaughlin, AJ Metzger, Alex Adkisson, Bennoni Thomas, Casey Bell, Casey Williams, Daniel Lane, Dante Bozzini, David Lucas, davidqshull, EagleRuler, Ethan Dunning, Harley Kewish, Harper Blair Stone, Iris Gorton, ItsTheITGuy, Janek Dalkowski, Jarrad Tait, Jeanne Parker, Joel Russ, Liam Kearney, Madeleine Bray, Matthew "OneEyed" Vansprang, Morgan "Adys" Fenwick, Reuben Hung, Roman Penna, Shane Parker

Beta Playtesters: abculatter_2, Aidan Sherrington, Alaina Rhodes, Aldo Vicente Farias, Alex Chapman, Alpacnologia, Amanda Blakely, Amy Billingham, Andrew Macdonald, Andy Heinrich, Apollosukulele, Archer, Ashley Ferrum, Austin Bush, B. Roulston, Ben Doherty, Ben Robertson, Big Bill Hell's, Bonnie MacDonald, Bowie Sessions, Brad J, Brandon Flynn, Brennen, Brett DeCosimo, Bryan Hutagalung, Bryce Beggs, Calvin Simpkins, Cameron Hunt, Celeborn Stringham, Christopher Teale, Connor Hodges, Daniel Franco, Daniel Friedman, Daniel Lake, Daniel_franks, David Fleming, Dhavaram, Drachenmaul, Eran Arbel, Eric Sawchak, Fábio Mesquita, Faytl, Félix Gauthier-Mamaril, Fernando Cabana Porto, Fernbox, Forgotten, Gabriel Sortica Reichmann, GrayZXA, Greg Plank, Guilherme da Silva Moser, Harrison Howe, Hazel Margaris, Isaac, Isaiah Smith, Jack Dewhirst, JackSharks, Jai Gautam, James Bull, James Munson, Jared "Jay" Busse, Josh Bird, Kane Sweeney, Kevin Conway, Kit Valentine, Kris, Kristoffer Mejborn Eliasson, Lactoseintolerantleft, Lemon Among Men, Leonardo Vechi, Lucas Chiesa, Luiz Felipe Kormann, Luke M., Maitreyi, Marcel Theilig, Martijn van Meijeren, Matthew Donndelinger, Matthew Rhine, Mitchell Gravenall, Mr. Smith, MysteriousFathoms, Naif Milaat, Natalie Boles, Nathan Lee, Nicholas Renzetti, Nick Borowski, Nicolas "Aergath" Chevallier, Nikola Ninković, Noonwraith, Oriana, Peter Williamson, Phillip Ada, Prymalfire, Rain, Revan, Rob, Robert Sachse, Roosevelt Cooper, Sage1589, Sam, Sam Mannell, Sami Khan, Shonisaurus, SingingRobins6, Skye McLaren Walton, Southern_woodsman, Styrkár Þóroddsson, Thomas Good, Tim S., Tim Skiba, Tom Canny, Tom Veale, Trae Block, Victor Hugo Cecatto, Vince Porter, Vinicius "Teco" Bellé, WarsmithPaint/Zachary Smith, William Pfeiffer, Zehl Day, Zouikri Ahmed Nabil

Join us on the MCDM Discord server,
where you can chat with others about
The Talent and Psionics and more!

[MCDM.GG/DISCORD](https://mcdm.gg/discord)

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All content which is not included in the Systems Reference Document version 5.1 or has otherwise been specifically designated as Open Game Content, including Antonini, the Arrow of Truth, Auradi, Barrow Hills, Barrow-men, Blackbottom, the Bolt That Cracks the Sky, Corwell, Cthrión Uroniziir, Each in Their Turn, the Fold, Graxituron, Gray Order, Hakaan, Khemhara, the Line between Regret and Hope, Mercado, Master of Vipers, the Memory of a Sunset at Dawn, the Mirror of Yesterday and Tomorrow, Nelisardrim, null, Orden, the Pillar of Ten Thousand Years, Profundrus, Rioja, the Society, the Sun Reflected in Death's Eyes, Tersasalla, Vasloria, Viomencia, the Witch Who Cries Blood, World Below, Xenophilia, Zjin, and all Trademarks, registered trademarks, proper names (including the names of characters, place names, monsters, organizations, new spells, new abilities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress.

The Talent version 1.0 ©2023 MCDM Productions, LLC. All rights reserved.

TABLE OF CONTENTS

Introduction	5	<i>Ability Score Improvement</i>	16
Psionics	6	<i>Psychic Boost</i>	16
Core Mechanic	6	<i>Psionic Bastion</i>	16
What Is a Power?	6	<i>Shielded Mind</i>	16
<i>Not Magic</i>	7	<i>Ignore Strain</i>	16
Manifesting Powers	7	Psionic Specializations	18
<i>Ready a Power</i>	7	<i>Chronopath</i>	18
<i>Saving Throws</i>	7	<i>Metamorph</i>	20
<i>Attack Rolls</i>	7	<i>Pyrokinetic</i>	22
<i>Combining Power Effects</i>	7	<i>Resopath</i>	24
<i>No Multiples of the Same Power</i>	7	<i>Telekinetic</i>	26
<i>Physical Displays</i>	8	<i>Telepath</i>	28
Power Details	8	<i>Maverick</i>	30
<i>Power Order</i>	8	Powers	31
<i>Increased Order</i>	8	1st-Order Power Descriptions	33
<i>Power Specialty</i>	8	2nd-Order Power Descriptions	35
<i>Duration</i>	8	3rd-Order Power Descriptions	41
<i>Manifestation Time</i>	9	4th-Order Power Descriptions	45
The Talent	10	5th-Order Power Descriptions	48
Mind Powers	10	6th-Order Power Descriptions	51
<i>Awakening</i>	10	Gemstone Dragonborn	54
<i>Few Exist</i>	10	Gemstone Dragonborn Traits	54
Talent Academies	11	Feats	55
Maverick Talents	11	Psionic Items	56
Variety of Powers	11	Psionic Crystal	56
Creating a Talent	12	Psionic Items A–Z	56
<i>Quick Build</i>	12	Psionic Creatures	59
<i>Multiclassing and the Talent</i>	12	Manifesting Multiple Powers	59
Class Features	12	Power Attacks as Opportunity Attacks	59
<i>Hit Points</i>	12	Gemstone Dragons	59
<i>Proficiencies</i>	12	<i>Cthrion Uroniziir</i>	60
<i>Equipment</i>	12	<i>Graxituron</i>	62
<i>Psionic Powers</i>	12	<i>Nelisardrim</i>	64
<i>Strain to Maintain</i>	15	<i>Profundrus</i>	66
<i>Psionic Specialization</i>	15	<i>Tersasalla</i>	68
<i>Psionic Exertion</i>	15	<i>Viomencia</i>	70

CONTENT WARNING: CHARM, MANIPULATION, AND MIND CONTROL

Some of the psionic powers in this supplement allow player characters and NPCs to charm, manipulate, and directly control the actions of other creatures. Utilize [safety tools](#) to ensure everyone at your table has a good time, and eliminate or change powers that would make the game less fun for anyone in your gaming group.

NPC Talents	72	<i>Resopath Expert</i>	85
<i>Chronopath Talent</i>	72	<i>Resopath Master</i>	86
<i>Chronopath Expert</i>	73	<i>Telekinetic Talent</i>	87
<i>Chronopath Master</i>	74	<i>Telekinetic Expert</i>	88
<i>Maverick Talent</i>	75	<i>Telekinetic Master</i>	89
<i>Maverick Expert</i>	76	<i>Telepath Talent</i>	90
<i>Maverick Master</i>	77	<i>Telepath Expert</i>	91
<i>Metamorph Talent</i>	78	<i>Telepath Master</i>	92
<i>Metamorph Expert</i>	79	Warfare Additions	93
<i>Metamorph Master</i>	80	Talent Martial Advantages	93
<i>Pyrokinetic Talent</i>	81	<i>Battle Psionics</i>	93
<i>Pyrokinetic Expert</i>	82	Warfare Units	93
<i>Pyrokinetic Master</i>	83	The Society	96
<i>Resopath Talent</i>	84	Open Game License version 1.0a	108



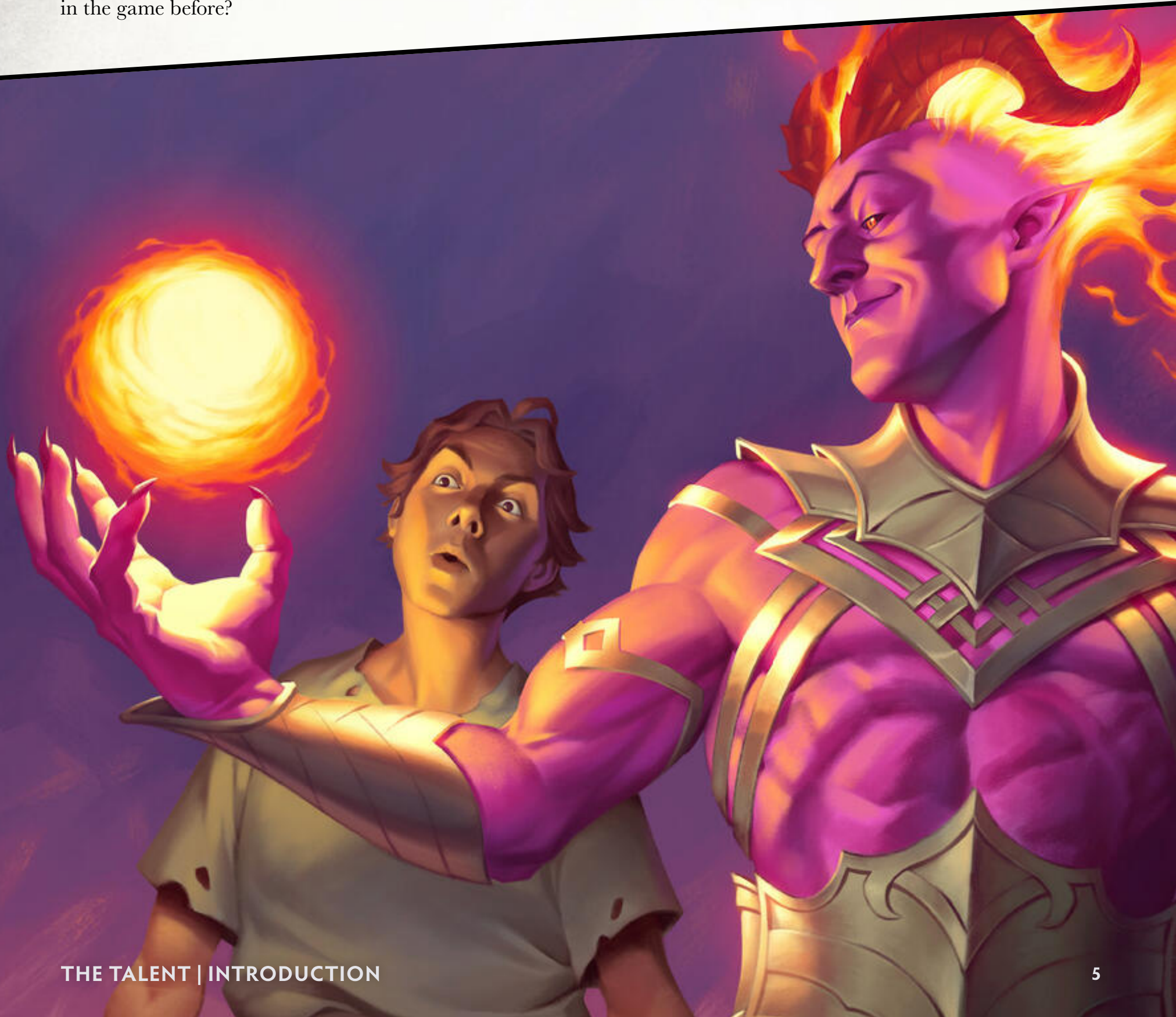
INTRODUCTION

CHARACTERS WITH EXTRAORDINARY MENTAL POWERS not derived from prayer or magic feature in many of our favorite stories. Think of Eleven from *Stranger Things*, or Professor X or Jean Grey from the X-Men. Some of Stephen King's stories, including *The Dead Zone* and *Firestarter*, feature pyrokinetics or telekinetics. Characters with psychic powers can be found in *ThunderCats* and *Star Wars*, and in children's stories like *Matilda*. Even Galadriel in *The Lord of the Rings* exhibits telepathic powers.

One common blanket term for this phenomenon is **psionics**—and in this product, we reimagine that psionic archetype in the context of a high fantasy world. We assume (though the campaign you play in might have different assumptions) that psionics are, by definition, rare. Otherwise, why haven't we seen them in the game before?

Sages in our fantasy worlds would have a technical term for these kinds of powers—metaphysics, which might more rarely be known as psionics. One issue, though, is that “psionics” can sound a bit like science fiction. We don't normally refer to the human beings in a fantasy RPG as *Homo sapiens*. So we imagine that the people in our fantasy world would use more natural phrases to describe this phenomenon, which they don't really understand. They might refer to someone who uses these powers as “having a rare talent,” or “possessed of a special talent.” Over time, they'd start calling someone who uses these powers “a talent.” And something that started as a vague and broad description of a mysterious power becomes the actual name for it.

—Matt Colville



PSIONICS

psi·on·ics *The ability to affect physical change in the world or yourself through the power of thought alone.*

TALENTS AND OTHER CREATURES WITH VAST MENTAL might can manifest psionic powers through force of will. Heroes who wield these gifts use only their thoughts and bodily energy to hurl objects through the air, send telepathic messages, manipulate time, and reshape the world around them.

This section details the rules for using powers for player characters. The GM has a lot of plates to spin, so psionic monsters and NPCs (detailed later in this supplement) follow simpler rules, while the rules for characters are more versatile, more customizable, and more complex.



CORE MECHANIC

The basic premise of the talent is that as long as you can stand the strain, you can keep manifesting powers. Talents don't use spell slots. Manifesting a power is as simple as rolling a die. The more effective the power, the higher you need to roll, but theoretically, your character could manifest powers all day if you're very, very lucky.

As long as you keep rolling high, you can keep manifesting freely. But rolling low means that although you manifest your powers, you also accumulate strain. At first, this is little more than a nuisance, but eventually, strain can have serious ramifications. In fact, enough strain can kill a talent, so it's always up to the talent to decide how to deal with it. How desperate is the situation? How badly do you need to succeed? How much are you willing to sacrifice to save your friends—or the world?

The power is in your hands.

NEW ACTION: MANIFEST A POWER

Talents and other creatures manifest psionic powers and can use them to great effect in combat. To that end, this supplement introduces a new action option for creatures with access to psionic powers: Manifest a Power.

Each power has a manifestation time, which specifies whether the manifester must use an action, a reaction, minutes, or even hours to manifest the power. Manifesting a power is therefore not necessarily an action, but most powers have a manifestation time of 1 action.

Any effect that ends as the result of casting a spell, such as the *invisibility* or *sanctuary* spells, also ends if you manifest a power in the same way. If you wear armor you lack proficiency with, you can't manifest powers because the armor's bulk is a mental distraction.

Psionics are powers of the mind. As such, any effect that affects a creature's mind to prevent that creature from taking the Cast a Spell action also prevents them from taking the Manifest a Power action. This includes effects such as the barbarian's Rage feature and the *feeblemind* spell. The GM has the final say in which specific effects prevent a talent from manifesting a power.

WHAT IS A POWER?

A power is a specific psionic effect created by energy drawn out of the manifester's body. A power is an incredible tool that can solve problems, harm enemies, or protect and aid you and your allies, but it can also drain your life energy. The stronger the power, the more energy it can take from you. Every power has an order from 1 to 6. The higher a power's order, the more difficult it is to learn and use.

NOT MAGIC

Powers aren't magical. Effects and spells that affect or interact with magic, including *antimagic field*, *counterspell*, *detect magic*, *dispel magic*, *globe of invulnerability*, and *identify*, have no effect on psionic powers or psionic items. Likewise, effects that affect or interact with powers don't affect spells, magic items, or other magical effects. One possible exception to this rule is allowing psionics and magic to overcome the same damage resistances. See the "Supernatural and Mundane" sidebar for details.

MANIFESTING POWERS

Many psionic creatures have a number of times each day that they can manifest a specific power, and regain all their uses of a power when they finish a long rest. Talents can theoretically manifest an unlimited number of powers each day, but as they do, they risk gaining strain. For more information about how talents manifest powers, see "The Talent" section in this supplement.

READY A POWER

To use the Ready action with a power, the power must have a manifestation time of 1 action. When the trigger for the readied power occurs, you use your reaction to manifest it and make a manifestation test for the power (see the "Class Features" section below). If you take damage while you are readying a power, you must succeed on a Constitution saving throw as if you were concentrating on the power, or it fails (see "Concentration").

MANIFESTATION ABILITY

Every creature that can manifest one or more psionic powers has a manifestation ability. For talents, this ability is Intelligence, but other creatures might use Constitution, Wisdom, or Charisma.

SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of the power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your psionic powers equals 8 + your manifestation ability modifier + your proficiency bonus + any special modifiers.

SAVE-ENDS EFFECTS

On a failed saving throw, some powers impose a debilitating effect for an extended duration. But sometimes a target can retry their saving throw and

potentially end the effect early. In such situations, the power specifies "save ends at end of turn." Whenever this phrase appears, it means any creature affected by the power can repeat the saving throw on each of their turns, ending the effect on themselves early on a success.

SUPERNATURAL AND MUNDANE

"Supernatural" is a new game term that describes an effect or item that is either magical or psionic. For instance, a creature might have resistance to bludgeoning, piercing, and slashing damage from attacks that aren't supernatural. This means that as long as an attack comes from a spell, power, magic weapon, or psionic weapon, it overcomes the creature's damage resistances. If an attack, item, or effect isn't magical or psionic, it is referred to as "mundane."

This language was created after the core rules, *Strongholds & Followers*, *Kingdoms & Warfare*, and multiple issues of *ARCADIA*. Many creatures in these products are immune or resistant to bludgeoning, piercing, or slashing damage from nonmagical attacks. Though psionics aren't magic, the GM can decide that the damage dealt by powers counts as magic for the purpose of overcoming these creatures' damage immunities and resistances. Similarly, the GM can rule that creatures with the Magic Resistance or Limited Magic Immunity trait have advantage on saving throws against powers and psionic effects.

ATTACK ROLLS

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

COMBINING POWER EFFECTS

The effects of different powers add together while the durations of those powers overlap. The effects of the same power used multiple times on the same target don't combine, however. Instead, the most potent effect—such as the highest bonus—from those powers applies while their durations overlap, or the most recent effect applies if the powers are equally potent and their durations overlap.

NO MULTIPLES OF THE SAME POWER

You can't have multiple manifestations of the same power active at once. Powers with a duration of instantaneous that have ongoing effects after being manifested are an exception, and can be manifested again while the effects of an earlier manifestation are ongoing.

PHYSICAL DISPLAYS

Some powers talk about the manifester emitting a burst of energy, a beam of light, or some other physical display of psionic power. When you manifest a power that has such a display, you can choose how you direct it from your body. For example, a beam of psionic energy might flash from your outstretched hand, spring from your forehead, or erupt from your glowing eyes, as you determine.

POWER DETAILS

Powers follow the same rules as spells when it comes to range, targets, and areas of effect. Unlike spells, powers don't have components and can't be manifested as rituals. They also use special rules for concentration (see below).

POWER ORDER

Each power has an order from 1 to 6. A power of 1st order might let you hurl little objects through the air or produce small jets of flame out of nothing, while 6th-order powers allow you to bring down buildings or create a fiery vortex!

INCREASED ORDER

A power might let you increase its order to increase its effectiveness, allowing you to target more creatures, do more damage, extend the power's duration, and more. You choose to make this increase before you manifest the power, and can increase any power to a maximum of 6th order when you do so. Whenever the rules make reference to a power's order, that always means the order the power is manifested at, including any order increase, rather than the power's baseline order with no increases.

Some powers have multiple options for increasing their order. You can use more than one increased order option for a power at the same time, to a total maximum of 6th order.

POWER SPECIALTY

Every power falls under one of the following categories, known as specialties:

Chronopathy powers allow you to view future and past events, and to manipulate time to aid allies and hinder foes.

Metamorphosis powers allow you to strengthen and manipulate your body and the bodies of others, allowing for the performance of preternatural exploits.

Pyrokinesis powers allow you to create and manipulate fire by interacting with the potential energy found in all things.

Resopathy powers allow you to manipulate matter and space to create, alter, or displace your environment and the creatures and objects in it.

Telekinesis powers allow you to physically manipulate creatures and objects.

Telepathy powers allow you to communicate with, read, and influence the minds of other creatures.

1ST-ORDER POWERS

Powers of the 1st order are simple, and most creatures that can manifest them do so at will. They are similar to cantrips in many ways, and do not require a manifestation test or impose strain like higher-order powers. However, talents can gain strain by maintaining concentration on 1st-order powers (see "Strain to Maintain" in "The Talent").

DURATION

A power's duration is the length of time it remains active after you manifest it. When you manifest a power with a duration longer than instantaneous, it remains active for the specified duration. (Instantaneous powers work just like instantaneous spells, in that they affect the world only for an instant even if they produce an effect that lingers in the world.) You can choose to end any of your current active powers at any point on your turn without using an action. If you become incapacitated or die, all of your current active powers end immediately.

CONCENTRATION

Like spells, many powers require you to maintain concentration to keep their effects active. Unlike with spells, though, you can simultaneously maintain concentration on a number of powers equal to your proficiency bonus. However, you can't concentrate on a power and a spell or other effect at the same time.

If you take damage while maintaining concentration on multiple powers, you make one Constitution saving throw to maintain concentration. On a failure, all the powers you are concentrating on end, but a talent can take strain to keep these powers active (see "Strain to Maintain" in "The Talent").

MANIFESTATION TIME

Most manifestations require a single action to attempt to manifest, but some require a bonus action, a reaction, or much more time to manifest.

BONUS ACTION

You must use a bonus action to attempt to manifest the power, provided that you haven't already taken a bonus action this turn. You can't cast a spell or manifest another power during the same turn, except for a cantrip with a casting time of 1 action or a 1st-order power with a manifestation time of 1 action. Similarly, if you cast a spell with a casting time of 1 bonus action, you can't manifest a power during the same turn, except for a 1st-order power with a manifestation time of 1 action.

REACTIONS

A power whose manifestation time is a reaction is manifested in response to some event. If you can attempt to manifest a power as a reaction, the power description tells you exactly when you can do so.

SIGHT AND MANIFESTING

Many powers and talent class features rely on a creature being able to see a target. However, a strict interpretation of this rule is prohibitive to any player who wants to play a blind or visually impaired hero. This supplement uses the standard language found in the core rules regarding sight, but the GM can determine that a hero can use a different sense, even a supernatural one, in place of sight when it comes to powers, features, and traits.

LONGER MANIFESTATION TIMES

Certain powers require minutes or even hours to attempt to manifest. When you manifest such a power, you must spend your action each turn manifesting the power until its manifestation time is complete. If you fail to do so, the power fails. If you take damage while you are readying a power, you must succeed on a Constitution saving throw as if you were concentrating on the power, or it fails (see "Concentration").



THE TALENT

A HUMAN IN LEATHER ARMOR LIFTS THEIR HANDS IN the air as if conducting an orchestra. As a blood vessel bursts in their eyes and their nose begins to bleed, the human ignores the pain to cause three orbs of swirling energy to appear in orbit around them. With the orbs forming a protective barrier, the human strides toward a charging gnoll pack, their jaw set in grim determination.

Two monarchs sit at a table and negotiate a treaty while a robed elf stands watch over the proceedings. The elf puts one finger to their temple, quieting their mind and reading the leaders' thoughts in turn to weed out any lies before the monarchs' signatures are inked.

Roaring in anger, a ruby dragonborn raises a gloved fist at an oncoming owlbear. With a sudden rush of heat, a column of flame erupts from the ground to char flesh, feathers, and fur, causing the owlbear to flee. The dragonborn then collapses on the ground, fighting to breathe against the strain wrought by the power that saved their life.

The talent is a master of psionics—a source of incredible power created through sheer force of will. A talent can move and change matter, time, gravity, the laws of physics, or another creature's mind. In rare occurrences, a creature is born with the potential to harness psionic power. But only those who experience an awakening, an event that activates a talent's abilities, can tap into the mind's full strength.

MIND POWERS

Through exerting their will, talents can send telepathic messages across the land, control fire, shoot forth beams of psychic energy, and more. While psionics and magic share similarities and can sometimes achieve the same results, they have different sources of power. Spellcasters draw magic from the energies of the world around them. Psionic heroes manifest their powers from inside themselves, with a talent's abilities derived from a heightened force of will and mental fortitude. This strength allows a talent to harness their personal energy and project it into the world, letting them manipulate the environment, objects, and other creatures.

Though mages have a limited reserve of spell slots they can use each day, the talent is limited only by their own energy. Powerful psionic heroes can have multiple active powers at once and change reality at will.

But this limitless potential is built on a gamble. Every manifestation has a chance of harming the talent—and talents who use too many powers too quickly can die from the exertion.

AWAKENING

A talent's latent psionic power activates when they experience some kind of awakening. Many of these events occur when a psionic creature uses a power in the presence of the nascent talent. But a talent might also discover their power while in a heightened emotional state or a moment of need. Many talents manifest their powers for the first time to defend the ones they love, or to survive a dangerous situation.

FEW EXIST

Most high fantasy worlds hold far fewer talents than wizards or clerics. Most folks don't even know of talents, and those who do often laugh away the tales of mysterious mind mages as flights of fancy. Psionic potential among Humanoids is rare.

In different cultures and settings, people will respond differently to the existence of psionic Humanoids. In some places, the powers and intellect of talents might make them respected advisors, leaders, spies, and tacticians. In others, the public might be wary of those who can read minds without so much as a word or flourish. And in many areas, talents might be revered by some and mistrusted by others in equal measure.

A WILD TALENT APPEARS!

Why are talents and psionic powers so rare? Because most fantasy worlds don't include them at all! By making psionics rare—or even a secret—a GM can more easily introduce the concept into an existing game.

If you're starting a new campaign and want psionics to play a big role in the world you create, don't let the lore here stop you. A world where psionics are more common than magic sounds like a fun campaign! But if you're a GM or player who wants to use the talent or psionic powers in an existing game, then the fiction is built to make your life easier. Talents have always been part of the world, but no one really knew about them. Until now...

TALENT ACADEMIES

Though not every talent makes a formal study of psionics, groups of talents dedicated to specific psionic specialties maintain academies that search the land for new students, inviting them to come study and learn to control and increase their power. Many talents continue to live, work, and train at their academies long after they master their power. The heads of these institutions send experienced members out on quests to recruit new students, seek and control psionic monsters, and recover important artifacts.

Six talent academies are known—one for each psionic specialty. Because talents are rare, each academy has only a small number of members.

MAVERICK TALENTS

While most talents specialize in a particular psionic specialty, some are never driven to embrace such a focused approach to their power. These maverick talents

always work outside the structure of the academies. They might learn from one or more tutors or train their powers alone, possibly unaware that different psionic disciplines even exist. Mavericks learn techniques that can enhance any power they manifest.

VARIETY OF POWERS

A talent who dedicates themselves to a single specialty—chronopathy, metamorphosis, pyrokinesis, resopathy, telekinesis, or telepathy—has a chosen specialization built around that discipline. However, specialized talents also have access to powers from all other psionic specialties. A pyrokinetic talent might also read the minds of others, just as a telepath might be able to make a carriage float into the air through sheer force of will. Even talent academies, which focus on specific psionic specialties, teach their students to be well rounded in the art of psionics, learning to manifest numerous powers so as to be able to wield a helpful tool in any situation.

THE TALENT

Level	Proficiency Bonus	Features	Manifestation Die	1st-Order Powers	Strain Maximum
1st	+2	Psionic Powers, Strain to Maintain	d4	4	5
2nd	+2	Psionic Specialization	d4	4	6
3rd	+2	Psionic Exertion	d4	4	7
4th	+2	Ability Score Improvement	d4	5	8
5th	+3	3rd-Order powers	d6	5	9
6th	+3	Psionic Specialization feature	d6	5	10
7th	+3	Psychic Boost, Psionic Exertion improvement	d6	5	11
8th	+3	Ability Score Improvement	d6	5	12
9th	+4	4th-Order powers	d6	5	13
10th	+4	Psionic Specialization feature	d6	6	14
11th	+4	Psionic Bastion, Psionic Exertion improvement	d6	6	15
12th	+4	Ability Score Improvement, Psychic Boost (two uses)	d6	6	16
13th	+5	5th-Order powers	d8	6	17
14th	+5	Psionic Specialization feature	d8	6	18
15th	+5	Psionic Exertion improvement	d8	6	19
16th	+5	Ability Score Improvement	d8	6	20
17th	+6	6th-Order powers, Psychic Boost (three uses)	d8	6	21
18th	+6	Shielded Mind	d8	6	22
19th	+6	Ability Score Improvement	d8	6	23
20th	+6	Ignore Strain	d8	6	24

CREATING A TALENT

When you create a talent, first start by thinking about the powers you want your character to manifest. Most talents can do a little bit of everything, but what does your character do best and most often? Do you read the minds of spies, hurl objects across the room with a thought, bend time and space, enhance your body for battle, or control the dancing flames of an inferno?

You should also determine the details of your awakening. What made your psionic power first activate? Was it an encounter with a psionic monster or another talent? Did a moment of danger trigger your mental strength, allowing you to defend or avenge someone you cared about? Perhaps it was an instance of embarrassment, passion, rage, or other overwhelming emotion. Were you able to control your powers from the start, or did you cause many accidents? And in the aftermath, how did your family or community react when your gift manifested?

Finally, you should determine if your character joined a talent academy for training. If you did, are you still part of that institution? Who are the friends, mentors, and rivals you made, and where are they now? Who do you still keep in touch with? If your character didn't join an academy, why not? How do you train to use your powers, if at all? And how have your powers helped or hindered you while traveling your own path?

QUICK BUILD

You can make a talent quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution then Dexterity. Second, choose the sage background.

MULTICLASSING AND THE TALENT

If your group uses the optional rule for multiclassing, here's what you need to know if you choose talent as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least an Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already a talent.

Proficiencies Gained. If talent isn't your initial class, you gain no new proficiencies when you take your first level as a talent.

CLASS FEATURES

As a talent, you gain the following class features, which are summarized on the Talent table.

HIT POINTS

Hit Dice: 1d6 per talent level

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

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

PROFICIENCIES

Armor: Light

Weapons: Clubs, daggers, light crossbows, quarterstaves, slings, spears

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Animal Handling, Arcana, Deception, History, Insight, Investigation, Perception, and Persuasion

EQUIPMENT

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

- a spear; or a light crossbow and 20 bolts
- a scholar's pack or an explorer's pack
- leather armor and two daggers

Alternatively, you can forgo this starting equipment, as well as any equipment granted by your background, and instead start with $3d4 \times 10$ gp to spend on your starting equipment.

PSIONIC POWERS

1st-Level Talent Feature

With your psionic potential awakened, you can manifest powers through sheer force of will. See "Psionics" (above) for the general rules of manifesting powers, and "Powers" (below) for the list of powers you can choose from.

MANIFESTATION ABILITY

Intelligence is your manifestation ability for your talent powers, letting the sheer might of your mind manipulate the world around you. You use Intelligence whenever a power refers to your manifestation ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a talent power you manifest and when making an attack roll with a talent power.

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

Power attack modifier = your proficiency bonus
+ your Intelligence modifier

MANIFESTATION DIE

You have a manifestation die that you use when making manifestation tests (see below). At 1st level, your manifestation die is a d4. The die changes as you gain talent levels, as shown in the Manifestation Die column of the Talent table.

MANIFESTATION SCORE

Every power of 2nd order or higher has a manifestation score equal to its order. A power’s manifestation score increases by 1 for every other power you are concentrating on when you manifest it. For example, if you attempt to manifest the 2nd-order *again* power while concentrating on *apparition* and *caress of fire*, the manifestation score of *again* is 4.

MANIFESTATION TESTS

Whenever you manifest a power of 2nd order or higher, you must make a manifestation test at the end of the power’s manifestation time. To make a manifestation test, roll your manifestation die and note the result:

- If the roll is higher than the power’s manifestation score, you manifest the power.
- If the roll is equal to the power’s manifestation score, you manifest the power, then gain 1 strain.
- If the roll is lower than the power’s manifestation score, you manifest the power, then gain strain equal to the power’s order.

If the amount of strain you gain from manifesting a power would cause you to exceed your strain maximum (see “Strain” below), you can choose to either manifest the power then immediately die; or to not manifest the power, gain no strain, and drop to 0 hit points.

STRAIN

Manifesting psionic powers can put stress on a manifester’s body, mind, and soul. The strain mechanic represents this stress for your talent character.

Strain Maximum. At 1st level, your strain maximum is 5. If your strain ever exceeds your strain maximum, you die. If you are returned to life after dying as a result of gaining strain, you return to life with strain equal to your strain maximum.

Your strain maximum increases as you gain talent levels, as shown in the Strain Maximum column of the Talent table.

Gaining Strain. Strain can manifest in three different ways for a talent:

- When you gain **body strain**, your physical prowess is depleted.
- When you gain **mind strain**, your mental fortitude weakens.
- When you gain **soul strain**, your connection to self and reality weakens.

Whenever you gain strain, you choose which type of strain it is and how much strain is applied as that type. For example, if you gain 3 strain while manifesting a 3rd-order power, you can choose to gain all 3 strain as body, mind, or soul strain; you can gain 2 strain in body and 1 in mind; you can gain 1 strain each in body, mind, and soul; and so forth.

Strain Effects. As you gain strain, you gain detrimental strain effects as shown on the Talent Strain table. These effects are cumulative. For instance, if you have 3 body strain, you have disadvantage on Strength and Dexterity checks and your speed is halved.

THAT’S A LOT OF EFFECTS!

Although a talent can gain a total of twelve strain effects, only the highest-level talents need to worry about accumulating all those effects—and even then, they’re tough enough to handle it. For example, as a 1st-level talent, you could have strain equal to your maximum of 5 and suffer only three strain effects, whether you take 2 body strain, 2 mind strain, and 1 soul strain, or all 5 strain in body, mind, or soul. As you advance in this class and your strain maximum grows, you’ll be able to handle more strain effects and get used to the system.

The PDF version of this class includes a [custom character sheet](#) that makes it easy to track strain.

TALENT STRAIN

Strain	Body Strain Effects	Mind Strain Effects	Soul Strain Effects
1	Disadvantage on Strength and Dexterity checks	Can’t take the Dash, Disengage, or Dodge actions	Disadvantage on Wisdom and Charisma checks
2	No effect	No effect	No effect
3	Speed halved	Lose proficiency in all skills	Disadvantage on death saving throws
4	No effect	No effect	No effect
5	Disadvantage on Strength and Dexterity saving throws	–5 penalty to AC	Disadvantage on Wisdom and Charisma saving throws
6	No effect	No effect	No effect
7	Hit point maximum halved	Lose proficiency in all saving throws	When a supernatural effect causes you to regain hit points, you regain only half the amount you normally would
8	No effect	No effect	No effect

Optional Cosmetic Effects. Whenever you gain strain, you can also roll for or choose a cosmetic effect on the Optional Strain Effects table. These cosmetic effects don't impact game mechanics, but they can help you roleplay how taking on more strain feels to your character. You can easily create your own optional strain effects to be used in addition to or instead of the effects on the table.

OPTIONAL STRAIN EFFECTS	
d8	Effect
1	Your nose bleeds.
2	Your eyes become bloodshot.
3	Your breathing is labored.
4	You sweat profusely.
5	Your muscles ache.
6	You become unbearably hungry or thirsty.
7	You become more irritable.
8	You have a persistent headache.

Reducing Strain. When you finish a short rest, you can spend Hit Dice to remove strain instead of using them to regain hit points. For each Hit Die spent this way, you lose 1 strain from body, mind, or soul (your choice). When you finish a long rest, your strain is reduced to 0.

HELPING THE TALENT

During playtesting, other players often wanted to find ways to help a talent burdened with strain and its detrimental effects. Thankfully, this can be accomplished in several ways.

Using magic or other resources to restore hit points is a great help to a talent suffering from strain, because it means that during a short rest, the talent doesn't need to worry about spending Hit Dice to regain hit points and can reduce their strain instead. Likewise, spells such as *enhance ability* or *expeditious retreat* can minimize or compensate for the harmful effects of strain. Our playtests found that although most talents only rarely require such help, it's usually appreciated all the same.

1ST-ORDER POWERS

At 1st level, you know four 1st-order powers. You learn additional 1st-order powers of your choice at higher levels, as shown in the 1st-order Powers column of the Talent table. Manifesting 1st-order powers doesn't require a manifestation test.

POWERS KNOWN

At 1st level, you know two 2nd-order powers, which are the highest-order powers you can manifest. When you reach certain levels of this class, you can manifest powers of higher orders: 3rd-order powers at 5th level, 4th-order powers at 9th level, 5th-order powers at 13th level, and 6th-order powers at 17th level.

LEARNING NEW POWERS

At 1st level, you can learn only 2nd-order powers, and can manifest 1st-order and 2nd-order powers. But as you increase in level, there is no limit to the number of powers of 2nd order or higher that you can learn. Whenever you are able to manifest powers of a particular order, you can learn powers of that order.

Each time you gain a level in this class, you can learn one new power of any order between 2nd and the highest order of power you can manifest. Additionally, when you gain a level in this class, you can choose one of the powers you already know and replace it with another power of the same order or lower (minimum 2nd order).

Learning from Others. Whenever another creature you can see within 30 feet of you manifests a psionic power of 2nd order or higher, and that power is one you can learn and don't already know, you can use a reaction to roll your manifestation die. If you roll higher than the power's baseline order (ignoring any order increase when the power is manifested), you begin to learn the power. If you roll lower than the power's baseline order, you fail to learn the power and can't attempt to do so again until you finish a long rest.

The Learning New Powers table shows how long it takes to learn a new power you have successfully observed. You must spend 1 hour doing nothing but practicing the power each day of the learning period, and you can't attempt to learn any other new powers during this time. This 1-hour period of practice can be undertaken as a short rest. If you fail to spend 1 hour each day of the learning period studying the power, or if you begin to learn a different power before the learning period is over, you must successfully observe the power once more before trying to learn it this way again.

LEARNING NEW POWERS			
Order	Learning Period	Order	Learning Period
2nd	1 day	5th	12 days
3rd	4 days	6th	16 days
4th	8 days		

STRAIN TO MAINTAIN

1st-Level Talent Feature

Whenever you fail a Constitution saving throw to maintain concentration on one or more powers you gain from this class, you can gain strain to keep all the powers you are concentrating on active. This strain is equal to the sum of the order of those powers.

PSIONIC SPECIALIZATION

2nd-Level Talent Feature

You choose a psionic specialization based on the specialty that is the focus of your academy. Each specialization—Chronopath, Metamorph, Pyrokinetic, Resopath, Telekinetic, or Telepath—grants you unique features that reflect your training. Alternatively, if your character has eschewed the focused training of an academy, you can choose the Maverick specialization.

Your choice of specialization grants you features when you choose it at 2nd level and again at 6th, 10th, and 14th level.

PSIONIC EXERTION

3rd-Level Talent Feature

You can expend your energy to give your powers an extra effect. You gain one of the following Psionic Exertion options of your choice. You gain additional options at 7th, 11th, and 15th level.

You can use only one Psionic Exertion option on a power when you manifest it.

DESTRUCTIVE POWER

When you roll damage for a power, you can gain strain equal to half the power's order (minimum 1 strain) to make half the damage dice you rolled deal the die's maximum value instead of the number rolled.

DYNAMIC POWER

When a Medium or smaller creature is hit by an attack roll for a power you manifest or fails a saving throw against a power you manifest, you can gain 2 strain to move the target up to 15 feet in any direction or knock them prone. You can gain 3 strain to affect a Large creature with this Psionic Exertion option, or 4 strain to affect a Huge creature.

EXPANDED POWER

After you make a manifestation test to manifest a power that creates an area of effect, you can gain strain equal to the power's order to double all dimensions of the area of effect.

STARTING AT HIGHER LEVELS

If you're creating a new talent for a game that starts above 1st level, the GM can decide to give your character additional powers that have been learned after seeing them manifested by other talents or psionic creatures. As a guideline that your GM can adjust as desired, you gain a number of extra powers of 2nd order or higher equal to half your talent level.

This optional rule isn't necessary for your talent to maintain power parity with the rest of the characters in your party. Even if you never encounter another psionic creature to take advantage of being able to learn new powers by observation, you'll gain enough powers to stay impressive and impactful.

FASCINATING POWER

When a creature fails a saving throw against a power you manifest, you can activate this Psionic Exertion option. If the creature has a challenge rating equal to or lower than your talent level (or if its level is equal to or lower than your talent level, for creatures that don't have a challenge rating), you gain 2 strain and the target is charmed by you for 1 minute or until you or your companions do anything harmful to it. If the creature has a challenge rating or level higher than your talent level, you gain no strain and the target is unaffected.

A creature charmed in this way is friendly to you. When the condition ends for the target, they know they were charmed by you.

HALTING POWER

When a Medium or smaller creature fails a saving throw against a power you manifest, you can gain 2 strain to make the target restrained until the start of your next turn. You can gain 4 strain to affect a Large creature with this Psionic Exertion option.

MAGNIFIED POWER

After you make a manifestation test to manifest a power that has a duration of 1 minute or longer, you can gain 1 strain to double its duration, to a maximum of 24 hours.

Alternatively, after you make a manifestation test to manifest a power that has a range of 5 feet or greater, you can gain 1 strain to double the range of the power. After you make a manifestation test to manifest a power that has a range of touch, you can gain 1 strain to make the range of the power 30 feet.

OVERWHELMING POWER

When a creature succeeds on a saving throw against a power you manifest, you can gain strain equal to the power's order to force the creature to reroll the saving throw with a penalty equal to your proficiency bonus. The creature must use the new roll.

SHARED POWER

After you make a manifestation test to manifest a power that can target only one creature and doesn't create an area of effect, you can gain strain equal to the power's order to target a second creature in range with the same power.

TERRIFYING POWER

When a creature fails a saving throw against a power you manifest, you can activate this Psionic Exertion option. If the creature has a challenge rating equal to or lower than your talent level (or if its level is equal to or lower than your talent level, for creatures that don't have a challenge rating), you gain 3 strain and the target is frightened of you for 1 minute. If the creature has a challenge rating or level higher than your talent level, you gain no strain and the target is unaffected.

Whenever a creature frightened in this way takes damage, they make a Wisdom saving throw against your talent power save DC, ending the condition on themselves on a success.

ABILITY SCORE IMPROVEMENT

4th-Level Talent Feature

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.

PSYCHIC BOOST

7th-Level Talent Feature

You learn to focus your mind and draw forth reserved mental strength to replenish your body and brain. You can use a bonus action to remove strain equal to your proficiency bonus. Once you use this feature, you can't use it again until you finish a long rest.

You can use this feature twice between long rests starting at 12th level, and three times between long rests starting at 17th level.

PSIONIC BASTION

11th-Level Talent Feature

You gain mastery over your mind and emotions. You can't be charmed or frightened, and magic or psionics can't put you to sleep. Additionally, you have resistance to psychic damage.

SHIELDED MIND

18th-Level Talent Feature

Your mind instinctively shields you from danger. You have advantage on Intelligence, Wisdom, and Charisma saving throws, and you are immune to powers, spells, and other supernatural effects that allow other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Additionally, creatures can telepathically communicate with you only if you allow it.

IGNORE STRAIN

20th-Level Talent Feature

You use powers so frequently that your body has adapted to the strain put on them. Whenever you finish a long rest, choose body strain, mind strain, or soul strain. You ignore the effects of the chosen type of strain until you finish a long rest.



PSIONIC SPECIALIZATIONS

Every talent chooses a psionic specialization based on the specialty focus of the various talent academies—embracing the discipline of the Chronopath, the Metamorph, the Pyrokinetic, the Resopath, the Telekinetic, or the Telepath—or takes up the Maverick specialization for independent talents, which is presented at the end of this section. A talent is strongest while manipulating the powers defined by their chosen specialization, though not at the expense of weakening their prowess with other powers.

CHRONOPATH

Your awakened mind manipulates the flow of time, making it simply another dimension that all things move through. Unlike you, most creatures go in one direction through time, but you can look and wander back and forth, slow it down, speed it up, or make it stand still. Chronopaths are sometimes called time masters, and those who follow the Chronopath specialization do so at the Academy of Time.

CHRONOPATH FEATURES

Talent Level	Feature
2nd	Chronopathy Adept, Rapid Manifestation
6th	Decay
10th	Fickle Readiness
14th	Time Pocket

CHRONOPATHY ADEPT

2nd-level Chronopath Feature

When you roll a manifestation die to learn a new chronopathy power, you can roll the die twice and use either roll.

In addition, after you make a manifestation test to manifest a chronopathy power, you can reroll the manifestation die and use either roll. You can reroll a number of manifestation tests equal to your Intelligence modifier (minimum one test), regaining all uses when you finish a long rest. You can use this feature only once for a single manifestation test.

RAPID MANIFESTATION

2nd-level Chronopath Feature

You cause time around you to shift, speeding up the amount of time it takes to manifest a power. When you manifest a power, you can use this feature to shorten its manifestation time in any of the following ways:

- You manifest a power that normally requires a bonus action or a reaction (no action required). You can't cast a spell or manifest another power during the same turn, except for a cantrip with a casting time of 1 action or a 1st-order power with a manifestation time of 1 action.

- You use a bonus action to manifest a power that normally requires an action.
 - You use an action to manifest a power that normally requires 1 minute.
 - If a power has a manifestation time greater than 1 minute, you can manifest it in half its normal time.
- You can use this feature a number of times equal to your Intelligence modifier (minimum once), regaining all uses when you finish a long rest.

DECAY

6th-level Chronopath Feature

You rapidly advance the age of objects with your mind, causing them to turn to dust. You can use an action to gain 1 strain while touching a mundane object not carried or worn by another creature. If the object is Medium or smaller, it disintegrates into a pile of dust. If the object is Large or bigger, you disintegrate a 5-foot-cubic portion of the object.

Additionally, while touching a Construct, you can use an action to gain strain up to your proficiency bonus. The Construct must make a Wisdom saving throw against your talent power save DC, taking 2d10 necrotic damage for each strain you gain on a failed save, or half as much damage on a successful one.

FICKLE READINESS

10th-level Chronopath Feature

At the beginning of a fight, you bend time to your advantage. If you are surprised at the start of combat and aren't incapacitated, you can act normally on your first turn. You can also gain 1 strain to allow a surprised creature within 90 feet of you that you can see to act normally on their first turn.

Additionally, whenever you roll initiative, you can switch the initiative count of two creatures you can see within 90 feet of you that rolled initiative at the same time as you.

TIME POCKET

14th-level Chronopath Feature

You temporarily remove a creature from space and time with your mind. As an action, you gain 3 strain and focus your mind on bending time around a creature you can see within 120 feet of you, which must make a Charisma saving throw against your talent power save DC. On a failed save, the creature takes 6d10 psychic damage and disappears, reappearing at the end of your turn 1d4 + 1 rounds later. The creature reappears in the space it previously occupied, or the nearest unoccupied space. On a success, the creature takes half as much damage and their speed is halved until the end of their next turn.



METAMORPH

Your brain allows you to alter a creature’s body chemistry, letting you close wounds, grant superpowers, and even bring back the dead with a mere touch of the mind. Metamorphs are sometimes called changers, and those who make a formal study of the Metamorph specialization do so at the Academy of Body.

METAMORPH FEATURES

Talent Level	Feature
2nd	Metamorphosis Adept, Psionic Toughness
6th	Mind Surgeon, Super Senses
10th	Death Foiled
14th	Psionic Evolution

METAMORPHOSIS ADEPT

2nd-level Metamorph Feature

When you roll a manifestation die to learn a new metamorphosis power, you can roll the die twice and use either roll.

In addition, after you make a manifestation test to manifest a metamorphosis power, you can reroll the manifestation die and use either roll. You can reroll a number of manifestation tests equal to your Intelligence modifier (minimum one test), regaining all uses when you finish a long rest. You can use this feature only once for a single manifestation test.

PSIONIC TOUGHNESS

2nd-level Metamorph Feature

Your touch enhances a creature’s toughness. As an action, you touch one creature (which can be yourself) and confer the following benefits to them for 1 hour:

- The creature’s hit point maximum and current hit points increase by a number equal to your Intelligence modifier + your talent level (minimum 1).
- The creature has advantage on death saving throws.

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

MIND SURGEON

6th-level Metamorph Feature

By force of will alone, you close a creature’s wounds or cure what ails them. As an action, you touch one creature (which can be yourself) and gain strain up to your proficiency bonus. For each strain you gain this way, the target regains 1d10 hit points, or you cure the target of one disease or neutralize one poison affecting them.

SUPER SENSES

6th-level Metamorph Feature

The psionic power flowing through your body heightens your senses. You add a bonus equal to your Intelligence modifier to Wisdom (Perception) checks and to your passive Wisdom (Perception) score.

DEATH FOILED

10th-level Metamorph Feature

By expending psionic energy, you return a dead creature to life. After spending 1 hour concentrating on and touching the remains of a creature that died within the last 8 hours, you gain 8 strain, and the creature returns to life with 1 hit point. Any poisons or diseases that affected the creature when they died are neutralized or cured when they return to life. This power closes all mortal wounds and restores any missing body parts.

Additionally, if you die and can gain 8 strain without surpassing your strain maximum, you gain 8 strain and your remains reform 1 hour after your death. When your remains reform, you return to life as above.

You can use this feature to return a creature to life (including yourself) once, regaining the ability to do so when you finish a long rest.

PSIONIC EVOLUTION

14th-level Metamorph Feature

Any creature that benefits from your Psionic Toughness feature gains the following additional benefits for 1 hour:

- The creature is immune to disease, poison damage, and the poisoned condition.
- The creature’s speed increases by 10 feet.
- Once on each of the creature’s turns when they deal damage to a target with an attack, power, or spell, they can deal extra psychic damage to the target equal to your Intelligence modifier (minimum 1 damage).



PYROKINETIC

By interacting with the explosive energy found in all things, you can create and manipulate fire with your mind. To you, the flames you wield might be a beautiful work of art, a representation of your burning passion or rage, or simply a tool you use to do your job. Pyrokinetics are sometimes called burners, and those who take up the Pyrokinetic specialization do so at the Academy of Fire.

PYROKINETIC FEATURES	
Talent Level	Feature
2nd	Flame On, Pyrokinesis Adept
6th	Bend Flame
10th	Heat Seeking
14th	Immolate

FLAME ON

2nd-level Pyrokinetic Feature

As an action, you psionically create a ball of flame that appears on your body. The flame harms neither you nor your equipment, and sheds bright light in a 20-foot radius and dim light for an additional 20 feet. You can create only one flame at a time this way.

As part of the action used to create the flame, or as an action if you created the flame previously, you can make a melee or ranged power attack with it. If you make a ranged attack, you can hurl the flame at a target up to 60 feet away from you. On a hit, the target takes fire damage equal to 1d6 + your Intelligence modifier (minimum +1). Any flammable object hit by the flame ignites if it isn't being worn or carried.

The flame lasts until you make an attack with it or dismiss it (no action required). If you become incapacitated, the flame disappears.

As you reach higher levels in this class, this feature allows you to create more than one flame. When you attack while holding multiple flames, you do so with all of them at once, making separate attack rolls for each flame and directing them at one target or several. You can create two flames at 5th level, three flames at 11th level, and four flames at 17th level.

PYROKINESIS ADEPT

2nd-level Pyrokinetic Feature

When you roll a manifestation die to learn a new pyrokinesis power, you can roll the die twice and use either roll.

In addition, after you make a manifestation test to manifest a pyrokinesis power, you can reroll the manifestation die and use either roll. You can reroll a number of manifestation tests equal to your Intelligence modifier (minimum one test), regaining all uses when you finish a long rest. You can use this feature only once for a single manifestation test.

BEND FLAME

6th-level Pyrokinetic Feature

A mastery of pyrokinesis allows you to change flame into raw energy and bend it to your will. Whenever you manifest a pyrokinesis power, you can pick one of the following options:

- You can change any fire damage dealt by the power to force damage.
- Choose a number of creatures affected by the power equal to the power's order. The chosen creatures automatically succeed on their saving throws against the power, and they take no damage if they would normally take half damage on a successful save.

HEAT SEEKING

10th-level Pyrokinetic Feature

Your psionic fires can seek and destroy your targets. Ranged attacks you make with the flames created by your Flame On feature have a range of 120 feet. All attacks you make with your Flame On feature ignore half cover and three-quarters cover.

Additionally, the fire damage dealt by attacks made with your Flame On feature improves to 1d8 + your Intelligence modifier (minimum +1).

IMMOLATE

14th-level Pyrokinetic Feature

Channeling your pyrokinesis powers lets you set your enemies ablaze. Once per turn when you deal fire damage to a creature with a pyrokinesis power or your Flame On feature, you can make the target catch fire for 1 minute. While on fire, a target takes fire damage equal to twice your proficiency bonus at the start of each of their turns. At the end of each of their turns, a target can make a Dexterity saving throw against your talent power save DC, extinguishing the fire on themselves on a success.



RESOPATH

Through sheer force of will, you create and reshape objects and creatures, literally making your dreams and your enemies’ nightmares come true. Resopaths are sometimes called makers, and those who enter the Resopath specialization do so at the Academy of Creation.

RESOPATH FEATURES

Talent Level	Feature
2nd	Manipulate Terrain, Resopathy Adept
6th	Manifest Ally
10th	Imagination Creation
14th	Nightmare Terrain

MANIPULATE TERRAIN

2nd-level Resopath Feature

You can shape the terrain around you, making it disadvantageous for your enemies by creating grasping hands, sentient vines, or other hindrances. As a bonus action, choose a point on the ground you can see within 60 feet of you. A 20-foot-square area centered on that point becomes difficult terrain for creatures of your choice. The effect remains in the area for 1 minute, or until you use this feature again.

Once the area is established, you can use a bonus action each round to move the area up to 20 feet, or to move one willing creature you can see within the area to any unoccupied space within the area.

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

RESOPATHY ADEPT

2nd-level Resopath Feature

When you roll a manifestation die to learn a new resopathy power, you can roll the die twice and use either roll.

In addition, after you make a manifestation test to manifest a resopathy power, you can reroll the manifestation die and use either roll. You can reroll a number of manifestation tests equal to your Intelligence modifier (minimum one test), regaining all uses when you finish a long rest. You can use this feature only once for a single manifestation test.

MANIFEST ALLY

6th-level Resopath Feature

The power of your mind creates one or more living creatures that come to your aid. As a bonus action, you gain strain to create a soulless creature with the statistics of a Beast of your choice, whose challenge rating is no higher than your talent level divided by 3 (rounded down). The strain you gain equals the creature’s challenge rating (minimum 1).

The creature appears in an unoccupied space of your choice within 30 feet of you that you can see, and acts after you on your initiative count. The creature can understand any languages you speak and follows your commands to the best of their ability. If you don’t issue any commands to the creature, they defend themselves from hostile creatures but otherwise take no actions. Your manifested ally disappears if they are reduced to 0 hit points, if you die, if you use this feature again to create another ally, or after 10 minutes.

IMAGINATION CREATION

10th-level Resopath Feature

You make objects you need appear from nowhere. As an action, you create any Large or smaller mundane object, which appears in an unoccupied space within 5 feet of you, with you touching the object. You can use this feature to create a copy of any object you have touched, such as a key or a statue of a specific dragon. This feature can’t be used to make functional spell components.

The object you create disappears if you stop touching it for 5 minutes or until you use this feature again. You can use this feature a number of times equal to your Intelligence modifier (minimum once), regaining all uses when you finish a long rest.

NIGHTMARE TERRAIN

14th-level Resopath Feature

Terrain you shape with your mind is capable of harming your enemies. At the start of each of your turns while your Manipulate Terrain feature is active, you can select up to three creatures you can see in the area affected by that feature and shape the ground around them into attacking weapons (no action required). Each creature must succeed on a Dexterity saving throw against your talent power save DC or take bludgeoning, piercing, or slashing damage (your choice) equal to your talent level.



TELEKINETIC

Your psionic powers allow you to physically manipulate other objects and creatures. All the world is a puppet show and you are the puppet master, pulling invisible strings that can send stones, people, and even buildings flying. Telekinetics are sometimes called movers, and those who undertake the Telekinetic specialization do so at the Academy of Motion.

TELEKINETIC FEATURES

Talent Level	Feature
2nd	Invisible Armor, Telekinesis Adept
6th	Strong Mind
10th	Reflective Armor
14th	Mind Wings

INVISIBLE ARMOR

2nd-level Telekinetic Feature

By altering the arc of incoming attacks, you ward yourself or your allies against those attacks. When you or a creature you can see within 30 feet of you is hit by an attack, you can use a reaction to give the target of the attack a bonus to AC. This bonus is equal to your Intelligence modifier (minimum 1), is effective against the triggering attack, and lasts until the start of your next turn. You can use this feature a number of times equal to your Intelligence modifier (minimum once), regaining all uses when you finish a long rest.

TELEKINESIS ADEPT

2nd-level Telekinetic Feature

When you roll a manifestation die to learn a new telekinesis power, you can roll the die twice and use either roll.

In addition, after you make a manifestation test to manifest a telekinesis power, you can reroll the manifestation die and use either roll. You can reroll a number of manifestation tests equal to your Intelligence modifier (minimum one test), regaining all uses when you finish a long rest. You can use this feature only once for a single manifestation test.

STRONG MIND

6th-level Telekinetic Feature

Whenever you manifest a power that allows you to move one or more creatures or objects, you can increase the distance the power allows you to move the targets by 10 feet.

Additionally, when you make a Strength or Dexterity saving throw, you can gain 1 strain to make an Intelligence saving throw instead.

REFLECTIVE ARMOR

10th-level Telekinetic Feature

Enemies feel your power when their attacks are reflected back at them. When you use a reaction to activate Invisible Armor and the triggering attack misses, you can make a power attack roll against the creature that triggered the reaction. If your attack hits, the target is hit by the triggering attack and takes extra damage equal to your Intelligence modifier (minimum 1).

MIND WINGS

14th-level Telekinetic Feature

The might of your mind allows you to move yourself and your allies with ease. You gain a flying speed of 60 feet.

In addition, as a bonus action, you can move a willing creature you can see within 60 feet of you up to 15 feet in any direction, including up. A creature moved up begins to fall as soon as that movement ends.



TELEPATH

Your psionic powers read and manipulate the minds of others. With only a thought, you can communicate with people silently over great distances, uncover hidden secrets, and turn enemies into friends. Telepaths are sometimes called readers, and those who make a formal study of the Telepath specialization do so at the Academy of Mind.

TELEPATH FEATURES

Talent Level	Feature
2nd	Greater Telepathy, Telepathy Adept
6th	Emotional Intelligence, Not in the Face
10th	Shared Connection
14th	Truth Hurts

GREATER TELEPATHY

2nd-level Telepath Feature

You gain the ability to telepathically communicate at will. You can speak telepathically to any creature within 30 feet of you, which understands you whether or not the two of you share a common language. You can communicate even with creatures that have a low Intelligence or that understand no languages, and can speak telepathically in this way to one creature at a time.

Additionally, as an action, you can forge a telepathic link with other willing creatures of your choice within 30 feet of you, up to a total number of creatures equal to your Intelligence modifier. This link lasts for 1 hour. You and any of the targets can communicate telepathically with each other through the bond, whether or not you share a common language. Once this telepathic link is established, communication is possible over any distance, though it can't extend to other planes of existence. If you are incapacitated or die, the telepathic link ends.

You can use this feature a number of times equal to your Intelligence modifier (minimum once), regaining all uses when you finish a long rest. If you create a telepathic link with this feature while an existing link is already active, the first link ends.

TELEPATHY ADEPT

2nd-level Telepath Feature

When you roll a manifestation die to learn a new telepathy power, you can roll the die twice and use either roll.

In addition, after you make a manifestation test to manifest a telepathy power, you can reroll the manifestation die and use either roll. You can reroll a number of manifestation tests equal to your Intelligence modifier (minimum one test), regaining all uses when you finish a long rest. You can use this feature only once for a single manifestation test.

EMOTIONAL INTELLIGENCE

6th-level Telepath Feature

Your awakened mind is acutely sensitive to the emotions of others. Whenever you make an ability check that makes use of the Deception, Insight, Intimidation, or Persuasion skills, you gain a bonus to the check equal to your Intelligence modifier (minimum +1).

NOT IN THE FACE

6th-level Telepath Feature

Your foes develop an overwhelming sympathy for you thanks to your telepathy powers. When a creature fails a saving throw against a power you manifest, you can momentarily flood the creature with conflicting emotions that prevent them from attacking you until the start of your next turn. Creatures that can't be charmed are immune to this effect.

SHARED CONNECTION

10th-level Telepath Feature

You can facilitate an incredible psychic connection between yourself and other creatures. When you forge a telepathic link with your Greater Telepathy feature, each linked creature gains the following benefits:

- The creature can choose to hear, smell, and see what any other linked creature experiences.
- Each creature can take the Help action as a bonus action to aid another linked creature.
- A creature can use the Help action to grant advantage on another linked creature's attack roll even if the creature taking the Help action isn't within 5 feet of the target of the attack.

TRUTH HURTS

14th-level Telepath Feature

As you open up the minds of your enemies, you cause their secrets to spill forth. Whenever a creature fails a saving throw against a telepathy power you manifest, you can choose one of the following options:

- You gain any amount of strain, then deal psychic damage to the creature equal to 2d8 for each strain you gain this way.
- You gain 2 strain to telepathically ask the creature one question, which they answer telepathically, honestly, and fully to the best of their ability. A creature that can't be charmed is immune to this effect.



MAVERICK

You don't belong to a talent academy. Whether you rejected the offer when it came your way, or you don't even know such places exist, you make no special distinction between the powers you wield. By undertaking the Maverick specialization, you hone innate abilities that make any power you manifest more effective.

MAVERICK FEATURES

Talent Level	Feature
2nd	Raw Power, Reduce Stress
6th	Energy Unleashed
10th	Shock Absorption
14th	Full Force

RAW POWER

2nd-level Maverick Feature

Your raw mental power hits your enemies harder. You can add your Intelligence modifier to one damage roll of any 1st-order power you manifest.

REDUCE STRESS

2nd-level Maverick Feature

You have trained your mind to take on less stress. When you gain strain as a result of manifesting a power, you can halve the strain you gain, to a minimum 1 strain. Once you use this feature, you can't use it again until you finish a short or long rest.

ENERGY UNLEASHED

6th-level Maverick Feature

When your powers tax you, you release some of that debilitating energy out into the world. Whenever you gain strain, you can choose a creature you can see within 60 feet of you. That creature must succeed on a Wisdom saving throw against your talent power save DC or take 1d6 psychic damage for each strain you gain.

STRAIN ORDER OF OPERATIONS

Whenever a feature, trait, or other option allows you to create an effect based on the amount of strain you gain, first apply any features, traits, or other options that reduce or increase strain before creating the effect. For example, if a maverick talent manifests a 4th-order power, rolls a 1 on their manifestation test, and gains 4 strain as a result, they can use all 4 strain to fuel their Energy Unleashed feature; or they can use their Reduce Stress feature to take only 2 strain, then use those 2 strain to fuel Energy Unleashed. They can't use Energy Unleashed first to deal full damage based on the strain they gained, then use Reduce Stress to eliminate some of that strain.

SHOCK ABSORPTION

10th-level Maverick Feature

By making use of your psychic energy, you shield yourself from harm. Whenever you take damage, you can use your reaction to gain 1 strain and halve the damage.

FULL FORCE

14th-level Maverick Feature

With intense focus, you pour all your might into a manifested power. When you deal damage with a power, you can deal maximum damage instead of rolling damage dice. Once you use this feature, you can't use it again until you finish a short or long rest.

POWERS

THIS SECTION BEGINS WITH LISTS OF THE PSIONIC powers available for talents to learn, organized first by order, then by specialty. The remainder of the section contains power descriptions presented by order, then alphabetically by name.

STRONGHOLDS & WARFARE

If you read about gemstone dragons in *Strongholds & Followers* or *Kingdoms & Warfare*, you might notice that some of the psionic powers the dragons have access to are reproduced here, but work a little differently. The powers in this document with the same name as psionic powers in other MCDM products count as the same power for the purpose of the talent observing and learning the power.

1ST-ORDER POWERS

Apparition (Resopathy)
Caress of Fire (Pyrokinesis)
Concussive Slam (Telekinesis)
Flame's Master (Pyrokinesis)
Glimpse (Chronopathy)
Illuminator (Resopathy)
Incinerate (Pyrokinesis)
Influence (Telepathy)
Invisible Force (Telekinesis)
Minor Acceleration (Metamorphosis)
Psionic Bolt (Resopathy)
Psionic Shift (Telekinesis)
Psychic Stab (Telepathy)
Rewrite (Resopathy)
Shared Thoughts (Telepathy)
Sharpened Senses (Metamorphosis)
Time Thief (Chronopathy)

2ND-ORDER POWERS

Adapt (Metamorphosis)
Again (Chronopathy)
Awe (Telepathy)
Believe (Telepathy)
Bolster Ego (Telepathy)
Choke (Telekinesis)
Disappear (Metamorphosis)
Flay (Metamorphosis)
Fluid Motion (Metamorphosis)
Fortify (Metamorphosis)
Ignite (Pyrokinesis)
Intuition (Chronopathy)
Jaunt (Resopathy)
Kindling (Pyrokinesis)

Kinetic Crush (Telekinesis)
Make Friends (Telepathy)
Mindscape (Resopathy)
Penetrating Sight (Metamorphosis)
Precognition (Chronopathy)
Read Object (Chronopathy)
Read Thoughts (Telepathy)
Repel (Telekinesis)
Scorch (Pyrokinesis)
Share Pain (Telepathy)
Sixth Sense (Metamorphosis)
Veritas (Telepathy)
Weight (Resopathy)

3RD-ORDER POWERS

Amplify (Metamorphosis)
Beam Gaze (Metamorphosis)
Capture Energy (Telekinesis)
Clarity (Telepathy)
Cure Ailment (Metamorphosis)
Dagger of the Mind (Telepathy)
Distant Voice (Telepathy)
Elsewhere (Resopathy)
Embrace the Deep (Metamorphosis)
Extinguish (Resopathy)
Forget (Chronopathy)
Guise (Resopathy)
Icon of Fear (Resopathy)
Imbue Flame (Pyrokinesis)
Iron (Metamorphosis)
Overheat (Pyrokinesis)
Pulse (Telekinesis)
Ravages of Time (Chronopathy)
Restore the Past (Chronopathy)
Smoke Screen (Pyrokinesis)
Telekinetic Burst (Telekinesis)

4TH-ORDER POWERS

Aura Projection (Telepathy)
Fire Form (Pyrokinesis)
Fulcrum (Telekinesis)
Gravitational Collapse (Telekinesis)
Harlequin (Telepathy)
Melt (Pyrokinesis)
Memory Gap (Chronopathy)
Momentary Lapse of Reason (Resopathy)
Psionic Resilience (Metamorphosis)
Reminisce (Resopathy)
Shadow Form (Metamorphosis)
Stasis Field (Chronopathy)

5TH-ORDER POWERS

Bones of Glass (Metamorphosis)
Broadcast (Telepathy)
Chariot of Thought (Telekinesis)
Detonate (Pyrokinesis)
Force Orbs (Telekinesis)
Fracture (Telepathy)
Heat Shell (Pyrokinesis)
Psychic Projection (Telepathy)
Restructure (Resopathy)
Reveal the Path (Chronopathy)
Target of Hate (Resopathy)
The Real (Metamorphosis)
Witness Demise (Chronopathy)

6TH-ORDER POWERS

Ally of Time (Chronopathy)
Brain Overload (Metamorphosis)
Concussive Wave (Telekinesis)
Crucible (Pyrokinesis)
Fold Space (Resopathy)
Heat Transfer (Pyrokinesis)
Mass Choke (Telekinesis)
Mindwipe (Telepathy)
Paragon (Metamorphosis)
Reflection (Resopathy)
Rejuvenate (Chronopathy)
Souls Intertwined (Telepathy)
Steel (Metamorphosis)

CHRONOPATHY POWERS

Again (2nd Order)
Ally of Time (6th Order)
Forget (3rd Order)
Glimpse (1st Order)
Intuition (2nd Order)
Memory Gap (4th Order)
Precognition (2nd Order)
Ravages of Time (3rd Order)
Read Object (2nd Order)
Rejuvenate (6th Order)
Restore the Past (3rd Order)
Reveal the Path (5th Order)
Stasis Field (4th Order)
Time Thief (1st Order)
Witness Demise (5th Order)

METAMORPHOSIS POWERS

Adapt (2nd Order)
Amplify (3rd Order)
Beam Gaze (3rd Order)
Bones of Glass (5th Order)
Brain Overload (6th Order)

Cure Ailment (3rd Order)
Disappear (2nd Order)
Embrace the Deep (3rd Order)
Flay (2nd Order)
Fluid Motion (2nd Order)
Fortify (2nd Order)
Iron (3rd Order)
Minor Acceleration (1st Order)
Paragon (6th Order)
Penetrating Sight (2nd Order)
Psionic Resilience (4th Order)
Shadow Form (4th Order)
Sharpened Senses (1st Order)
Sixth Sense (2nd Order)
Steel (6th Order)
The Real (5th Order)

PYROKINESIS POWERS

Caress of Fire (1st Order)
Crucible (6th Order)
Detonate (5th Order)
Fire Form (4th Order)
Flame's Master (1st Order)
Heat Shell (5th Order)
Heat Transfer (6th Order)
Ignite (2nd Order)
Imbue Flame (3rd Order)
Incinerate (1st Order)
Kindling (2nd Order)
Melt (4th Order)
Overheat (3rd Order)
Scorch (2nd Order)
Smoke Screen (3rd Order)

RESOPATHY POWERS

Apparition (1st Order)
Elsewhere (3rd Order)
Extinguish (3rd Order)
Fold Space (6th Order)
Guise (3rd Order)
Icon of Fear (3rd Order)
Illuminator (1st Order)
Jaunt (2nd Order)
Mindscape (2nd Order)
Momentary Lapse of Reason (4th Order)
Psionic Bolt (1st Order)
Reflection (6th Order)
Reminisce (4th Order)
Restructure (5th Order)
Rewrite (1st Order)
Target of Hate (5th Order)
Weight (2nd Order)

TELEKINESIS POWERS

Capture Energy (3rd Order)
Chariot of Thought (5th Order)
Choke (2nd Order)
Concussive Slam (1st Order)
Concussive Wave (6th Order)
Force Orbs (5th Order)
Fulcrum (4th Order)
Gravitational Collapse (4th Order)
Invisible Force (1st Order)
Kinetic Crush (2nd Order)
Mass Choke (6th Order)
Psionic Shift (1st Order)
Pulse (3rd Order)
Repel (2nd Order)
Telekinetic Burst (3rd Order)

TELEPATHY POWERS

Aura Projection (4th Order)
Awe (2nd Order)
Believe (2nd Order)
Bolster Ego (2nd Order)
Broadcast (5th Order)
Clarity (3rd Order)
Dagger of the Mind (3rd Order)
Distant Voice (3rd Order)
Fracture (5th Order)
Harlequin (4th Order)
Influence (1st Order)
Make Friends (2nd Order)
Mindwipe (6th Order)
Psychic Projection (5th Order)
Psychic Stab (1st Order)
Read Thoughts (2nd Order)
Share Pain (2nd Order)
Shared Thoughts (1st Order)
Souls Intertwined (6th Order)
Veritas (2nd Order)

1ST-ORDER POWER DESCRIPTIONS

The talent's 1st-order powers are presented in alphabetical order.

APPARITION

1st-Order Resopathy

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You create a sound or an image that only you and one creature within range perceive. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar,

a musical instrument, or any other sound you choose. If you create an image, it must fit within a 5-foot cube and can't move. The image can't create any effect that influences a sense other than sight. The image disappears if the perceiving creature touches it.

CARESS OF FIRE

1st-Order Pyrokinesis

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch a willing creature, which becomes wreathed in psionic fire that isn't harmful to you or them. Whenever another creature within 5 feet of the target touches them for the first time on a turn or hits them with a melee attack, that creature takes 1d4 fire damage.

CONCUSSIVE SLAM

1st-Order Telekinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You slam a field of invisible force down upon a creature you can see within range, which must make a Strength saving throw. On a failed save, the target takes 1d4 force damage and is knocked prone.

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

FLAME'S MASTER

1st-Order Pyrokinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You emit a burst of psionic energy that affects every Medium or smaller fire-based light source within range, allowing you to ignite a target light source or snuff it out, choosing individually for each source. Such light sources include campfires, candles, fireplaces, lanterns, oil lamps, torches, and the like, but don't include supernatural sources such as a *sun blade* or an object affected by the *light* spell.

GLIMPSE

1st-Order Chronopathy

Manifestation Time: 1 bonus action

Range: 5 feet

Duration: Concentration, up to 1 round

Pick one willing creature within range other than you. You glimpse that creature's immediate future and impart a word of warning into their mind. The next attack roll made against the target before the end of your next turn has disadvantage.

ILLUMINATOR

1st-Order Resopathy

Manifestation Time: 1 action

Range: Self (30-foot cone)

Duration: 1 hour

You create a focused 30-foot cone of bright light, which has sharp edges and gives off no dim light. You can change the color of the light and can turn it on and off as you desire (no action required).

INCINERATE

1st-Order Pyrokinesis

Manifestation Time: 1 action

Range: 60 feet (5-foot cube)

Duration: 1 round

You cause a column of flame filling a 5-foot cube to burst forth from the ground at a point you can see within range. The flame then burns until the end of your next turn. Any creature in the column's space when you manifest the power, or which moves into the column's space for the first time on a turn or ends their turn there, must succeed on a Dexterity saving throw or take 1d6 fire damage. The column ignites flammable objects in its area that aren't being worn or carried.

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

INFLUENCE

1st-Order Telepathy

Manifestation Time: 1 bonus action

Range: 30 feet

Duration: Instantaneous

Choose one creature within range, then make a Charisma check to influence or entertain that creature, making use of appropriate skills as the GM allows. Touching the mind of the target grants you advantage on the check, which carries no additional supernatural power.

If you fail the check, the creature realizes that you attempted to use psionics to influence their mood, and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways at the GM's discretion, depending on the nature of your interaction with them.

Creatures that can't be charmed are immune to this effect.

INVISIBLE FORCE

1st-Order Telekinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

When you manifest this power, pick one of the following options:

Manipulate Object. You manipulate one object with movable parts within range. For example, you could open or close a door, pull a lever, or play a few notes on a harpsichord.

Move Object. Choose one object that weighs 5 pounds or less within range. You move that object up to 30 feet, including up, but not beyond the range of this power. An object moved up begins to fall as soon as that movement ends.

Object Attack. Pick one object that weighs 5 pounds or less within range, and one creature within range. You hurl the object at the creature, making a ranged power attack. On a hit, the target takes 1d8 bludgeoning, piercing, or slashing damage, depending on the nature of the object. This attack's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

MINOR ACCELERATION

1st-Order Metamorphosis

Manifestation Time: 1 bonus action

Range: Touch

Duration: 1 round

You touch a willing creature to cause their speed to increase by 10 feet until the end of your next turn.

PSIONIC BOLT

1st-Order Resopathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You shoot forth a purple beam of psychic force to strike a creature or object in range. Make a ranged power attack against the target. On a hit, the target takes 1d6 force damage, and if they are Large or smaller, they are pushed 5 feet away from you.

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

PSIONIC SHIFT

1st-Order Telekinesis

Manifestation Time: 1 bonus action

Range: 15 feet

Duration: Instantaneous

Choose one creature other than you that you can see within range, and that isn't grappled or restrained. The target must succeed on a Strength saving throw or be moved 5 feet in a direction of your choice. The target can choose to fail this saving throw.

PSYCHIC STAB

1st-Order Telepathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

One creature you can see within range must make an Intelligence saving throw. On a failed save, the target takes 1d10 psychic damage.

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

REWRITE

1st-Order Resopathy

Manifestation Time: 1 action

Range: 5 feet

Duration: Concentration, up to 10 minutes

You bend a small portion of reality to target a Tiny mundane object within range that isn't carried or worn by another creature. For the duration, that object is transformed into another Tiny mundane object of your choice, which must be of the same or lesser value as the original.

SHARED THOUGHTS

1st-Order Telepathy

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 round

You choose a creature within range that you are aware of and send them a telepathic message of up to twenty-five words, or a single visual image that can include no more than twenty-five words. The target can then send a message of up to twenty-five words back to you before the start of your next turn.

Your telepathic message and its response can pass through solid objects, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks them. The messages don't have to follow a straight line, and can travel freely around corners or through openings.

SHARPENED SENSES

1st-Order Metamorphosis

Manifestation Time: 1 bonus action

Range: Self

Duration: Instantaneous

You make a Wisdom (Perception) check to detect hidden creatures, doors, objects, or traps in your immediate surroundings, focusing your senses psionically to grant you advantage on the check.

TIME THIEF

1st-Order Chronopathy

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You psionically absorb the life force of a creature within range, causing them to age faster than normal. The target must make a Constitution saving throw. On a failed save, they take 1d4 necrotic damage and you gain temporary hit points equal to the damage taken.

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

2ND-ORDER POWER DESCRIPTIONS

The talent's 2nd-order powers are presented in alphabetical order.

ADAPT

2nd-Order Metamorphosis

Manifestation Time: 1 action

Range: 15 feet

Duration: 24 hours

Choose up to four willing creatures you can see within range. For the duration, each target can survive without any food or water, and is immune to exhaustion caused by mundane environmental or weather effects.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature.

AGAIN

2nd-Order Chronopathy

Manifestation Time: 1 reaction, which you take

when you or a creature within 30 feet of you misses with an attack

Range: 30 feet

Duration: Instantaneous

You momentarily rewind time, allowing the creature that made the triggering attack a second chance. That creature can reroll the attack and must use the new roll.

AWE

2nd-Order Telepathy

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You project psionic energy out to one creature you can see within range, taking on one of the following visages in their mind for the duration:

Inspiring. The target sees you in your most heroic form. At the start of each of their turns, the target gains temporary hit points equal to your manifestation ability modifier.

Terrifying. The target sees you in a nightmarish form, and must succeed on a Wisdom saving throw or become frightened of you for the duration (save ends at end of turn). Constructs and Undead are immune to this effect.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. Multiple creatures must be within 30 feet of each other when you target them, and all targets experience the same visage.

BELIEVE

2nd-Order Telepathy

Manifestation Time: 1 action

Range: 60 feet

Duration: 1 round

Choose one creature you can see within range, which must succeed on a Wisdom saving throw or gain a new belief until the end of their next turn. This new belief determines how the creature acts on their turn, and is chosen from the following options:

Chasm. The target believes that a yawning chasm opens beneath them, causing them to fall prone. While prone in this way, the target can't willingly stand up.

Disaster. The target believes the world is ending, and takes the Dash action to flee in a random direction determined by the GM.

Enemies. The target believes their allies are their enemies, moving toward their closest ally and making a melee attack against them. If the target can't reach an ally, they do nothing on their turn.

Friends. The target believes that all creatures are their friends. They are incapacitated on their turn.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature, with all targets experiencing the same belief.

BOLSTER EGO

2nd-Order Telepathy

Manifestation Time: 1 reaction, which you take when you or a creature within 30 feet of you makes a saving throw

Range: 30 feet

Duration: Instantaneous

You psionically strengthen the body and mind of the creature making the saving throw, giving them advantage on the save.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. Multiple creatures must be within 30 feet of each other when you target them.

CHOKE

2nd-Order Telekinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You attempt to crush an enemy in your telekinetic grip. One Large or smaller creature of your choice that you can see within range must make a Dexterity saving throw. On a success, the target takes 1d6 force damage. On a failure, the target is restrained for the duration (save ends at end of turn). A creature restrained in this way takes 1d6 force damage at the start of each of their turns. The power ends if the target is ever outside the power's range or if they have total cover from you.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 1d6.

Additionally, you can increase the power's order by 2 to target a Huge creature.

DISAPPEAR

2nd-Order Metamorphosis

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 round

You send a ripple of psionic energy through a willing creature you touch. Until the end of your next turn, the target is invisible, as is anything they wear or carry as long as it is on their person.

Increased Order. When you manifest this power, you can increase its order by 2 to increase the maximum duration of your concentration to 1 minute.

Additionally, if an attack hits or misses you, you can increase this power's order by 1 to manifest it as a reaction with yourself as the target.

FLAY

2nd-Order Metamorphosis

Manifestation Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

You shoot forth a 15-foot cone of pure psionic energy. Each creature in the area must make an Intelligence saving throw, taking 2d6 psychic damage on a failed save, or half as much damage on a successful one.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d6.

Additionally, you can increase the power's order by 1 or more to increase its area of effect. For each increase of 1, the size of the cone increases by 15 feet.

FLUID MOTION

2nd-Order Metamorphosis

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You imbue your body with a burst of psionic energy, giving yourself one of the following benefits for the duration:

- You can take the Dash action as a bonus action.
- Your jump distance is tripled.
- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made to escape a grapple, and on saving throws against being grappled or restrained.

FORTIFY

2nd-Order Metamorphosis

Manifestation Time: 1 reaction, which you take when you or a creature you can see within 30 feet of you takes acid, cold, fire, force, lightning, or thunder damage

Range: 30 feet

Duration: 1 round

You create an invisible barrier that protects the creature taking the triggering damage. The target has resistance to damage of the same type, including against the triggering damage, until the end of your next turn.

Increased Order. When you manifest this power, you can increase its order by 1 to increase its duration to 1 minute.

Additionally, you can increase the power's order by 2 to turn the damage resistance the target gains into damage immunity.

IGNITE

2nd-Order Pyrokinesis

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You ignite a searing fire on a creature you can see within range, which must make a Dexterity saving throw. On a failure, the target takes 2d6 fire damage and catches on fire for the duration. On a success, a target takes half as much damage and doesn't catch on fire.

While on fire, a creature takes 1d6 fire damage at the end of each of their turns. The fire can be extinguished only by the target creature using an action to repeat the saving throw, putting out the fire on a success.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the initial damage increases by 2d6.

INTUITION

2nd-Order Chronopathy

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You target up to three willing creatures within range, gifting them precognitive insight to help keep them safe. For the duration, each time a target takes damage, the damage is reduced by 1d4 (to a minimum 0 damage).

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. Multiple creatures must be within 30 feet of each other when you target them.

JAUNT

2nd-Order Resopathy

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

You bend the space of your environment for an instant, allowing you or one willing creature you touch to teleport to an unoccupied space you can see within 30 feet of you. If you target another creature, they do not need to be able to see the destination.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the distance teleported increases by 15 feet.

Additionally, you can increase this power's order by 1 to make its manifestation time 1 bonus action.

KINDLING

2nd-Order Pyrokinesis

Manifestation Time: 1 action
Range: 30 feet
Duration: Concentration, up to 1 minute

You choose a Medium or smaller creature or object within range, then psionically weaken the form of that target to make them more susceptible to fire. A target creature must succeed on a Constitution saving throw or suffer the appropriate effect for the duration (a target object automatically suffers the effect):

- If the target has immunity to fire damage, they have resistance to fire damage instead.
- If the target has resistance to fire damage, they lose this damage resistance.
- If the target has no immunity or resistance to fire damage, they have vulnerability to fire damage.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. Multiple creatures must be within 30 feet of each other when you target them.
Additionally, you can increase this power’s order by 1 to target Large creatures or objects, or by 2 to target Huge creatures or objects.

KINETIC CRUSH

2nd-Order Telekinesis

Manifestation Time: 1 action
Range: 60 feet
Duration: 1 round

One creature you can see within range is held in your telekinetic grip, and must make a Strength saving throw. On a failed save, the target takes 2d8 force damage and their speed becomes 0 until the start of your next turn. On a success, the target takes half as much damage and their speed isn’t reduced.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d8.
Additionally, you can increase this power’s order by 1 or more to move the target if they fail the saving throw. For each increase of 1, you move the creature 10 feet in a direction of your choice, including up, but not beyond the range of this power. A creature moved up begins to fall as soon as that movement ends.

MAKE FRIENDS

2nd-Order Telepathy

Manifestation Time: 1 action
Range: 30 feet
Duration: 1 hour

You attempt to psionically charm a Humanoid you can see within range. The target must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting them. If they fail the saving throw, the target is charmed by you for the duration or until you or your companions do anything harmful to them. The charmed creature regards you as a friendly acquaintance, but this doesn’t mean the creature will do whatever is asked of them. When the power ends, the creature knows they were charmed by you.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. Multiple creatures must be within 30 feet of each other when you target them.
Additionally, you can increase the power’s order by 2 target creatures other than Humanoids.
You can also increase the power’s order by 1 so that a target charmed by this power doesn’t know they were charmed by you.

MINDSCAPE

2nd-Order Resopathy

Manifestation Time: 1 action
Range: 30 feet
Duration: 1 round

You attempt to make a creature you can see within range perceive their environment differently, then force them to move within that false environment. The target must make a Wisdom saving throw. On a success, the target takes 1d6 psychic damage. On a failure, the target takes the Dash action on their next turn, moving in a random direction rolled on the Mindscape Directions table. The target can’t avoid hazards, but once they touch any obstacle, they can attempt to move around, over, or under it.

MINDSCAPE DIRECTIONS

d8	Direction	d8	Direction
1	North	5	South
2	Northeast	6	Southwest
3	East	7	West
4	Southeast	8	Northwest

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. Multiple creatures must be within 30 feet of each other when you target them. You roll a different random direction for each creature affected by the power.

PENETRATING SIGHT

2nd-Order Metamorphosis

Manifestation Time: 1 action

Range: Self

Duration: 1 minute

You can see into and through solid matter for the duration, out to a range of 30 feet. Solid objects within that range appear transparent to you, and don't prevent light from passing through them. This vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the range of the vision is extended by 30 feet.

PRECOGNITION

2nd-Order Chronopathy

Manifestation Time: 1 action

Range: Touch

Duration: 8 hours

You touch a willing creature and gift them a limited foresight for danger. For the duration, the target can add 1d6 to their initiative rolls, and they can't be surprised.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature.

READ OBJECT

2nd-Order Chronopathy

Manifestation Time: 1 minute

Range: Touch

Duration: Instantaneous

You touch an object and gain the following information regarding it:

- You receive a mental image of the last creature to hold the object.
- You see and hear any events that have occurred within 20 feet of the object within the last 8 hours, perceiving those events from the object's perspective.

Increased Order. When you manifest this power, you can increase its order by 1. When you do so, you can place an invisible psionic sensor on the object that lasts for 24 hours. For the duration, you can use an action to learn the object's distance and direction relative to you, and to see and hear the object's surroundings from its point of view as if you were there.

READ THOUGHTS

2nd-Order Telepathy

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a creature within range that you can see. For the duration, you learn the surface thoughts of that creature—what is most on their mind in that moment. While reading the target's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, or Persuasion) checks made to assess or influence the target.

A creature that has an Intelligence of 3 or lower, or which doesn't speak any language, can't be targeted by this power.

Increased Order. When you manifest this power, you can increase its order by 1. When you do so, you can use a bonus action while the power is active to dig deeper into the target's mind, forcing them to make an Intelligence saving throw. On a success, the power ends. On a failure, you gain insight into the target's reasoning (if any), their emotional state, and one thing that looms large in their mind (a problem they are worried over, a person they love or hate, and so forth). Whether the saving throw succeeds or fails, the target doesn't know that you attempted to dig into their mind.

REPEL

2nd-Order Telekinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You choose a Medium or smaller creature or object that you can see within range, then telekinetically force that target away from you. An object you target must weigh 300 pounds or less and can't be carried or worn by another creature.

A target creature must make a Strength saving throw (objects automatically fail this save). On a failed save, you move the target up to 30 feet in any direction, including up. On a success, you move the target 5 feet in any direction. A target moved up begins to fall as soon as that movement ends. A creature can choose to fail the saving throw.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature or object.

SCORCH

2nd-Order Pyrokinesis

Manifestation Time: 1 action

Range: Self (30-foot line)

Duration: Instantaneous

A pulse of fire forming a line 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d6.

Additionally, you can increase the power's order by 1 or more to increase its area of effect. For each increase of 1, the length of the line increases by 30 feet.

SHARE PAIN

2nd-Order Telepathy

Manifestation Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Duration: Instantaneous

You psionically reach out toward the creature that damaged you, letting them share your pain. That creature must make a Wisdom saving throw, taking 1d12 psychic damage on a failed save, or half as much damage on a successful one.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 1d12.

SIXTH SENSE

2nd-Order Metamorphosis

Manifestation Time: 1 action

Range: Touch

Duration: 1 hour

You touch a willing creature and give them one of the following senses for the duration:

- The target gains darkvision out to a range of 60 feet.
- The target gains tremorsense out to a range of 10 feet.
- The target can sense the presence of psionics within 30 feet of them. If the target senses psionics in this way, they can use an action to see a faint aura around each visible creature or object within 30 feet of them that bears psionic power. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature, with all targets gaining the same sense.

Additionally, you can increase the power's order by 1 or more to expand the range of a sense. For each increase of 1, that range increases by 10 feet.

VERITAS

2nd-Order Telepathy

Manifestation Time: 1 action

Range: 60 feet

Duration: 10 minutes

You target up to three creatures you can see within range, each of which must make a Charisma saving throw. On a failed save, you know when the creature speaks, writes, or otherwise communicates a lie for the duration. You know whether each creature succeeds or fails on their saving throw.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. Multiple creatures must be within 60 feet of each other when you target them.

WEIGHT

2nd-Order Resopathy

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You choose a creature within range and attempt to change their relationship to gravity. The target must succeed on a Constitution saving throw or suffer one of the following effects of your choice for the duration (save ends at end of turn):

Gravitas. The target's speed is reduced by 20 feet (to a minimum 0 feet).

Levitas. At the start of each of their turns, the target rises vertically 5 feet. When the effect ends, the target begins to fall. A creature can choose to fail their saving throw against this effect. A creature with a flying speed automatically succeeds on their saving throw unless they choose to fail. A creature that can reach a fixed object can attempt a Strength saving throw to hang on and avoid rising.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature, with all targets experiencing the same effect.

Additionally, you can increase the power's order by 1 or more to adjust the speed of its effects. For each increase of 1, the speed reduction of Gravitas or the rate of vertical rise for Levitas increases by 5 feet.

3RD-ORDER POWER DESCRIPTIONS

The talent's 3rd-order powers are presented in alphabetical order.

AMPLIFY

3rd-Order Metamorphosis

Manifestation Time: 1 bonus action

Range: 30 feet

Duration: 1 minute

You channel psionic power into the battle fury of a creature you can see within range. The next time the target hits a creature with a weapon attack during the power's duration, the attack deals an extra 2d8 psychic damage.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the extra damage increases by 1d8.

BEAM GAZE

3rd-Order Metamorphosis

Manifestation Time: 1 action

Range: 120 feet

Duration: 1 minute

You unleash a sickening beam of force at a creature you can see within range. The target must make a Constitution saving throw, taking 3d10 force damage on a failed save, or half as much damage on a successful one. On a failed save, a target also suffers your choice of one of the following effects for the duration (save ends at end of turn):

- The target is poisoned.
- The target's speed is halved, and they can't take reactions.
- Attack rolls against the target are made with advantage.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d10.

CAPTURE ENERGY

3rd-Order Telekinesis

Manifestation Time: 1 reaction, which you take when you take acid, cold, fire, force, lightning, or thunder damage

Range: 30 feet

Duration: Instantaneous

You capture some of the harmful energy meant for you in a telekinetic grip, taking only half the damage from the triggering effect. You can then hurl the captured energy at a creature or object within range by making a ranged power attack. If the attack hits, the target takes the remainder of the triggering damage.

CLARITY

3rd-Order Telepathy

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one creature and help them enter a state of intense focus. For the duration, the target has advantage on ability checks and attack rolls.

CURE AILMENT

3rd-Order Metamorphosis

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and can end either one disease or one condition affecting them. The condition can be blinded, charmed, dazed, deafened, frightened, or poisoned.

NEW CONDITION: DAZED

A dazed creature can only do one of the following things on their turn: move, use an action, or use a bonus action. If a creature becomes dazed during their turn, their turn ends.

DAGGER OF THE MIND

3rd-Order Telepathy

Manifestation Time: 1 action

Range: 60 feet

Duration: 1 round

You lash out with your mind to psychically damage a creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 4d10 psychic damage and can take only the Dash, Disengage, or Dodge actions on their next turn. On a success, the target takes half as much damage and can take their turn normally.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d10.

DISTANT VOICE

3rd-Order Telepathy

Manifestation Time: 1 action

Range: Unlimited

Duration: 1 round

You send a short message of twenty-five words or fewer to a creature with which you are familiar. The creature hears the message in their mind, recognizes you as the sender if they know you, and can answer in a like manner immediately. The power enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you can add another 25 words to your message.

ELSEWHERE

3rd-Order Resopathy

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You target three creatures you can see within range, then attempt to violently teleport them away. Each creature must make an Intelligence saving throw. On a failed save, a target is teleported up to 30 feet to an unoccupied space you can see, and their speed becomes 0 until the start of your next turn.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature.

EMBRACE THE DEEP

3rd-Order Metamorphosis

Manifestation Time: 1 action

Range: 30 feet

Duration: 24 hours

You choose up to five willing creatures you can see within range, then psionically imbue those creatures with the power to move beneath earth or water. For the duration, each creature doesn't need to breathe and gains one of the following adaptations of your choice, which must be applied to all targets:

Earth Mastery. The target has a burrowing speed equal to their walking speed.

Water Mastery. The target has a swimming speed equal to their walking speed.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature.

EXTINGUISH

3rd-Order Resopathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature, object, or psionic effect within range. Any power of 3rd order or lower on the target ends.

Increased Order. When you manifest this power, you can increase its order by 1 to end powers of 4th order or lower, by 2 to end powers of 5th order or lower, or by 3 to end any power.

FORGET

3rd-Order Chronopathy

Manifestation Time: 1 action

Range: 60 feet

Duration: 1 minute

You reach into the mind of a creature within range and make them forget critical knowledge. The target must succeed on a Wisdom saving throw or suffer one of the following effects of your choice for the duration (save ends at end of turn):

Psionics. The target can't manifest powers of 4th order or lower.

Spells. The target can't cast spells of 3rd level or higher.

Weapons. The target loses any weapon proficiencies they have.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. You must choose the same effect for all targets.

GUISE

3rd-Order Resopathy

Manifestation Time: 1 action

Range: Self

Duration: 1 hour

You project a psionic appearance over your own body, transforming yourself into any creature you have encountered that is your size, though none of your statistics change. You can also change the appearance of any gear you wear or hold when you manifest this power.

Your changed appearance fails to hold up to physical inspection. For example, if you use this power to become a mastiff, any object passing directly over the image of the mastiff will bump into you while seemingly in midair, and anyone who pets the mastiff would feel your body.

To discern that you are disguised, a creature can use an action to inspect your appearance and succeed on an Intelligence (Investigation) check against your talent power save DC.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you can disguise yourself as a creature that is one size category larger or smaller than you. When you manifest the power this way, you and everything you are wearing and carrying change size, but your physical shape remains the same beneath your psionic appearance. Any item dropped by you returns to normal size at once.

Grow. For each size category larger you become, your size doubles in all dimensions, and your weight is multiplied by eight. If there isn't enough room for you to grow appropriately, you attain the maximum possible size in the space available. You have advantage on Strength checks and Strength saving throws. Any weapons that grow with you deal an extra 1d4 damage per size category they grow.

Shrink. For each size category smaller you become, your size is halved in all dimensions and your weight is divided by 8. You have disadvantage on Strength checks and Strength saving throws. Any weapons that shrink with you reduce their damage by 1d4 per size category they shrink (to a minimum 1 damage).

ICON OF FEAR

3rd-Order Resopathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Pick one creature you can see within range. Each creature of your choice within 30 feet of that target sees them as something to be feared, and must succeed on a Wisdom saving throw or be frightened of the target for the duration (save ends at end of turn).

IMBUE FLAME

3rd-Order Pyrokinesis

Manifestation Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

You touch a willing creature and imbue them with a spark of fiery psionic force. For the duration, the creature's weapon attacks and unarmed strikes deal an extra 1d6 fire damage.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature.

IRON

3rd-Order Metamorphosis

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Your skin turns into hard, dark metal, granting you the following benefits for the duration:

- You gain 15 temporary hit points. If any of these temporary hit points remain when the power ends, they are lost.
- Your AC increases by 2.
- You can take the Attack action to make up to two unarmed strikes. Each strike is a psionic melee weapon attack that uses your manifestation ability for attack rolls instead of Strength or Dexterity. On a hit, the target takes bludgeoning damage equal to 1d10 + your manifestation ability modifier instead of the normal bludgeoning damage for an unarmed strike.

OVERHEAT

3rd-Order Pyrokinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You attempt to raise the internal temperature of a creature you can see within range, which must make a Constitution saving throw. On a success, the target takes 2d6 fire damage. On a failure, they gain one level of exhaustion. Creatures that have resistance or immunity to fire damage automatically succeed on their saving throws against this power.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature.

PULSE

3rd-Order Telekinesis

Manifestation Time: 1 action

Range: Self (15-foot radius)

Duration: Concentration, up to 10 minutes

Waves of force emanate from you, hindering the movement of nearby enemies. Each creature of your choice treats the area within 15 feet of you as difficult terrain. Whenever a creature ends their turn within 15 feet of you, you can attempt to trip that creature (no action required). The target must succeed on a Strength saving throw or fall prone.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the radius of the effect increases by 5 feet.

RAVAGES OF TIME

3rd-Order Chronopathy

Manifestation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You attempt to rapidly age the body of one creature you can see within range, which must make a Constitution saving throw. On a failure, a target takes 5d8 necrotic damage and ages 1d10 years. On a success, the target takes half as much damage and doesn't age. A target aged by this power reverts to their normal age when they finish a long rest.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d8.

RESTORE THE PAST

3rd-Order Chronopathy

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a piece of a Large or smaller mundane object that has been destroyed, then remake that object with your mind. You can remake the object even if some of its broken pieces are missing, or if it has been reduced to dust by a *disintegrate* spell.

The object can have a value of no more than 1,000 gp. Once an object has been remade, this power can't be used to remake another version of the object even if you have other pieces of the original remaining.

Increased Order. When you manifest this power, you can increase its order by 2 to remake a Huge object.

SMOKE SCREEN

3rd-Order Pyrokinesis

Manifestation Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of acrid, opaque smoke centered on a point you choose within range. The smoke spreads around corners, and its area is heavily obscured. It lasts for the duration or until a strong wind disperses it.

When a creature enters the smoke for the first time on a turn or starts their turn there, they must make a Constitution saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. A creature is affected even if they hold their breath or don't need to breathe.

As a bonus action, you can move the smoke 10 feet in a direction you choose.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d6.

TELEKINETIC BURST

3rd-Order Telekinesis

Manifestation Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Duration: Instantaneous

You unleash an explosion of mental force from a point you can see within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a target takes 5d6 force damage and is pushed 10 feet away from the center of the area. On a success, a target takes half as much damage and isn't pushed.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d6.

4TH-ORDER POWER DESCRIPTIONS

The talent's 4th-order powers are presented in alphabetical order.

AURA PROJECTION

4th-Order Telepathy

Manifestation Time: 1 action

Range: Self (30-foot radius)

Duration: Concentration, up to 1 minute

You manifest an aura of psionic emotional energy around you, allowing you to influence nearby creatures for the duration. When you manifest this power and at the start of your turn for the duration (no action required), you can choose one creature within 30 feet of you and select one of the following effects for that target:

Inspired. The target has advantage on attack rolls and saving throws until the start of your next turn.

Sorrow. The target must succeed on a Wisdom saving throw or use their next action to do nothing but weep. Creatures that can't be charmed are immune to this effect.

Terror. The target must succeed on a Wisdom saving throw or be frightened of you until the start of your next turn.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature. You must choose the same effect for all targets.

FIRE FORM

4th-Order Pyrokinesis

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You encase yourself in psionic flame and gain the following benefits for the duration:

- You have a flying speed of 60 feet.
- You have immunity to cold and fire damage.
- Whenever a creature within 5 feet of you touches you for the first time on a turn or hits you with a melee attack, that creature takes 1d6 fire damage.
- Your power attacks, weapon attacks, and unarmed strikes deal an extra 1d6 fire damage.

Increased Order. When you manifest this power, you can increase its order by 1 to increase the maximum duration of your concentration to 1 hour.

FULCRUM

4th-Order Telekinesis

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

By exerting your will, you can control the position of creatures and objects with ease. When you manifest this power, and as your action during any round for the duration, choose one Huge or smaller creature or object that you can see within range, which is affected as noted below. You can affect the same target round after round, choose a new target each time, or take other actions in between using this power. If you switch targets, the prior target is no longer affected by this power.

If you target a creature directly or target an object being carried or worn by a creature, the creature must make a Strength saving throw. On a failure, or if you target an object that is not carried or worn, you move the target creature or object up to 30 feet in any direction, including up, but not beyond the range of this power. Until the end of your next turn, the target is held in your telekinetic grip, and is restrained if it is a creature. A target lifted up is suspended in midair, and begins to fall as soon as this power no longer affects it.

On subsequent rounds, you can use your action to maintain your telekinetic grip on the target. If the target is a creature, they can repeat the saving throw to break your grip and end the power's effect on them.

As part of moving an object with this power, you can make a ranged power attack with the object against one creature in the path of its movement. If the attack hits, the target takes 5d10 bludgeoning damage from a Huge object, 4d10 bludgeoning damage from a Large object, or 3d10 bludgeoning damage from a Medium or smaller object.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature or object.

Additionally, you can increase the power's order by 1 or more to expand its range. For every increase of 1, the range of the power increases by 60 feet.

GRAVITATIONAL COLLAPSE

4th-Order Telekinesis

Manifestation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You bring down a crushing force upon a creature you can see within range, which must make a Dexterity saving throw. On a failed save, the target takes 10d6 force damage and is knocked prone for the duration. On a success, the target takes half as much damage and is not knocked prone. A creature knocked prone by this power can use an action to make a Strength (Athletics) check against your talent power save DC, ending the power's effect on them and standing up on a success.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d6.

HARLEQUIN

4th-Order Telepathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 hour

You psionically grasp for control of the mind of one Humanoid you can see within range. The target must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting them. On a successful save, you can choose to deal 3d10 psychic damage to the target. On a failed save, the target is charmed by you for the duration.

While the target is charmed in this way, you have a telepathic link with them as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the target (no action required), which they do their best to obey. If the target completes an order and doesn't receive further direction from you, they defend and preserve themselves to the best of their ability.

You can use an action to take total and precise control of a charmed target. Until the end of your next turn, the target takes only the actions you choose, and doesn't do anything else. During this time, you can also cause the target to use a reaction, but this requires you to use your reaction as well.

Each time the target takes damage, they make a new Wisdom saving throw. If the saving throw succeeds, the charmed condition ends.

Increased Order. When you manifest this power, you can increase its order by 2 to target a creature other than a Humanoid.

MELT

4th-Order Pyrokinesis

Manifestation Time: 1 action

Range: 60 feet

Duration: Instantaneous

Choose a manufactured mundane metal object no larger than Medium, such as a metal weapon or a suit of metal armor, that you can see within range. You cause the object to glow red-hot. If the object isn't being carried or worn by a creature, it melts into useless slag.

If the object is being carried or worn by a creature, that creature must make a Dexterity saving throw. On a failed save, the creature takes 5d10 fire damage and the object melts into useless slag. On a success, the creature takes half as much damage and the object doesn't melt.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the damage increases by 2d10.

MEMORY GAP

4th-Order Chronopathy

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

By manipulating time, you attempt to erase another creature's memories. One creature that you can see within range must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting them. On a failure, you can erase the target's memory of an event that they experienced within the last 24 hours and that lasted no more than 10 minutes, permanently eliminating all memory of the event. You do not need to have witnessed the event, but must be aware of the event and its details in some way, even as a second-hand account. Once the memory is erased, the target can't recall what happened to them during that time, but they are unbothered by the hole in their recollection.

Any creature that can sense psionics, such as one under the influence of the *sixth sense* power, can tell the target has had their memory modified. The *cure ailment* power manifested on the target restores the creature's memory.

Increased Order. When you manifest this power, you can increase its order by 1 to expand the memory you erase. For each increase of 1, the duration of the erased memory increases by 10 minutes.

Additionally, you can increase the power's order by 1 to erase the target's memory of an event that took

place within the last 7 days, or by 2 to erase the memory of an event within the last 30 days.

You can also increase the order of the power by 1 to implant a false memory in place of the one you removed. A false memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical false memory, such as the recollection of how much the creature enjoyed dousing themselves in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

MOMENTARY LAPSE OF REASON

4th-Order Resopathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature or object you can see within range. Each creature of your choice within 30 feet of the target sees the target as something they greatly desire, and must make a Wisdom saving throw. On a failed save, a creature drops whatever they are holding and uses their reaction, if available, to move their speed toward the target by the most direct route. If the creature gets within 5 feet of the target, they stop moving and fall prone.

Creatures that can't be charmed are immune to this power.

PSIONIC RESILIENCE

4th-Order Metamorphosis

Manifestation Time: 1 action

Range: Touch

Duration: 1 hour

You touch a willing creature and give them immunity to one of the following conditions of your choice for the duration: blinded, charmed, dazed, deafened, frightened, paralyzed, petrified, poisoned, or stunned. Additionally, if the target suffers from the chosen condition when you manifest this power, that condition is suppressed for the duration.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, you target one additional creature.

REMINISCE

4th-Order Resopathy

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

With this power, you attempt to manipulate a creature using their memories and emotions. One creature within range that you can see must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting them. On a failed save, the target believes that a friend or loved one has approached them and wishes to have a pleasant conversation. The target stops whatever they are doing, taking no actions while they engage in a conversation with the imaginary acquaintance for the duration.

The target can repeat the saving throw if they take damage, or if another creature uses an action to point out that the target isn't having a conversation with a real person, ending the effect on themselves on a success. A creature that can't be charmed is immune to this power.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For each increase of 1, the duration increases by 1 hour.

SHADOW FORM

4th-Order Metamorphosis

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You transform your body and any equipment you wear into amorphous shadow, gaining the following benefits for the duration:

- You gain a flying speed of 60 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from mundane attacks.
- You have advantage on Dexterity (Stealth) checks and can attempt to hide without cover.
- You can move through a space as narrow as 1 inch wide without squeezing.

While in this form, you can't pick up objects or wield your equipment.

Increased Order. When you manifest this power, you can increase its order by 1 to increase the maximum duration of your concentration to 1 hour.

STASIS FIELD

4th-Order Chronopathy

Manifestation Time: 10 minutes

Range: Self (20-foot cube)

Duration: 8 hours

You shape a translucent 20-foot cube originating from you, within which you control the effects of time to make objects immune from harm. For the duration, objects in the cube when it appears that aren't worn or carried by a creature can't be moved, damaged, or destroyed. If part of an object is inside the cube and part of it is outside, the part that is outside can be damaged.

You and any creatures in the cube when it appears can move through it freely, and can cast spells and manifest powers through the cube. All other creatures, spells, powers, and supernatural effects are barred from passing through the cube.

Increased Order. When you manifest this power, you can increase its order by 1 or more. For every increase of 1, the size of the cube increases by 10 feet on all sides.

5TH-ORDER POWER DESCRIPTIONS

The talent's 5th-order powers are presented in alphabetical order.

BONES OF GLASS

5th-Order Metamorphosis

Manifestation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You attempt to psionically weaken a creature you can see within range, which must make a Constitution saving throw. On a success, the target takes 3d10 psychic damage. On a failure, the target has vulnerability to bludgeoning, force, piercing, and slashing damage for the duration.

Increased Order. When you manifest this power, you can increase its order by 1 to target one additional creature.

BROADCAST

5th-Order Telepathy

Manifestation Time: 1 minute

Range: 1 mile

Duration: Instantaneous

You broadcast a telepathic message to every creature of your choice that can understand a language, and which is within a specific distance you choose within range.

The message lasts for 1 minute, and can include images of events that you have personally witnessed. A creature that receives the message hears your words and sees the

images in their mind, though they still maintain their own senses.

You can further refine the parameters for recipients based on creature kind (for example, the message could be sent only to Humanoids, or gnolls could be excluded from receiving the message) or creatures of a particular alignment (for example, the message could be sent only to good-aligned creatures, or lawful-aligned creatures could be excluded from receiving the message).

A creature that is on another plane of existence does not receive the message.

Increased Order. When you manifest this power, you can increase its order by 1 to increase the range to 5 miles.

CHARIOT OF THOUGHT

5th-Order Telekinesis

Manifestation Time: 1 action

Range: Self (10-foot-radius disk)

Duration: Concentration, up to 10 minutes

A 10-foot-radius disk made of translucent psionic force springs into existence beneath your feet and lasts for the duration. The disk remains centered beneath you, and grants you a flying speed of 60 feet.

When you manifest this power, each creature and object of your choice touching the disk can be carried on the platform as it moves. The disk passes harmlessly through other creatures and objects, so that it can carry those on it past a crowd, down a narrow passageway, and so forth. The disk can hold up to nine Medium creatures, or smaller or larger creatures of equivalent size.

If the disk is above the ground when the power ends, you and any creature or object on the disk begin to fall.

Increased Order. When you manifest this power, you can increase its order by 1 to increase the radius of the disk by 5 feet.

Additionally, you can increase the power's order by 1 to increase your flying speed by 15 feet.

DETONATE

5th-Order Pyrokinesis

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 hour

You attempt to place a spark of explosive psionic potential into a creature you can see within range. The target must make a Constitution saving throw. On a success, you can choose to deal 4d10 fire damage to the target. On a failure, the target is imbued with the spark for the duration.

While the spark is inside a target, you can use an action to detonate the spark. The target takes 8d10 fire damage, and each creature within 20 feet of the target

must make a Dexterity saving throw, taking 8d10 fire damage on a failed save, or half as much damage on a successful one.

Increased Order. When you manifest this power, you can increase its order by 1 to increase the damage of the detonating spark to 10d10.

FORCE ORBS

5th-Order Telekinesis

Manifestation Time: 1 action

Range: Self

Duration: 10 minutes

You create three 1-foot-diameter orbs of swirling energy that circle around you for the duration. Each orb grants you a cumulative +1 bonus to AC. As a bonus action while this power is active, you can make a ranged power attack to psionically hurl an orb at a creature or object within 60 feet of you, dealing 4d10 force damage on a hit. The orb disappears after being used to make the attack.

Increased Order. When you manifest this power, you can increase its order by 1 to create four orbs.

FRACTURE

5th-Order Telepathy

Manifestation Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Duration: Instantaneous

You unleash a burst of psionic power at a point within range. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. On a failed save, a creature takes 6d8 psychic damage and is fractured for 1 minute (save ends at end of turn). On a success, the creature takes half as much damage and isn't fractured. While fractured, a creature's speed is halved; they have disadvantage on ability checks, attack rolls, and saving throws; and attack rolls against them have advantage.

Increased Order. When you manifest this power, you can increase its order by 1 to increase the damage to 8d8.

HEAT SHELL

5th-Order Pyrokinesis

Manifestation Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 hour

A shimmering globe of heat extends out from you in a 10-foot radius and moves with you, remaining centered on you and lasting for the duration. When you manifest

this power, you can choose any number of creatures or objects that you can see within 60 feet of you to be unaffected by it.

Whenever a creature affected by this power touches the heat shell for the first time on a turn or starts their turn inside the globe or within 10 feet of its exterior, they take 4d8 fire damage. The shell prevents an affected creature from moving or reaching into or out of it, but all creatures can cast spells, manifest powers, or make attacks with ranged or reach weapons through the shell.

The heat shell ignites flammable objects it touches that aren't being worn or carried.

Increased Order. When you manifest this power, you can increase its order by 1 to increase the damage to 6d8.

PSYCHIC PROJECTION

5th-Order Telepathy

Manifestation Time: 10 minutes

Range: Self

Duration: Concentration, up to 1 hour

You instantly project your consciousness to a particular location that is on the same plane of existence as you. The destination you choose must be one you know or have a detailed description of.

The material body you leave behind is unconscious and in a state of suspended animation. It doesn't need food or air and doesn't age. Your projected consciousness resembles your mortal form, replicating your game statistics and equipment. However, you can't physically affect the world around you, interact with or hold objects, cast spells, or manifest powers, and you have immunity to all damage except for force and psychic damage. Your projected consciousness has a flying speed equal to your walking speed and can move through other creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside an object. Your consciousness is a separate incarnation from your body. Any damage or other effects that apply to your consciousness have no effect on your physical body, nor do they persist when you return to it.

When this power ends, your consciousness returns to your body. If your body has been destroyed when this power ends, you die.

Increased Order. When you manifest this power, you can increase its order by 1 to have it affect you and up to eight willing creatures within 10 feet of you. Each creature's projected consciousness travels to the same destination.

RESTRUCTURE

5th-Order Resopathy

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a Large or smaller mundane object to set up psionic vibrations within it, altering the material it is made out of (from metal to stone, from wood to glass, and so forth). You can't change the object's state—gas, liquid, or solid—and you can't increase its value. For example, if you turn a silver statue into a gold statue, the gold is of such poor quality that the statue's worth remains the same.

Increased Order. When you manifest this power, you can increase its order by 1 to target a Huge object.

REVEAL THE PATH

5th-Order Chronopathy

Manifestation Time: 10 minutes

Range: Self

Duration: Instantaneous

When you manifest this power, you describe or name a creature that is familiar to you that has passed within 1,000 feet of your location in the last 24 hours. You instantly know every location the creature visited within the last 24 hours on the plane of existence where you manifested this power. You know the direction and distance to these locations, but not how to access them.

This power can target a specific creature known to you, or a creature you have seen within 30 feet of you at least once or whose detailed image you have seen (such as a professional portrait). If the creature you described or named is in a different form, such as being under the effect of a *polymorph* spell, this power doesn't locate the creature.

Increased Order. When you manifest this power, you can increase its order by 1 to know every location the creature visited within the last 7 days.

TARGET OF HATE

5th-Order Resopathy

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

Choose one creature within range. Each creature hostile to you within 30 feet of the target sees the target as something they despise, and must make a Wisdom saving throw. On a failed save, a creature uses their reaction, if available, to move their speed toward the target by the most direct route. If the creature gets within reach of the target, they stop moving and make a melee attack against the target.

Creatures that can't be charmed are immune to this power.

THE REAL

5th-Order Metamorphosis

Manifestation Time: 1 action

Range: Touch

Duration: 1 hour

A willing creature you touch gains the ability to see things as they actually are. For the duration, the creature has truesight, automatically notices secret doors hidden by magic or psionics, and can see into the Ethereal Plane, all out to a range of 120 feet.

Increased Order. When you manifest this power, you can increase its order by 1 to target one additional creature.

WITNESS DEMISE

5th-Order Chronopathy

Manifestation Time: 1 action

Range: 30 feet

Duration: 1 minute

You project a mental image into the minds of up to three creatures you can see within range. Choose one of the following options, which affects all targets:

Future Demise. You show each target a possible death that they will experience far in the future, which is peaceful or heroic. For the duration, each target can't be frightened, and has advantage on saving throws.

Imminent Demise. You show each target a possible death that they will experience imminently, which is violent or terrible. Each target must make a Wisdom saving throw. On a failed save, a target takes 8d8 psychic damage and is frightened of you for the duration (save ends at end of turn). On a success, the target takes half as much damage and is not frightened.

Increased Order. When you manifest this power, you can increase its order by 1 to target one additional creature.

Additionally, you can increase the power's order by 1 to increase the damage of the Imminent Demise option to 10d8.

6TH-ORDER POWER DESCRIPTIONS

The talent's 6th-order powers are presented in alphabetical order.

ALLY OF TIME

6th-Order Chronopathy

Manifestation Time: 1 action

Range: 120 feet (40-foot cube)

Duration: Concentration, up to 1 minute

You alter time in a 40-foot cube within range for the duration. Whenever a creature starts their turn within the cube, you can choose one of the following effects (no action required):

Accelerate. Until the start of the target's next turn, their speed is doubled, they have a +2 bonus to AC, and they have advantage on Dexterity saving throws. The target gains an additional action that can be used only to take the Attack action (one weapon attack only), the Cast a Spell action (cantrip only), the Manifest a Power action (1st-order power only), or the Dash, Disengage, Hide, or Use an Object actions.

Decelerate. The target must succeed on a Wisdom saving throw or suffer the following effects until the start of their next turn: their speed is halved, they have a -2 penalty to AC, they have disadvantage on Dexterity saving throws, and they can't use reactions. Additionally, the creature can take an action or a bonus action on their current turn, but not both, and can't make more than one attack regardless of features or magic items.

BRAIN OVERLOAD

6th-Order Metamorphosis

Manifestation Time: 1 action

Range: 120 feet

Duration: Instantaneous

You unleash a sudden surge of energy in the mind of a creature you can see within range. The target must make a Constitution saving throw, taking 14d10 psychic damage on a failed save, or half as much damage on a successful one. If the target has a brain and this damage reduces them to 0 hit points, their brain explodes. (For a target with multiple brains, all their brains explode.) A target that can't survive without their brain or brains (as determined by the GM) dies instantly.

CONCUSSIVE WAVE

6th-Order Telekinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You send forth a rising shockwave of telekinetic power. Each creature of your choice within range must succeed on a Strength saving throw or be thrown up to 90 feet vertically and up to 30 feet away from you. Each creature is then slammed to the ground, taking 1d6 bludgeoning damage per 10 feet fallen and landing prone.

CRUCIBLE

6th-Order Pyrokinesis

Manifestation Time: 1 action

Range: 150 feet (50-foot square)

Duration: Concentration, up to 1 minute

With the power of your mind, you ignite a 50-foot-square area that is 10 feet high and centered on a point on the ground that you can see within range. Each creature that starts their turn in the area must make a Dexterity saving throw, taking 7d10 fire damage on a failed save, or half as much damage on a successful one.

At the start of each of your turns while the power is in effect, you can cause the fire to spread out 5 feet on all sides (no action required), expanding the area over any surface except for nonflammable liquid.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

FOLD SPACE

6th-Order Resopathy

Manifestation Time: 10 minutes

Range: 30 feet

Duration: 1 round

You bend space to create a one-way pathway to a destination you select, which lasts until the end of your next turn. The opening of the pathway is a 10-foot-diameter circle that appears in an unoccupied space within range. Any creature that passes through the opening is transported to the destination.

The destination you choose can be on any plane of existence. It must be known to you, though you don't need to have visited it. The power fails if you select a destination that doesn't exist, such as a place you think you know that was actually an illusion, or a familiar location that has been destroyed.

HEAT TRANSFER

6th-Order Pyrokinesis

Manifestation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You attempt to drain the warmth of life from a creature that isn't a Construct or Undead that you can see within range, then give that vitality to another. At the start of each of their turns, the target must make a Constitution saving throw, taking 4d10 cold damage on a failed save, or half as much damage on a successful one. Whenever the target takes cold damage from this power, you can choose another creature that isn't a Construct or Undead that you can see within range. That creature regains a number of hit points equal to half the cold damage dealt to the target.

MASS CHOKE

6th-Order Telekinesis

Manifestation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You attempt to lock your enemies in your telekinetic grip. Each creature of your choice that you can see within range must succeed on a Dexterity saving throw or become restrained for the duration (save ends at end of turn). A creature restrained in this way takes 5d8 force damage at the start of each of their turns. The power ends if the target is ever outside the power's range or if they have total cover from you.

MINDWIPE

6th-Order Telepathy

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You attempt to wipe the mind of a creature you can see within range, which must make a Wisdom saving throw. On a success, the target takes 3d10 psychic damage. On a failure, the target's proficiency bonus is +0 (reducing the bonus they add to ability checks, attack rolls, and saving throws they make with proficiency), and they can't cast spells, manifest powers, understand language, or communicate in any intelligible way. All these effects last for the duration.

PARAGON

6th-Order Metamorphosis

Manifestation Time: 1 action

Range: Touch

Duration: 8 hours

One willing creature you touch becomes a paragon of physical and mental perfection. For the duration, each of the target's ability scores is 20, unless a score is already higher.

REFLECTION

6th-Order Resopathy

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You choose one creature that you can see within range that has a challenge rating of 10 or lower (or that is 10th level or lower, for creatures that don't have a challenge rating), then psionically create a perfect copy of that creature. (You can copy yourself if you have access to this power at an appropriate level.)

The copy appears within an unoccupied space of your choice that you can see within range, and acts on your initiative count immediately after you take your turn. The copy has the same statistics as the original creature, except that they have mundane copies of the creature's equipment, and have no lair actions, legendary actions, or villain actions.

The copy reflects the original creature's current state, both physically (clean, disheveled, healthy, wounded, and so forth) and in terms of resources (current hit points, spell slots available, current strain, and so forth). The copy is loyal to you and understands the commands you give them through a mental link you share, within the bounds of their normal intellect. They disappear when they are reduced to 0 hit points.

REJUVENATE

6th-Order Chronopathy

Manifestation Time: 1 action

Range: Touch

Duration: Instantaneous

You touch one creature and reshape the flow of time through their body, restoring them to an earlier state. The target gains one of the following benefits:

Closed Wounds. The target regains 50 hit points.

Fresh Start. Any of the following conditions affecting the target end: blinded, charmed, dazed, deafened, frightened, paralyzed, petrified, poisoned, or stunned.

Regain Spell. Roll 1d4 + 1. The target regains one expended spell slot, the level of which equals the result or lower (the target's choice).

SOULS INTERTWINED

6th-Order Telepathy

Manifestation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

You attempt to swap the minds of two creatures you can see within range, each of which must make a Charisma saving throw. If only one creature fails the saving throw, that creature takes 6d10 psychic damage.

If both saving throws fail, the creatures' minds are swapped for the duration, so that each creature's memories, knowledge, instincts, and sense of self are contained in a new body. While their minds are swapped, each creature uses the other's Intelligence, Wisdom, and Charisma scores, which could impact other statistics such as a creature's spell save or power save DCs. For the purpose of supernatural effects that identify, locate, or make contact with a creature, the body that holds a creature's mind is considered to be that creature while this power is in effect.

If one of the affected creatures dies while the other still lives, the dying creature can make a choice as their soul leaves their host body:

- The soul can move on to the afterlife, leaving the mind of the other creature targeted by this power permanently in a new body. Only a *wish* spell or similar magic can allow a creature permanently sealed inside another's body to return to their original form.
- The soul can attempt to force their way back into their original body. Both creatures make a contested Charisma check, rerolling ties. If the dying soul wins the contest, they reclaim their old body and force the other creature's soul into the afterlife.

STEEL

6th-Order Metamorphosis

Manifestation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Your skin turns into a hard, shiny metal, granting you the following benefits for the duration:

- You have resistance to bludgeoning, piercing, and slashing damage.
- Any critical hit against you becomes a normal hit.
- You can take the Attack action to make up to three unarmed strikes. Each strike is a psionic melee weapon attack that uses your manifestation ability for attack rolls instead of Strength or Dexterity. On a hit, the target takes bludgeoning damage equal to 2d10 + your manifestation ability modifier instead of the normal bludgeoning damage for an unarmed strike.
- At the start of your turn, if you have at least 1 hit point, you regain 10 hit points.

GEMSTONE DRAGONBORN

MUCH RARER THAN THEIR METALLIC OR chromatic cousins, gemstone dragonborn are the offspring of the gemstone dragons and the result of powerful psionic rituals. Their gemstone ancestry is obvious at first glance, for every gemstone dragonborn bears multifaceted crystals embedded in their scales, and their eyes are solid gemstones. In times of extreme emotion—with the specific emotion varying from individual to individual—those gemstones flare with light.

Because gemstone dragons are so rare as to be considered mythical, it's not unusual for their dragonborn descendants to pursue great quests in search of a gemstone dragon—perhaps even their own ultimate progenitor. Successfully finding one is a huge achievement, granting both a sense of where the dragonborn came from, and helping prove to the wider world that the jeweled dragons are actually real.

GEMSTONE DRAGONBORN TRAITS

As a gemstone dragonborn, you have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium. On average, gemstone dragonborn are as tall as humans, meaning many other dragonborn tower over them.

Speed. Your walking speed is 30 feet.

Ability Score Increase. When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

Age. Gemstone dragonborn mature quickly, with their reptilian heritage producing children who can walk and talk only a few months after birth. They reach adulthood at the age of 7 and live to be around 115, longer than their chromatic and metallic cousins.

Crystal Armor. You have vibrant, glowing crystals embedded in your scaled skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Draconic Ancestry. You have a gemstone dragon ancestor, granting you a special psionic trait:

Amethyst: Feedback. When a creature within 30 feet of you that you can see damages you, you can use your reaction to force the creature to make an

Intelligence saving throw. The save DC equals 8 + your Intelligence, Wisdom, or Charisma modifier (your choice) + your proficiency bonus. The creature takes 3d6 psychic damage on a failed save, or half as much damage on a successful one. Once you use this trait, you can't use it again until you finish a short or long rest.

Emerald: Interference. When a creature within 30 feet of you that you can see takes damage from a spell or power, you can use your reaction to disrupt the effect. Roll a d12 and add your level, then reduce the damage the creature takes by the total. Once you use this trait, you can't use it again until you finish a short or long rest.

Ruby: Amplification. As an action, you target a creature you can see within 30 feet of you. The target rolls a d4, and until the end of your next turn, their power or spell save DC (your choice) is increased by the number rolled. Once you use this trait, you can't use it again until you finish a short or long rest.

Sapphire: Awe. As a reaction when a creature you can see within 30 feet of you targets you with an attack, you force the creature to make a Charisma saving throw. The save DC equals 8 + your Intelligence, Wisdom, or Charisma modifier (your choice) + your proficiency bonus. On a failed save, the attack misses. On a success, you take half as much damage from the attack. Once you use this trait, you can't use it again until you finish a short or long rest.

Topaz: Uplift. As an action, you target a creature you can see within 30 feet of you. For 1 minute, whenever the target makes an Intelligence, Wisdom, or Charisma check or saving throw, they can roll a d4 and add the number rolled to the d20 roll. Once you use this trait, you can't use it again until you finish a long rest.

Natural Psionics. You learn one 1st-order psionic power of your choice from the following list: *apparition*, *concussive slam*, *flame's master*, *illuminator*, *invisible force*, *psionic bolt*, *psychic stab*, *rewrite*, or *time thief*. Your manifestation ability for this power is Intelligence, Wisdom, or Charisma, which you choose when you select this ancestry.

Telepathy. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for them to understand these messages, but they must be able to understand at least one language.

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

FEATS

IF YOUR GAME USES FEATS, YOU CAN TAKE ANY OF THE following feats in place of your class's Ability Score Improvement feature. Some feats are meant for psionic characters, but others give powers to characters who lack them!

AUGMENTED FORCE

Prerequisite: The ability to manifest at least one power

When you gain this feat, choose one of the following damage types: fire, force, or psychic. Powers you manifest ignore resistance to damage of the chosen type, and they treat immunity to damage of this type as resistance instead.

Additionally, when you roll damage for a power you manifest that deals damage of the chosen type, you can treat any 1 on a damage die as a 2.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

BATTLEMIND

Prerequisite: The ability to manifest at least one power

Your experience in manifesting powers during combat grants you the following benefits:

- You have advantage on Constitution saving throws made to maintain concentration on your active powers when you take damage.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to manifest a power that targets the creature, rather than making an opportunity attack. The power must have a manifestation time of 1 action and must target only that creature.
- Whenever you gain strain, that stress triggers a protective buffer that grants you 1d4 temporary hit points.

BETTER UNDER PRESSURE

Prerequisite: The ability to manifest at least one power and gain strain

You are able to turn the strain of body, mind, and soul into bursts of focused energy, tracked as pressure points. Whenever you gain strain, you also gain 1 pressure point for each strain you gain this way. Thereafter, whenever you make an ability check, attack roll, or saving throw, you can spend up to 3 pressure points and add 1 to the roll for each point spent. You can wait until after you roll the d20 before deciding to spend pressure points. You lose all your pressure points when you finish a long rest.

PSIONIC INITIATE

You can tap into the power of your mind to manifest powers, granting you the following benefits:

- You learn two 1st-order powers of your choice.
- You learn one 2nd-order power of your choice and can manifest it at its lowest order without needing to make a manifestation test. Once you manifest this power using this feat, you can't do so again until you finish a short or long rest.

Your manifestation ability for these powers is Intelligence, Wisdom, or Charisma (your choice).

PSIONIC TRICK

Your mind can create psionic effects, granting you the following benefits:

- You can speak telepathically to any creature you can see within 60 feet of you that understands a language. Your communication doesn't give the creature the ability to respond to you telepathically.
- You learn the *psionic shift* power. Your manifestation ability for this power is Intelligence, Wisdom, or Charisma (your choice).
- As a bonus action, you can choose a Small or smaller mundane object that you can see within 30 feet of you that isn't being worn or carried by another creature, then light that object on fire. The object takes 1d4 fire damage at the end of each of your turns until it is destroyed, or until a creature uses an action or bonus action to put out the flames.



PSIONIC ITEMS

PSIONIC ITEMS ARE SIMILAR TO MAGIC ITEMS, EXCEPT that they are infused with psionic energy rather than magical power. Psionic items use the same rarity system and the same rules for being worn, wielded, and activated as magic items. They also use the same attunement rules as magic items, with a character able to attune to a maximum of three magic or psionic items at one time. You can learn all the properties of a psionic item by focusing on the item during a short rest while in physical contact with it.

Some psionic items allow the user to manifest a power from the item. Such a power is manifested at its baseline order and lowest possible manifester level, and uses its normal manifestation time, range, and duration unless otherwise noted. If a talent manifests a power from an item, that power doesn't require a manifestation test, and if the power requires concentration, the talent can't gain strain to maintain concentration on the power if they fail a Constitution saving throw to do so.

A talent can't learn a power by observing it being manifested from an item.

PSIONIC CRYSTAL

Psionic items use the same categories as magic items, but add one additional category—psionic crystal, a consumable psionic item akin to potions or spell scrolls. A creature can use an action to break one of these apple-sized crystals, unleashing the psionic power stored within.

MAGIC ITEMS AS PSIONIC ITEMS

A GM can take any magic item that doesn't allow the wielder to cast a spell and treat it as a psionic item with the same properties. The supernatural power that fuels a *+1 longsword* or a *bag of holding* could be psionic energy as easily as magical energy, but could be differentiated in appearance and narrative. For example, a psionic *+1 longsword* might have a crystal blade, while a psionic *bag of holding* could be a box marked with alien symbols.

PSIONIC ITEMS A–Z

Psionic items are presented in alphabetical order, with each entry detailing the item's name, category, rarity, and supernatural properties.

ARMOR OF PSIONIC ABSORPTION

Armor (Light), Very Rare (Requires Attunement by a Talent)

While wearing this armor, you have a +1 bonus to AC. In addition, whenever you gain strain, the energy leeched from your body, mind, or soul is stored in the armor. For every 1 strain you gain, the armor gains 1 charge.

As an action, you can expend any number of charges from the armor to unleash a beam of force at a creature you can see within 60 feet of you. The target must make a Dexterity saving throw against your power save DC, taking 1d6 force damage for each expended charge on a failed save, or half as much damage on a successful one.

The armor can hold a maximum of 10 charges, and loses all unused charges each day at dawn.

BEDROLL OF VIM

Wondrous Item, Rare

If you spend at least 6 hours of a long rest wrapped in this silk bedroll, you regain all your spent Hit Dice when you finish the rest. Only one creature can benefit from the bedroll at a time.

CRYSTAL OF REJUVENATION

Psionic Crystal, Rarity Varies

This crystal contains psionic energy that causes you to lose strain when you break it. The amount of strain you lose depends on the crystal's rarity, as shown in the Crystals of Rejuvenation table.

CRYSTALS OF REJUVENATION

Crystal of ...	Rarity	Strain Lost
Rejuvenation	Uncommon	1
Greater rejuvenation	Rare	1d4 + 1
Superior rejuvenation	Very rare	2d4 + 2
Supreme rejuvenation	Legendary	4d4 + 4

HEADBAND OF POWER STORING

Wondrous Item, Rare (Requires Attunement)

This silver headband stores powers that are manifested into it, holding them until the attuned wearer uses them. The headband can store powers whose combined order totals 5 or fewer. When found, it contains powers determined by the GM, whose combined order totals 1d6 – 1.

Any creature can manifest a power of 1st order through 5th order into the headband by touching the headband as the power is manifested. That power has no effect, other than to be stored in the headband. If the headband can't hold the power, the power is expended without effect.

While wearing this headband, you can manifest any power stored in it. The power uses the baseline order, power save DC, power attack modifier, and manifestation ability of the original manifester, but is otherwise treated as if you manifested the power. A power manifested from the headband is no longer stored in it, freeing up space.

HERO'S CAPE

Wondrous Item, Legendary (Requires Attunement)

While you wear this flowing, colorful cape, you have a flying speed of 90 feet and can hover.

Additionally, you can use an action to send forth a 15-foot cone of psionic force. Each creature in the area must make a DC 19 Dexterity saving throw, taking 6d6 force damage on a failed save, or half as much damage on a successful one.

ORB OF PSIONIC MIGHT

Wondrous Item, Uncommon (+1), Rare (+2), or Very Rare (+3) (Requires Attunement by a Talent)

While holding this grapefruit-sized crystal orb, you gain a bonus to power attack rolls and to the saving throw DCs of your talent powers. The bonus is determined by the orb's rarity.

POWER CRYSTAL

Psionic Crystal, Rarity Varies

A *power crystal* holds a single psionic power. When you break this crystal as an action, you immediately manifest the power within it, regardless of the power's normal manifestation time. The order of the power in the crystal determines its power save DC and attack modifier, as well as the crystal's rarity, as shown on the Power Crystal table.

POWER CRYSTAL			
Power Order	Rarity	Save DC	Attack Modifier
1	Common	13	+5
2	Common	13	+5
3	Uncommon	15	+7
4	Rare	17	+9
5	Very rare	18	+10
6	Legendary	19	+11

STAFF OF CHRONOPATHY

Staff, Very Rare (Requires Attunement by a Talent)

This staff has 10 charges. While holding it, you can expend 1 or more of its charges to manifest one of the following powers from it, using an action or the power's indicated manifesting time, and using your talent power save DC: *forget* (2 charges), *intuition* (1 charge), *ravages of time* (2 charges), or *stasis field* (4 charges; 10 minutes).

Additionally, if you fail a saving throw while holding the staff, you can use your reaction to expend 1 charge and reroll the save, using either roll.

The staff regains 1d6 + 4 expended charges daily at dawn.

STAFF OF METAMORPHOSIS

Staff, Very Rare (Requires Attunement by a Talent)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to manifest one of the following powers from it, using your talent power save DC: *beam gaze* (2 charges), *cure ailment* (2 charges), *shadow form* (4 charges), or *sixth sense* (1 charge).

Additionally, while holding the staff, you can use an action to touch a creature with it and expend any number of charges. The creature regains 1d8 hit points per expended charge.

The staff regains 1d6 + 4 expended charges daily at dawn.

STAFF OF PYROKINESIS

Staff, Very Rare (Requires Attunement by a Talent)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to manifest one of the following powers from it, using your talent power save DC: *fire form* (4 charges), *imbue flame* (2 charges), *melt* (4 charges), or *scorch* (1 charge).

Additionally, when you make a melee attack with the staff, you can use your Intelligence modifier instead of your Strength modifier for attack and damage rolls. When you hit with a melee attack using the staff, you can expend any number of charges, dealing an extra 1d8 fire damage to the target per expended charge.

The staff regains 1d6 + 4 expended charges daily at dawn.

STAFF OF RESOPATHY

Staff, Very Rare (Requires Attunement by a Talent)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to manifest one of the following powers from it, using your talent power save DC: *extinguish* (2 charges), *guise* (2 charges), *reminisce* (4 charges), or *weight* (1 charge).

Additionally, while holding the staff, you can expend 1 charge as a bonus action to give yourself truesight out to a range of 30 feet for 1 minute.

The staff regains 1d6 + 4 expended charges daily at dawn.

STAFF OF TELEKINESIS

Staff, Very Rare (Requires Attunement by a Talent)

This staff has 10 charges. While holding it, you can expend 1 or more of its charges to manifest one of the following powers from it, using your talent power save DC: *fulcrum* (4 charges), *gravitational collapse* (4 charges), *repel* (1 charge), or *telekinetic burst* (2 charges).

Additionally, while holding the staff, you can expend 1 charge to give yourself a flying speed of 60 feet until the end of your next turn (no action required). If you already have a flying speed, that speed increases by 60 feet until the end of your next turn.

The staff regains 1d6 + 4 expended charges daily at dawn.

STAFF OF TELEPATHY

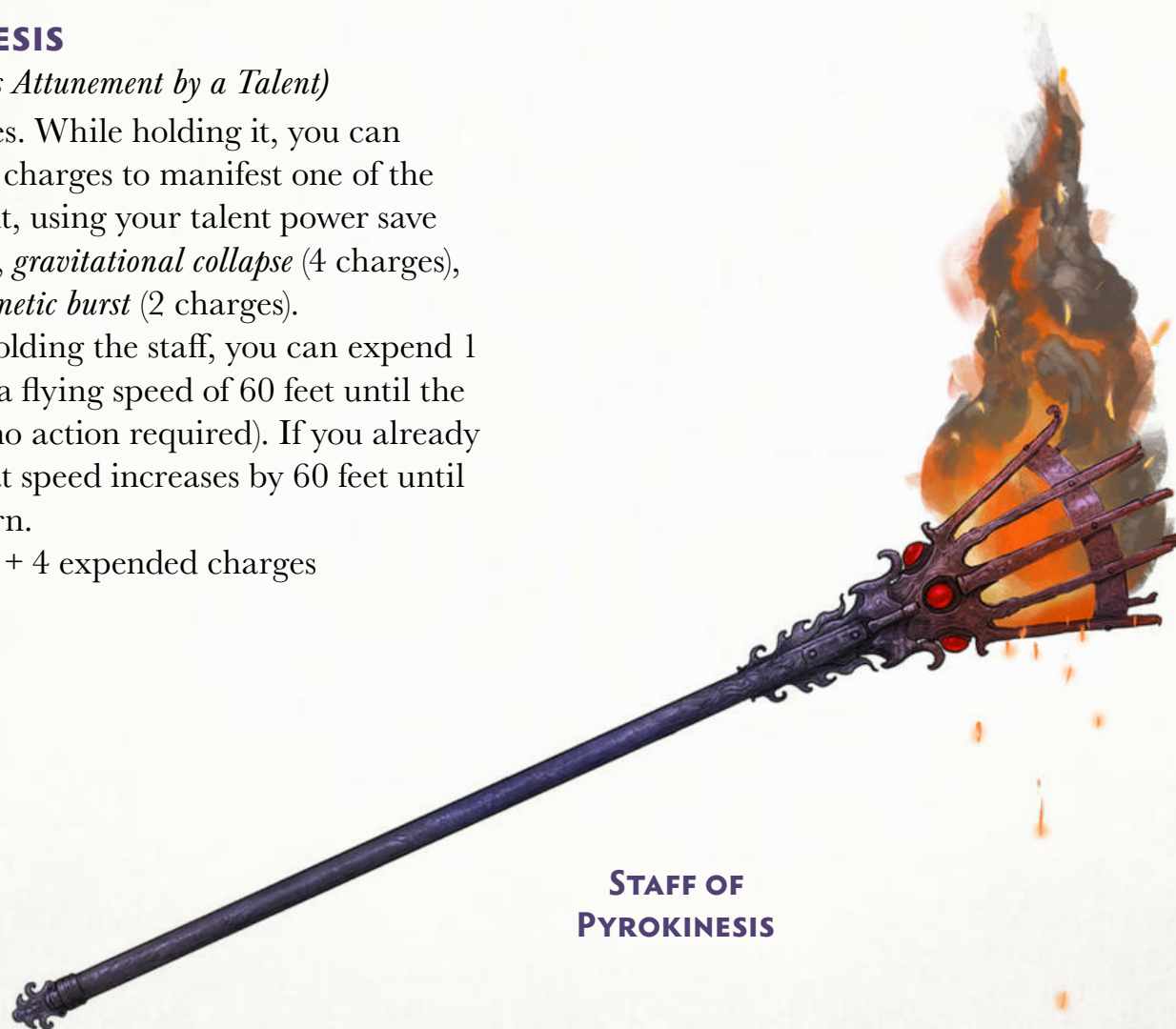
Staff, Very Rare (Requires Attunement by a Talent)

This staff has 10 charges. While holding it, you can expend 1 or more of its charges to manifest one of the following powers from it, using your talent power save DC: *believe* (1 charge), *dagger of the mind* (2 charges), *distant voice* (2 charges), or *harlequin* (4 charges).

Additionally, while holding the staff, you can use an action to expend 1 charge and choose a creature you can see within 30 feet of you. For 1 minute, you learn the surface thoughts of that creature—what is most on their mind in that moment. If the creature has an Intelligence of 3 or lower or doesn't speak any language, you learn nothing from it.

While you are reading a creature's surface thoughts with the staff, you can expend 1 charge as a bonus action to dig deeper into the target's mind, forcing them to make an Intelligence saving throw against your talent power save DC. On a success, your ability to read the creature's surface thoughts ends. On a failure, you gain insight into the target's reasoning (if any), their emotional state, and one thing that looms large in their mind (a problem they are worried over, a person they love or hate, and so forth). Whether the saving throw succeeds or fails, the target doesn't know that you attempted to dig into their mind.

The staff regains 1d6 + 4 expended charges daily at dawn.



STAFF OF
PYROKINESIS

PSIONIC CREATURES

WHILE TALENT PLAYER CHARACTERS TRACK strain to use their powers, psionic creatures, NPCs controlled by the GM, and player-controlled companions need a simpler system. Especially for a GM controlling multiple creatures at once, having a separate strain track for each is a pain! Similarly, a creature adventuring alongside a character shouldn't come with a lot of resources and status effects to worry about, given that the player controlling them is already managing a more complicated hero!

Psionic creatures that aren't player characters typically make use of fewer powers than a player character talent. GM-controlled creatures have exactly what they need for an encounter to make their stat blocks easy to run, while player-controlled allies have enough to support the characters without overshadowing them or slowing down combat. Instead of tracking strain, these creatures can manifest certain powers at will, and can manifest other powers one to three times per day.

If a psionic creature has a power that's meant to be used in combat, it appears in their stat block as an action, a bonus action, or a reaction, with the power's order in parentheses next to its name. Unless otherwise noted, a power in a creature's stat block can be manifested only at the lowest possible order. Some creatures also have innate psionic features that aren't powers, many of which are exclusive to those creatures.

MANIFESTING MULTIPLE POWERS

Unlike player characters, if a creature's stat block allows them to manifest a power as a bonus action, they can still manifest another power of 2nd order or higher as an action on that turn. For example, a creature who manifests the *jaunt* power as a bonus action can also make a 2nd-order power attack as an action. Similarly, many Multiattack actions let a creature make multiple power attacks on a turn, even though each attack is a power of its own.

GEMSTONE DRAGONS AGAIN?

Gemstone dragons appear in both *Strongholds & Followers* and *Kingdoms & Warfare*, where they used different rules for psionics that were more complex. If you liked those versions of the gemstone dragons, you can keep using them! We just wanted to present a revised version of the dragons that work with our new rules to help make your life easier.

POWER ATTACKS AS OPPORTUNITY ATTACKS

When an enemy's movement provokes an opportunity attack from a creature whose stat block includes a melee power attack, the creature can use their reaction to make a melee power attack against the creature, rather than making an opportunity attack.

GEMSTONE DRAGONS

A rare and long-forgotten branch of the *Draco* genus, the gemstone dragons of *Draco crystallus* bear a similar appearance to their more common cousins *Draco metallus* and *Draco chromaticus*, the metallic and chromatic dragons. But gemstone dragons are silico-organic organisms with a symbiotic relationship between their living flesh and the gem crystals that cover their bodies.

Psionic Gems. When first hatched, a gemstone dragon is almost entirely organic, showing off only a few tiny gems appearing on their scaled skin. But as a dragon grows, those crystals spread—as does their psionic power. By threading through a dragon's body, these gem crystals form a network of psionic filaments that capture, conduct, amplify, and store the psionic energy the dragon uses to manifest their power. That power has allowed many gemstone dragons to long ago abandon their wings or let them atrophy, relying instead on innate telekinesis to lift and propel them.

However, even as a dragon's gems channel psionic power, grant enhanced speed and agility, and protect against physical attack, they make all gemstone dragons vulnerable to psychic assault, as that crystal lattice helps to conduct harmful psionic energy throughout their bodies.

Hunted Sages. Gemstone dragons hoard knowledge rather than treasure. As such, unlike their chromatic and metallic cousins, they can be found in almost any habitat, as long as the location is remote and contains a repository of knowledge. Forgotten ancient libraries are thus a favored site for gemstone dragon lairs. As keepers of forgotten lore, gemstone dragons rarely take sides in the battles between good and evil, law and chaos, acting instead to preserve the world and its knowledge, and to prevent dangerous knowledge from falling into the wrong hands.

Despite their rarity and reclusiveness, gemstone dragons are sometimes sought by bold and foolish hunters hoping to claim their psionic gemstones. As a result, many dragons enter into long periods of slumber in their remote lairs, avoiding notice and awaking only during times of catastrophic need.

CTHRION URONIZIIR

Cthrion Uroniziir is a world-ending campaign foe—a final boss whose defeat requires the greatest heroes of the timescape to join forces! Among all gemstone dragons, she is universally feared and revered for her psionic might and ambition.

One World to Rule. Known as the Wurm of the Worlds' End, the Onyx Dragon, and the Time Ender, Cthrion Uroniziir has long plotted to collapse the myriad manifolds of the timescape into one partition. If she succeeds, countless worlds will be annihilated and collapsed together into one singular universe, which will thereafter be brought under the Onyx Dragon's control.

Thousands of creatures across the timescape pledge themselves to Cthrion Uroniziir's cause. From mortals who believe that the single world she promises to create will prosper under her rule, to amethyst dragons promised mortal subjects for their dangerous experiments, the Time Ender has agents on every plane, waiting to enact her will.

Enemy of Ballisantirax. A faction led by the slumbering dragon Ballisantirax—a great crystal dragon, thought to be the most powerful of the gemstone dragons—opposes Cthrion Uroniziir. The power of Ballisantirax can't be denied, for few others possess the ability to create or destroy reality with a thought. But the Sleeping One's psionic strength is so great that her waking might well unmake the Material Plane. In fact, some who fight against Cthrion Uroniziir's plots believe that part of her plan is to wake her enemy to ensure the destruction of worlds. Thankfully, Ballisantirax has so far remained hidden, directing allies from her dreams to oppose the Onyx Dragon.

CTHRION URONIZIIR'S LAIR

Cthrion Uroniziir sets plans in motion, then slumbers for decades or even centuries at a time before waking to check on her followers. Her lair exists in a place beyond space and time, and only her most trusted gemstone dragon servants know the destructive ritual required for mortals to access it.

LAIR ACTIONS

When fighting inside her lair, Cthrion Uroniziir can take lair actions. On initiative count 20 (losing initiative ties), Cthrion Uroniziir can take one lair action to cause one of the following effects; she can't use the same lair action two rounds in a row:

Temporal Might. Cthrion Uroniziir fills her body with the potential of time. Until initiative count 20 of the next round, she gains a +2 bonus to AC, has advantage on Dexterity saving throws, and can make one additional Claw attack with her Multiattack action.

Time Drain. Cthrion Uroniziir chooses three creatures she can see within 120 feet of her, then forcibly draws time out of their bodies. Each creature must succeed on a DC 20 Constitution saving throw or age 1d12 years. A creature that ages also has vulnerability to bludgeoning damage until initiative count 20 of the next round.

Unruly Time. Cthrion Uroniziir chooses two points on the ground she can see, then sets time out of phase in a 30-foot-square area centered on each point. Each area is difficult terrain for creatures hostile to Cthrion Uroniziir until initiative count 20 of the next round. Additionally, each hostile creature that starts their turn in the area must succeed on a DC 20 Strength saving throw or be restrained until the effect ends.



CTHRION URONIZIIR

Gargantuan Dragon, Neutral Evil

Armor Class 24 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25(+7)	28(+9)	28(+9)	28(+9)	20(+5)	25(+7)

Saving Throws Int +18, Wis +14, Cha +16

Skills Arcana +18, Insight +14, Perception +14, Religion +18

Damage Vulnerabilities psychic

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from mundane attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses truesight 120 ft., passive Perception 24

Languages Common, Draconic, telepathy 120 ft.

Challenge 29 (135,000 XP) **Proficiency Bonus** +9

Psionic Weapons. Cthron Uroniziir's weapon attacks are psionic.

Sacrificial Resistance (3/Day). If Cthron Uroniziir fails a saving throw, she can choose to succeed instead. When she uses this trait, her Time Aura doesn't function until the start of her next turn.

Supernatural Resistance. Cthron Uroniziir has advantage on saving throws against powers, spells, and other psionic and magical effects.

Time Aura. A psionic aura surrounds Cthron Uroniziir in a 60-foot-radius sphere. When a creature starts their turn within the aura, Cthron Uroniziir can force that creature to succeed on a DC 26 Constitution saving throw or suffer the following effects until the start of their next turn: the creature's speed is halved, and they can take an action or a bonus action but not both.

ACTIONS

Multiattack. Cthron Uroniziir uses Inhale, then makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Inhale. Cthron Uroniziir creates an area of vacuum in a 90-foot cone. Each creature in that area must succeed on a DC 26 Strength saving throw or be pulled up to 20 feet toward Cthron Uroniziir and knocked prone.

Cosmic Breath (Recharge 5–6). Cthron Uroniziir exhales the chaotic temporal energy of another world in a 90-foot cone. Each creature in the area must make a DC 26 Dexterity saving

throw, taking 45 (10d8) bludgeoning damage and 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Jaunt (6th-Order Power). Cthron Uroniziir or one willing creature she touches teleports to an unoccupied space she can see within 75 feet of her.

REACTIONS

Capture Energy (3rd-Order Power). When Cthron Uroniziir takes acid, cold, fire, force, lightning, or thunder damage, she takes only half the damage. She can then make a ranged power attack with a +18 bonus against a creature or object within 30 feet of her. If the attack hits, the target takes the remainder of the triggering damage.

VILLAIN ACTIONS

Cthron Uroniziir has three villain actions. She can take each action once during an encounter after an enemy creature's turn. She can take these actions in any order but can use only one per round.

Action 1: Monolith. Cthron Uroniziir conjures a 5-foot-wide, 20-foot-tall onyx monolith in an unoccupied space she can see within 120 feet of her. The monolith has AC 20; 200 hit points; immunity to fire and poison damage; and immunity to bludgeoning, piercing, and slashing damage from mundane attacks. On initiative count 10 while Cthron Uroniziir can see the monolith, each creature of her choice within 30 feet of it must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) lightning damage. If Cthron Uroniziir is within 30 feet of the monolith on initiative count 10, she regains 21 (6d6) hit points.

Action 2: Faster than Time. Cthron Uroniziir moves up to her speed without provoking opportunity attacks. Whenever she comes within 10 feet of a creature for the first time during this movement, she can make one Claw Attack with advantage against that creature.

Action 3: Ultimate Reflection. Cthron Uroniziir creates a duplicate of herself that appears in an unoccupied space within 120 feet of her. The duplicate acts on her initiative immediately after she takes her turn. This duplicate has the same statistics as Cthron Uroniziir, except that they have 200 hit points and lack her Time Aura trait, her Cosmic Breath and Inhale actions, and her villain actions. The duplicate disappears when it or Cthron Uroniziir is reduced to 0 hit points.

POWERS

In addition to the other powers in this stat block, Cthron Uroniziir can manifest the following powers, using Intelligence as her manifestation ability (power save DC 26):

At will: *broadcast, distant voice, memory gap, penetrating sight, read object, read thoughts, restore the past, rewrite*

GRAXITURON

Graxituron, the Sapphire Father, claims to be among the first and most ancient of the gemstone dragons. Even other dragons look upon him in awe. His self-assigned purview is time, establishing him as a guardian of the knowledge of past and future, and of the powers that let creatures shift between times.

Temporal Protector. Graxituron gets along best with those creatures that impose rigid rules of causality on the world, and considers those that tinker with the causality of past and future a danger. Whenever mortals discover or exploit the means to freely move through time, to significantly alter its flow, or to summon creatures from the past or future, Graxituron takes action. It matters not if those creatures plan to change time for good or ill, for any alteration too large could cause catastrophe, and the offenders must be put down before that can happen.

When a mortal who knows of Graxituron learns of a threat to causality, they might send agents to seek the Sapphire Father's advice and aid. If he can be found, Graxituron is always willing to aid adventurers intent on saving the time stream, even using his knowledge to bend the rules of time if he feels the danger warrants it.



Commanding Respect. Though Graxituron is typically reserved, when the Sapphire Father speaks, he demands attention and expects to be treated with respect. He carries himself like a venerable university professor, presuming that all those around him will hang on his every word.

Time Tyrant Within. In his younger days, Graxituron met an evil future version of himself in another timeline, with that alternative self attempting to manipulate the time stream. Not powerful enough to slay this evil double, Graxituron absorbed his enemy's consciousness. Now the evil soul lingers inside the Sapphire Father's ancient body, waiting for a moment where he might be able to wrest control and return to his vile work.

GRAXITURON'S LAIR

The heat and toxic vapors of the underworld are no threat to an ancient gemstone wyrm. For millennia, Graxituron has lived in the glowing tunnels of Ignisdohn, an active volcano kept from erupting by the Sapphire Father's mastery of time. Here, elementals tend to Graxituron's needs and guard his treasures as he meditates, his mind slipping in and out of timelines in an endless watch.

LAIR ACTIONS

When fighting inside his lair, Graxituron can take lair actions. On initiative count 20 (losing initiative ties), Graxituron can take one lair action to cause one of the following effects; he can't use the same lair action two rounds in a row:

Temporal Dissonance. Graxituron vibrates at super speed, appearing blurry and distorted. Until the end of initiative count 20 on the next round, any creature with a passive Wisdom (Perception) score of 17 or lower has disadvantage on attack rolls against Graxituron.

Time Freeze. Time twists around three creatures that Graxituron can see within 120 feet of him. Each target must succeed on a DC 24 Constitution saving throw or have their speed reduced to 0 and be unable to regain hit points until the end of initiative count 20 on the next round.

Violent Isolation. Graxituron teleports 120 feet to an unoccupied space he can see. After he teleports, he can choose one creature within 120 feet of him, forcing that creature to succeed on a DC 24 Charisma saving throw or be teleported to an unoccupied space within 5 feet of Graxituron.

GRAXITURON

Gargantuan Dragon, Neutral

Armor Class 23 (natural armor)

Hit Points 507 (29d20 + 203)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24(+7)	28(+9)	24(+7)	28(+9)	19(+4)	24(+7)

Saving Throws Dex +16, Con +14, Int +16, Wis +11

Skills Arcana +16, Insight +11, Perception +11, Religion +16

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities fire, poison

Condition Immunities poisoned

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

Languages Common, Draconic, telepathy 120 ft.

Challenge 24 (62,000 XP) Proficiency Bonus +7

Awe Aura. A psionic aura surrounds Graxituron in a 30-foot-radius sphere. Whenever a hostile creature starts their turn in the aura, they must succeed on a DC 24 Charisma saving throw or be frightened of Graxituron until the start of their next turn. While frightened in this way, the target can't undertake any action intended to harm Graxituron. On a successful save, a creature is immune to Graxituron's Awe Aura, but not his Exploding Aura, for 24 hours.

Psionic Weapons. Graxituron's weapon attacks are psionic.

Sacrificial Resistance (3/Day). If Graxituron fails a saving throw, he can choose to succeed instead. When Graxituron uses this trait, his Awe Aura doesn't function until the start of his next turn.

ACTIONS

Multiattack. Graxituron uses Growing Aura. He then makes one Bite attack and two Claw attacks, or he uses Telekinetic Burst or Mass Choke, if available.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Growing Aura. If the radius of Graxituron's Awe Aura is less than 60 feet, it increases 15 feet to a maximum of 60 feet.

Exploding Aura. If the radius of Graxituron's Awe Aura is 60 feet, the aura explodes in a burst of temporal energy. Each creature of Graxituron's choice within 60 feet of him must make a DC 24 Constitution saving throw, taking 91 (26d6) necrotic damage on a failed save, or half as much damage on a successful one. The radius of Graxituron's Awe Aura then shrinks to 30 feet.

Telekinetic Burst (3/Day; 6th-Order Power). Graxituron unleashes a 20-foot-radius sphere of force centered on a point he can see within 90 feet of him. Each creature in the area must make a DC 24 Dexterity saving throw. On a failed save, a target

takes 38 (11d6) force damage and is pushed 10 feet away from the center of the area. On a success, the target takes half as much damage and isn't pushed.

Mass Choke (1/Day; 6th-Order Power; Concentration).

Each creature of Graxituron's choice within 30 feet of him must succeed on a DC 24 Dexterity saving throw or become restrained for 1 minute (save ends at end of turn). A creature restrained in this way takes 22 (5d8) force damage at the start of each of their turns.

VILLAIN ACTIONS

Graxituron has three villain actions. He can take each action once during an encounter after an enemy creature's turn. He can take these actions in any order but can use only one per round.

Action 1: Return to Weakness. Graxituron unleashes a wave of temporal distortion, attempting to return enemies to a time when they were in a vulnerable state. Each hostile creature within 60 feet of him must succeed on a DC 24 Constitution saving throw or wither for 1 minute (save ends at end of turn). At the start of each of their turns, an affected creature has their hit point maximum reduced by 11 (2d10). If a creature's hit point maximum is reduced to 0 this way, they die and crumble to dust. The *cure ailment* power, the *lesser restoration* spell, or a similar supernatural effect ends the withering effect if still ongoing, and restores an affected creature's hit point maximum to normal.

Action 2: Midnight Hour. Psionic darkness pours from Graxituron's body in a 30-foot-radius aura that lasts until the end of his next turn. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and light can't illuminate it. When a creature other than Graxituron ends their turn in the darkness, Graxituron can move that creature up to 15 feet horizontally.

Action 3: A Different You. Graxituron chooses another creature he can see within 120 feet of him and calls forth a duplicate version of that creature from another timeline to serve him. The duplicate appears in an unoccupied space within 30 feet of Graxituron, and uses the same statistics as the original creature as if that creature had just finished a long rest. The duplicate immediately takes one turn, acting as directed by Graxituron. At the end of the duplicate's turn, it dies in a psionic explosion, and the original creature must make a DC 24 Wisdom saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

POWERS

In addition to the other powers in this stat block, Graxituron can manifest the following powers, using Intelligence as his manifestation ability (power save DC 24):

- At will: *distant voice*, *read thoughts*, *rewrite*
3/day each: *broadcast*, *memory gap*, *read object*,
restore the past
1/day each: *fold space*, *reveal the path*, *stasis field*

NELISARDRIM

Nelisardrim, the Topaz Wizard, is more engaged with the mortal world than most other dragons—gemstone or otherwise. Though they channel psionic power like all their kind, the young Nelisardrim has a particular fascination with mortal magic. They study it obsessively, collecting scrolls and tomes much like chromatic and metallic dragons hoard gold and gemstones.

Distracted and Friendly. To the mortal folk who interact with them, Nelisardrim resembles an absentminded professor. They accumulate so much lore that they spend all their time categorizing it in their library and their head. And just when the dragon has everything neatly filed away, they realize that one treatise doesn't fit any existing classification—and the whole process must be redone from scratch.

Nelisardrim's natural curiosity makes them approachable and easy to talk to, though they rarely give a straight answer to questions posed to them. It's easy to assume the Topaz Wizard is an expert on everything, considering how many books they possess, but the opposite is often true. Anything the young dragon can think about can be defended with their extensive references, but many of those references contradict each other.

Oops, Explosion. Brash and reckless, Nelisardrim enjoys experimenting with their magic items and tomes, but this pursuit pairs poorly with their short attention span. The dragon has had to rebuild their lab more than once, and may the gods help them if they ever get their claws on a cursed item.

NELISARDRIM'S LAIR

Nelisardrim organizes their hoard and experiments in a mage's tower that appears ruined from the outside. Inside, though, the dragon has made every surface shine and every doorway big enough for their large form. The Topaz Wizard has reanimated a number of old constructs found scattered about when the dragon took over the tower, supplementing their missing limbs with whatever was on hand. These beings work without complaint through long days and nights, cataloguing all Nelisardrim owns and serving as assistants and subjects in the dragon's experiments.

LAIR ACTIONS

When fighting inside their lair, Nelisardrim can take lair actions. On initiative count 20 (losing initiative ties), Nelisardrim can take one lair action to cause one of the following effects; they can't use the same lair action two rounds in a row:

Dust Disappearance. Nelisardrim turns into a cloud of gem dust and moves up to 30 feet, reforming in an unoccupied space they can see. While moving in this way, they can move through occupied spaces and don't provoke opportunity attacks. If Nelisardrim moves through a creature's space, that creature must succeed on a DC 14 Constitution saving throw or be blinded until the end of their next turn.

Mind Over Magic. A shimmering globe of psionic energy surrounds Nelisardrim. Until the end of initiative count 20 on the next round, the dragon can't be affected or detected by spells of 2nd level or lower unless they wish to be, they have advantage on saving throws against spells and other magical effects, and spell attack rolls made against them have disadvantage.

The Page is Mightier. A swirling vortex of books appears in a 40-foot-high, 10-foot-radius cylinder centered on a point Nelisardrim can see within 60 feet of them, and lasts until the end of initiative count 20 on the next round. Any creature that enters the cylinder for the first time on a turn or starts their turn there must succeed on a DC 14 Strength saving throw or take 10 (3d6) bludgeoning damage and be knocked prone.



NELISARDRIM

Large Dragon, Neutral Good

Armor Class 18 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	15(+2)	17(+3)	15(+2)	15(+2)

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

Skills Arcana +6, Insight +5, Perception +5

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic, telepathy 120 ft.

Challenge 7 (2,900 XP) Proficiency Bonus +3

Magic Dabbler. Nelisardrim can use and attune to any magic item, no matter its prerequisites. If the item makes use of its wielder's spell save DC, Nelisardrim uses their power save DC (14) instead.

Psionic Weapons. Nelisardrim's weapon attacks are psionic.

Sacrificial Resistance (3/Day). If Nelisardrim fails a saving throw, they can choose to succeed instead. When Nelisardrim uses this trait, their Uplift Aura doesn't function until the start of their next turn.

Uplift Aura. A psionic aura surrounds Nelisardrim in a 30-foot-radius sphere. Each creature of Nelisardrim's choice in the aura has advantage on Intelligence, Wisdom, and Charisma checks and saving throws.

ACTIONS

Multiattack. Nelisardrim uses Widening Aura. They then make one Bite attack and two Claw attacks, or they use Melt if available.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Widening Aura. If the radius of Nelisardrim's Uplift Aura is less than 60 feet, it increases 15 feet to a maximum of 60 feet. If the aura's radius reaches 60 feet, the aura explodes in a burst of empowering energy. Each creature of Nelisardrim's choice within 60 feet of them has advantage on attack rolls and deals an extra 1d6 force damage with attacks, with both benefits lasting until the end of Nelisardrim's next turn. The radius of Nelisardrim's Uplift Aura then shrinks to 30 feet.

Melt (1/Day; 4th-Order Power). Nelisardrim chooses a manufactured mundane metal object no larger than Medium that they can see within 60 feet of them. If the object isn't

being carried or worn by a creature, it melts into useless slag. If the object is being carried or worn by a creature, that creature must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 27 (5d10) fire damage and the object melts into useless slag. On a success, the creature takes half as much damage and the object doesn't melt.

BONUS ACTIONS

Psionic Shift (1st-Order Power). Nelisardrim chooses one creature other than themselves that they can see within 15 feet of them, and that isn't grappled or restrained. The target must succeed on a DC 14 Strength saving throw or be moved 5 feet in a direction of Nelisardrim's choice. The target can choose to fail this saving throw.

REACTIONS

Again (3/Day; 2nd-Order Power). When Nelisardrim or a creature they can see within 30 feet of them misses with an attack roll, Nelisardrim momentarily rewinds time. The attacker can reroll the attack and must use the new roll.

VILLAIN ACTIONS

Nelisardrim has three villain actions. They can take each action once during an encounter after an enemy creature's turn. They can take these actions in any order but can use only one per round.

Action 1: Experimental Concoction. Nelisardrim conjures and hurls a vial at a point they can see within 60 feet of them. Each creature within 15 feet of that point must succeed on a DC 14 Dexterity saving throw or become covered in caustic glue. While covered in the glue, a creature takes 5 (1d10) acid damage at the start of each of their turns. A creature can use an action to remove the glue from themselves or another creature they can reach.

Action 2: Telekinetic Pulse. Nelisardrim releases a wave of telekinetic energy, forcing each creature within 15 feet of them to make a DC 14 Intelligence saving throw. On a failed save, a creature takes 11 (2d10) force damage and falls prone. On a success, a creature takes half as much damage and doesn't fall prone. Nelisardrim then moves up to their speed.

Action 3: Antimagic Fireball. Nelisardrim creates a psionic explosion in a 20-foot-radius sphere centered on a point they can see within 120 feet of them. Each creature in the area must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Any spell of 3rd level or lower affecting a creature, object, or magical effect in the area then ends.

POWERS

In addition to the other powers in this stat block, Nelisardrim can manifest the following powers, using Intelligence as their manifestation ability:

- At will: *rewrite*
- 3/day: *distant voice*
- 1/day: *read thoughts*

PROFUNDRUS

Profundrus the Sunken Emerald studies the chaotic boundary between ocean and land. Tide pools and estuaries fascinate him, and the intermingling of disparate ecologies in those locations forms the basis of his theory of the timescape—a hypothesis that the Material Plane lies on an interspatial boundary between countless worlds, and that for this reason, good, evil, chaos, and law all intermingle there.

Aquatic Psion. For thousands of years, Profundrus has lived in the ocean, over which time his body adapted to life beneath the waves. Even as he evolved physically, his mind grew more powerful, to the point where his mere thoughts can now interfere with the brains of others. Hostile creatures in proximity to Profundrus often find it difficult to maintain concentration on their powers and spells.

Planar Expert. Profundrus's interest in the mortal world and its relation to other worlds makes him an expert on the planes. He knows a way to travel freely to the Sea of Stars that separates worlds, and from there can move to any planar realm. Sages who have studied Profundrus and other emerald dragons believe this method is dangerous, and that its prolonged use could put twisted thoughts into the dragon's mind, making him believe he resides in one world while he stands in another, and bringing his ire down upon innocents he sees as enemies.

TIMESCAPE

The timescape is our name for the multiverse. In future MCDM products, we'll reveal more about the infinite worlds of the timescape, but you don't need to know about those to use this supplement.

PROFUNDRUS'S LAIR

At the bottom of the ocean, Profundrus dwells in a deep canyon among piles of unorganized treasures, which flow into a maze of tunnels whose walls are carved with shelves and set with psionic traps. Deep-sea creatures including whales and chuuls attend the Sunken Emerald here, as he studies tomes to help him unravel what exactly holds the timescape together.

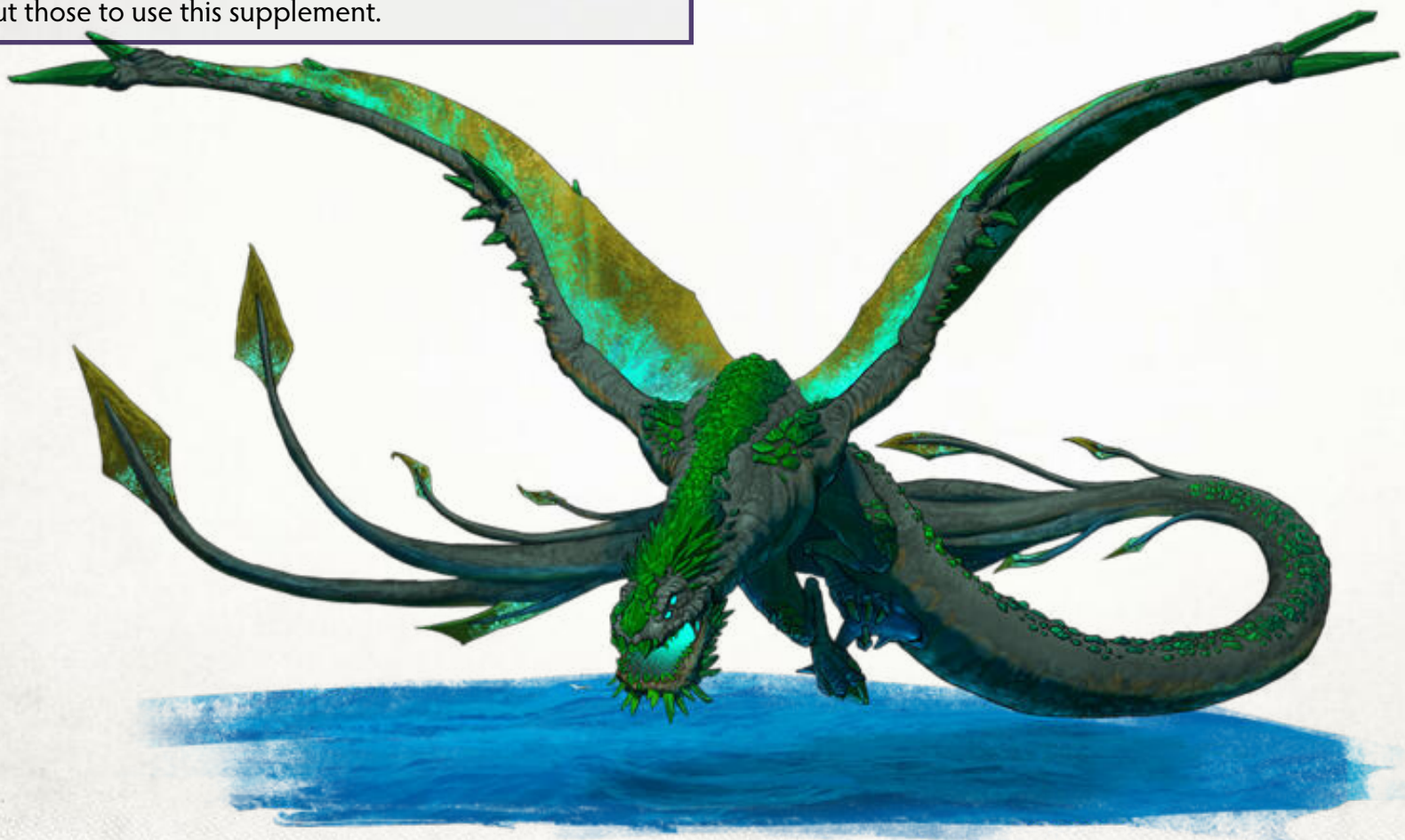
LAIR ACTIONS

When fighting inside his lair, Profundrus can take lair actions. On initiative count 20 (losing initiative ties), Profundrus can take one lair action to cause one of the following effects; he can't use the same lair action two rounds in a row:

Burning Water. Profundrus chooses a point he can see within 120 feet of him, creating a 20-foot-radius sphere of acid centered on that point. Any creature that moves into the sphere for the first time on a turn or starts their turn there takes 11 (2d10) acid damage. The sphere dissipates at the end of initiative count 20 on the next round.

Psionic Jellyfish. Profundrus manifests a school of spectral jellyfish around him that can't be touched or attacked. Whenever Profundrus takes damage, each creature within 5 feet of him takes 11 (2d10) psychic damage. The jellyfish disappear at the end of initiative count 20 on the next round.

Weakening Water. Profundrus chooses two creatures completely submerged in water that he can see within 120 feet of him. Each target must succeed on a DC 22 Constitution saving throw or become vulnerable to cold, piercing, and psychic damage until the end of initiative count 20 on the next round.



PROFUNDRUS

Gargantuan Dragon, Chaotic Neutral

Armor Class 22 (natural armor)
Hit Points 319 (22d20 + 88)
Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	24(+7)	18(+4)	24(+7)	16(+3)	22(+6)

Saving Throws Dex +14, Con +11, Int +14, Wis +10
Skills Arcana +14, Insight +10, Perception +10, Religion +14
Damage Vulnerabilities psychic
Damage Resistances bludgeoning, piercing, and slashing from mundane attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic, telepathy 120 ft.
Challenge 21 (33,000 XP) Proficiency Bonus +7

Amphibious. Profundrus can breathe air and water.
Interference Aura. A psionic aura surrounds Profundrus in a 30-foot-radius sphere. Whenever a hostile creature concentrating on a spell or on one or more powers starts their turn in the aura, they take 10 (3d6) psychic damage.
Psionic Weapons. Profundrus’s weapon attacks are psionic.
Sacrificial Resistance (3/Day). If Profundrus fails a saving throw, he can choose to succeed instead. When he uses this trait, his Interference Aura doesn’t function until the start of his next turn.

ACTIONS

Multiattack. Profundrus uses Growing Aura. He then makes one Bite attack and two Claw attacks, or he uses Dagger of the Mind or Heat Transfer, if available.
Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 18 (2d10 + 7) piercing damage.
Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) slashing damage.
Growing Aura. If the radius of Profundrus’s Interference Aura is less than 60 feet, it increases 15 feet to a maximum of 60 feet.
Exploding Aura. If the radius of Profundrus’s Interference Aura is 60 feet, the aura explodes in a burst of sickening energy. Each creature of Profundrus’s choice within 60 feet of him must make a DC 22 Constitution saving throw, taking 66 (12d10) poison damage on a failed save, or half as much damage on a successful one. This damage ignores resistance or immunity to poison damage. The radius of Profundrus’s Interference Aura then shrinks to 30 feet.
Dagger of the Mind (3/Day; 4th-Order Power). Profundrus chooses one creature he can see within 60 feet of him, which must make a DC 22 Intelligence saving throw. On a failed save,

the target takes 33 (6d10) psychic damage and can take only the Dash, Disengage, or Dodge actions on their next turn. On a success, the target takes half as much damage and can take their turn normally.

Heat Transfer (1/Day; 6th-Order Power; Concentration). Profundrus chooses a creature that isn’t a Construct or Undead that he can see within 120 feet of him. For 1 minute, the target must make a DC 22 Constitution saving throw at the start of each of their turns, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one. Whenever the target takes cold damage from this power, Profundrus can choose another creature that isn’t a Construct or Undead who he can see within 120 feet of him. That creature regains a number of hit points equal to half the cold damage dealt to the target.

BONUS ACTIONS

Amplify (4th-Order Power). Profundrus chooses one creature he can see within 30 feet of him. The next time the target hits a creature with a weapon attack within the next minute, that attack deals an extra 13 (3d8) psychic damage.

VILLAIN ACTIONS

Profundrus has three villain actions. He can take each action once during an encounter after an enemy creature’s turn. He can take these actions in any order but can use only one per round.
Action 1: Astral Riptide. Profundrus calls forth waters from the Astral Sea. Each hostile creature within 60 feet of him must succeed on a DC 22 Strength saving throw or be pulled up to 30 feet toward him or pushed up to 30 feet away from him (Profundrus’s choice). Each creature then falls prone.
Action 2: Open the Rift. Profundrus disappears in a burst of brilliant psionic energy, forcing each creature within 30 feet of him to succeed on a DC 22 Constitution saving throw or be blinded until the end of their next turn. Profundrus then reappears in an unoccupied space within 120 feet of his original location.
Action 3: Tear Reality. Profundrus opens a rift in space and time, creating a 20-foot-radius sphere of overwhelming emotional energy centered on a point he can see within 120 feet of him. The rift lasts for 1 minute. A creature that enters the area for the first time on a turn or starts their turn there must make a DC 22 Wisdom saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one.

POWERS

In addition to the other powers in this stat block, Profundrus can manifest the following powers, using Intelligence as his manifestation ability:
At will: distant voice, embrace the deep, rewrite
3/day each: broadcast, penetrating sight, read object
1/day: fold space

TERSASALLA

Tersasalla, the Ruby Guardian, hoards and protects the knowledge of reality they call “realitas,” and which they believe is the only thing that separates the real world from the destructive potential of falsehood and illusion. Not even the greatest mortal spellcasters understand the manner in which illusion magic threatens to replace the current reality by starving that reality, letting it wither and then setting a phantasm in its place. For only Tersasalla and their secret cabal of followers know that illusions in the Material Plane are echoes of beings and objects from other worlds—and that given the chance, those alien worlds would invade ours.

Protection from Illusion. The Ruby Guardian maintains a ceaseless vigil for spellcasters channeling the magic of illusions. When any sufficiently powerful illusionist catches a glimpse of the true power contained within their spells and decides to use that power for personal gain, the Ruby Guardian acts to prevent the end of reality, sometimes partnering with mortal adventurers to get the job done.

Tersasalla has trained their mind to defeat and destroy illusionists over long years, honing their innate psionic abilities to enhance the powers and spells of others, since mortal talents and non-illusionist spellcasters are the most common allies. Even well-meaning illusionists might meet their end in the maw of the dragon, who has no mercy for those who know too much. For they would rather kill an army of good mortals than risk reality ending.

Orderly Traditionalist. Measured, formal, and slow to trust, Tersasalla patiently plans as their goals unfold. They are pleased when traditions are upheld. Mortals who approach the dragon with respect, introduce themselves properly, and avoid extraneous hand gestures quickly earn Tersasalla’s attention, along with the opportunity to impress them.

TERSASALLA’S LAIR

Within the crystal peak of Mount Kelbore, Tersasalla sits in observation and study, attended to by spellcasting and psionic sages. The frosted walls of the lair can be made transparent from the inside, allowing the dragon full view of their surroundings, or a magical view of any creature in the timescape. When the Ruby Guardian isn’t watching illusionists in those visions, they work with gemstone dragonborn disciples to catalogue their vast collection of psionic crystals, always preparing for the end.

LAIR ACTIONS

When fighting inside their lair, Tersasalla can take lair actions. On initiative count 20 (losing initiative ties), Tersasalla can take one lair action to cause one of the following effects; they can’t use the same lair action two rounds in a row:

I Won’t Allow It. Tersasalla chooses one creature, object, or supernatural effect they can see within 120 feet of them. Any powers of 2nd order or lower and any spells of 3rd level or lower on the target end. Additionally, all illusion spells on the target end, regardless of level.

No Power Here. Tersasalla chooses up to two spellcasting creatures that they can see within 60 feet of them. Each creature must succeed on a DC 20 ability check using their spellcasting ability or be unable to cast any spells except cantrips until the end of their next turn.

This Way. The sound of an orderly march rings out throughout the lair. Each hostile creature that can hear the sound and is within 60 feet of Tersasalla must succeed on a DC 20 Wisdom saving throw or use their reaction to move their speed toward the dragon. An affected creature avoids obviously dangerous ground such as a fire or a pit.



TERSASALLA

Huge Dragon, Lawful Neutral

Armor Class 20 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20(+5)	22(+6)	20(+5)	22(+6)	16(+3)	20(+5)

Saving Throws Dex +12, Con +11, Int +12, Wis +9

Skills Arcana +12, Insight +9, Perception +9, Religion +12

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, telepathy 120 ft.

Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Amplification Aura. A psionic aura surrounds Tersasalla in a 30-foot-radius sphere. Each allied creature of Tersasalla's choice that can cast spells or manifest powers have a +3 bonus to their power save DC and spell save DC while in the aura. Tersasalla isn't affected by the aura.

Psionic Weapons. Tersasalla's weapon attacks are psionic.

Sacrificial Resistance (3/Day). If Tersasalla fails a saving throw, they can choose to succeed instead. When Tersasalla uses this trait, their Amplification Aura doesn't function until the start of their next turn.

ACTIONS

Multiattack. Tersasalla uses Growing Aura. They then make one Bite attack and two Claw attacks, or they use Fracture if available.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Growing Aura. If the radius of Tersasalla's Amplification Aura is less than 60 feet, it increases 15 feet to a maximum of 60 feet.

Exploding Aura. If the radius of Tersasalla's Amplification Aura is 60 feet, the aura explodes in a burst of psychic energy. Each creature of Tersasalla's choice within 60 feet of them must make a DC 20 Wisdom saving throw, taking 66 (12d10) psychic damage on a failed save, or half as much damage on a successful one. The radius of Tersasalla's Amplification Aura then shrinks to 30 feet.

Fracture (2/Day; 5th-Order Power). Each creature in a 20-foot-radius sphere centered on a point within 90 feet of Tersasalla must make a DC 20 Intelligence saving throw. On a failed save, a creature takes 27 (6d8) psychic damage and is fractured for 1 minute (save ends at end of turn). On a success, the creature takes half as much damage and isn't fractured. While fractured, a creature's speed is halved; they have disadvantage on ability checks, attack rolls, and saving throws; and attack rolls against them have advantage.

BONUS ACTIONS

Glimpse (1st-Order Power; Concentration). Tersasalla picks one willing creature they can see within 5 feet of them. The next attack roll made against the target before the end of Tersasalla's next turn has disadvantage.

REACTIONS

Share Pain (3/Day; 3rd-Order Power). When Tersasalla is damaged by a creature they can see within 60 feet of them, they force the creature to make a DC 20 Wisdom saving throw. The target takes 13 (2d12) psychic damage on a failed save, or half as much damage on a successful one.

VILLAIN ACTIONS

Tersasalla has three villain actions. They can take each action once during an encounter after an enemy creature's turn. They can take these actions in any order but can use only one per round.

Action 1: Weight of Reality. Tersasalla drops an invisible weight on each hostile creature they can see within 60 feet of them. Each target must succeed on a DC 20 Wisdom saving throw or take 16 (3d10) force damage and fall prone.

Action 2: Hungry for Magic. Tersasalla teleports up to 120 feet to an unoccupied space they can see that is within 10 feet of a creature that can cast spells. They then make two Bite attacks with advantage against the creature.

Action 3: Shield of Vengeance. Tersasalla surrounds themselves in a shimmering psionic shield that lasts until the end of their next turn. Whenever a creature deals damage to Tersasalla with an unarmed strike, a weapon attack, or a spell while the shield is active, that creature takes 33 (6d10) psychic damage.

POWERS

In addition to the other powers in this stat block, Tersasalla can manifest the following powers, using Intelligence as their manifestation ability:

At will: *distant voice*, *rewrite*

3/day each: *read thoughts*, *sixth sense*

1/day each: *read object*, *restore the past*

VIOMENCIA

Also called the Puppeteer, the Temptress Worm, and the Amethyst Terror by those who dare not speak her real name, Viomencia seeks knowledge to add to her vast hoard, at the cost of mortal lives. Disguising herself as a humanoid, she manipulates lesser beings into pushing the boundary of what is known. Sometimes this requires retrieving tomes, scrolls, or other pieces of recorded knowledge. At other times, these mortals become unwitting subjects in Viomencia's experiments.

Sinister Schemer. Often disguised as a kindly mage, Viomencia loves manipulating adventurers above all other mortals, judging that such fools will almost always trot headlong into danger for the promise of a few coins. When first encountered by mortals, she is conciliatory, wanting to put her marks at ease to catch them off guard. She has no problem with lending aid and assistance to gain the trust of mortals, knowing that it's a short path from trust to dependence.

Living Experiments. Over centuries, Viomencia has built up such a vast library of knowledge that she believes there is little lore recorded that she doesn't already know. Now she is the author, writing her new discoveries. She sends adventurers into unexplored and dangerous places, or tricks them into catching and spreading diseases, interacting with cursed objects, or otherwise harming themselves for her own edification.

Feared and Respected. Though other gemstone dragons are aware of Viomencia's dangerous obsession, most ignore her, whether from fear of retaliation for meddling—or because they look forward to benefiting from the new lore discovered this way without feeling guilty at the cost. After all, Viomencia is always willing to trade one secret for another.

VIOMENCIA'S LAIR

Viomencia makes her lair in a massive cave complex in the World Below. Her treasures and tomes are displayed, shelved, and organized in a vast underground library that doubles as a museum. Several mortals attend to her needs, most of them people who wish to study in the vast library, and who willingly give themselves over as subjects to her experiments. Many suffer from some curse or bear the scars of an unfortunate incident undertaken in the name of the Puppeteer's knowledge.

LAIR ACTIONS

When fighting inside her lair, Viomencia can take lair actions. On initiative count 20 (losing initiative ties),

Viomencia can take one lair action to cause one of the following effects; she can't use the same lair action two rounds in a row:

Amethyst Dust. Viomencia chooses up to three creatures she can see within 90 feet of her. Each target must make a DC 19 Dexterity saving throw as psionic amethyst dust appears, shimmering around their body. On a failed save, a target is restrained by the dust until it disappears at the end of initiative count 20 on the next round.

Force of Nature. Psionic wind rushes through the lair. Each creature of Viomencia's choice within 60 feet of her must succeed on a DC 19 Strength saving throw or be moved up to 30 feet horizontally in a direction of Viomencia's choice, then knocked prone. Viomencia can also move herself up to 30 feet horizontally, and doesn't provoke opportunity attacks for that movement.

Terror Roar. Viomencia bellows a psionic roar, forcing each creature within 60 feet of her who can hear her to succeed on a DC 19 Wisdom saving throw or be frightened of Viomencia (save ends at end of turn). If a creature's saving throw is successful or the effect ends for them, that creature is immune to this lair action for the next 24 hours.



VIOMENCIA

Huge Dragon, Neutral Evil

Armor Class 20 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20(+5)	22(+6)	19(+4)	22(+6)	16(+3)	20(+5)

Saving Throws Dex +11, Con +9, Int +11, Wis +8

Skills Arcana +11, Deception +10, Insight +8, Perception +8, Religion +11

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic, telepathy 120 ft.

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Feedback Aura (1/Turn). A psionic aura surrounds Viomencia in a 30-foot-radius sphere. When Viomencia takes damage, the aura crackles and each hostile creature in the aura takes 7 (2d6) psychic damage.

Psionic Weapons. Viomencia's weapon attacks are psionic.

Sacrificial Resistance (3/Day). If Viomencia fails a saving throw, she can choose to succeed instead. When she uses this trait, her Feedback Aura doesn't function until the start of her next turn.

ACTIONS

Multiattack. Viomencia uses Growing Aura. She then makes one Bite attack and two Claw attacks, or she uses Beam Gaze if available.

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

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

Growing Aura. If the radius of Viomencia's Feedback Aura is less than 60 feet, it increases 15 feet to a maximum of 60 feet.

Exploding Aura. If the radius of Viomencia's Feedback Aura is 60 feet, the aura explodes in a burst of harsh light. Each hostile creature within 60 feet of Viomencia must make a DC 19 Constitution saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one. The radius of Viomencia's Feedback Aura then shrinks to 30 feet.

Beam Gaze (3/Day; 4th-Order Power). Viomencia unleashes a sickening beam of force at a creature she can see within 120 feet of her. The target must make a DC 19 Constitution saving throw, taking 27 (5d10) force damage on a failed save, or half

as much damage on a successful one. On a failed save, the target also suffers Viomencia's choice of one of the following effects for 1 minute (save ends at end of turn):

- The target is poisoned.
- The target's speed is halved, and they can't take reactions.
- Attack rolls against the target are made with advantage.

BONUS ACTIONS

Jaunt (3/Day; 3rd-Order Power). Viomencia or one willing creature she touches teleports to an unoccupied space Viomencia can see within 30 feet of her.

REACTIONS

Fortify (2nd-Order Power). When Viomencia or a creature she can see within 30 feet of her takes acid, cold, fire, force, lightning, or thunder damage, that creature has resistance to the triggering damage type (including against the triggering damage) until the end of Viomencia's next turn.

VILLAIN ACTIONS

Viomencia has three villain actions. She can take each action once during an encounter after an enemy creature's turn. She can take these actions in any order but can use only one per round.

Action 1: I've Seen This. Viomencia plunders the mind of each hostile creature within 60 feet of her to learn their tactics. Each target has disadvantage on the next attack roll they make against Viomencia, and she has advantage on saving throws made to resist powers, spells, and effects created by each target before the end of that target's next turn.

Action 2: Amethyst Charm. Viomencia unleashes a pulse of telepathic power. Each hostile creature within 60 feet of her must succeed on a DC 19 Wisdom saving throw or be charmed by her. Each target charmed in this way must immediately move up to their speed in a direction of Viomencia's choice, then make a weapon attack or cast a damage-dealing cantrip at a target of her choice. Viomencia can then move up to her speed, and the charmed condition on each target ends.

Action 3: Utter Devastation. Viomencia enters the mind of each hostile creature she can see within 60 feet of her and offers them a bargain: pain or risk? Each target must choose between losing half their remaining hit points or having disadvantage on saving throws against Viomencia's powers and her Exploding Aura for 10 minutes.

POWERS

In addition to the other powers in this stat block, Viomencia can manifest the following powers, using Intelligence as her manifestation ability (power save DC 19):

At will: *distant voice*, *guise* (at 5th order), *read object*, *rewrite*

3/day: *read thoughts*

1/day each: *broadcast*, *penetrating sight*

NPC TALENTS

This section contains stat blocks for humanoid NPC talents of each specialization—chronopath, metamorph, pyrokinetic, resopath, telekinetic, and telepath—plus maverick talents. GMs can use these NPCs as rivals or villains facing off against the characters, with each type of talent presented at three different challenge ratings: 4, 8, and 12. These stat blocks can be used to represent both human and nonhuman NPCs by adding appropriate ancestry traits.



CHRONOPATH TALENT

Medium Humanoid (Talent), Any Alignment

Armor Class 13 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(–1)	12(+1)	14(+2)	16(+3)	12(+1)	10(+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages any three languages

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Psionic Bolt (1st-Order Power). *Ranged Power Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the chronopath.

Intuition (3/Day; 2nd-Order Power; Concentration). The chronopath gifts precognitive insight to up to three willing creatures within 30 feet of them that they can see. For 1 minute, each time a target takes damage, the damage is reduced by 1d4 (minimum 0 damage).

BONUS ACTIONS

Time Thief (1st-Order Power). The chronopath chooses a creature within 30 feet of them, which must succeed on a DC 13 Constitution saving throw or take 7 (3d4) necrotic damage. The chronopath gains temporary hit points equal to the damage taken.

REACTIONS

Again (3/Day; 2nd-Order Power). When the chronopath or a creature they can see within 30 feet of them misses with an attack roll, the chronopath momentarily rewinds time. The attacker can reroll the attack and must use the new roll.

POWERS

In addition to the other powers in this stat block, the chronopath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 13):

- At will: *illuminator*, *shared thoughts*
- 3/day each: *extinguish*, *read object*
- 1/day each: *memory gap*, *restore the past*

CHRONOPATH EXPERT
Medium Humanoid (Talent), Any Alignment

Armor Class 14 (studded leather)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

Table with 6 columns: STR, DEX, CON, INT, WIS, CHA. Values: 8(-1), 14(+2), 16(+3), 18(+4), 12(+1), 10(+0)

Saving Throws Int +7, Wis +4
Skills Arcana +7, History +7
Condition Immunities charmed, frightened
Senses passive Perception 11
Languages any four languages
Challenge 8 (3,900 XP) Proficiency Bonus +3

Fickle Readiness. When the chronopath rolls initiative, they can switch the initiative count of two creatures they can see within 90 feet of them that rolled initiative at the same time as the chronopath.

ACTIONS

Psionic Bolt (1st-Order Power). Ranged Power Attack: +7 to hit, range 120 ft., one target. Hit: 10 (3d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the chronopath.
Intuition (3/Day; 2nd-Order Power; Concentration). The chronopath gifts precognitive insight to up to three willing creatures within 30 feet of them that they can see. For 1 minute, each time a target takes damage, the damage is reduced by 1d4 (minimum 0 damage).

Witness Demise (3/Day; 5th-Order Power). The chronopath chooses up to three creatures they can see within 30 feet of them, each of which must make a DC 15 Wisdom saving throw. On a failed save, a target takes 36 (8d8) psychic damage and is frightened of the chronopath for 1 minute. On a success, a target takes half as much damage and is not frightened.

BONUS ACTIONS

Time Thief (1st-Order Power). The chronopath chooses a creature within 30 feet of them, which must succeed on a DC 15 Constitution saving throw or take 7 (3d4) necrotic damage. The chronopath gains temporary hit points equal to the damage taken.

REACTIONS

Again (3/Day; 2nd-Order Power). When the chronopath or a creature they can see within 30 feet of them misses with an attack roll, the chronopath momentarily rewinds time. The attacker can reroll the attack and must use the new roll.

POWERS

In addition to the other powers in this stat block, the chronopath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 15):
At will: illuminator, shared thoughts
3/day each: extinguish, penetrating sight, read object, read thoughts
1/day each: memory gap, restore the past, reveal the path

CHRONOPATH MASTER

Medium Humanoid (Talent), Any Alignment

Armor Class 15 (studded leather)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	17 (+3)	20 (+5)	13 (+1)	10 (+0)

Saving Throws Int +9, Wis +5

Skills Arcana +9, History +9

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages any five languages

Challenge 12 (8,400 XP) Proficiency Bonus +4

Fickle Readiness. When the chronopath rolls initiative, they can switch the initiative count of two creatures they can see within 90 feet of them that rolled initiative at the same time as the chronopath.

ACTIONS

Psionic Bolt (1st-Order Power). *Ranged Power Attack:* +9 to hit, range 120 ft., one target. *Hit:* 14 (4d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the chronopath.

Intuition (3/Day; 2nd-Order Power; Concentration).

The chronopath gifts precognitive insight to up to three willing creatures within 30 feet of them that they can see. For 1 minute, each time a target takes damage, the damage is reduced by 1d4 (minimum 0 damage).

Witness Demise (3/Day; 5th-Order Power). The chronopath chooses up to three creatures they can see within 30 feet of them, each of which must make a DC 17 Wisdom saving throw. On a failed save, a target takes 36 (8d8) psychic damage and is frightened of the chronopath for 1 minute. On a success, a target takes half as much damage and is not frightened.

Ally of Time (1/Day; 6th-Order Power; Concentration).

The chronopath alters time in a 40-foot cube within 120 feet of them. Whenever a creature starts their turn in the cube, the chronopath picks one of the following effects:

Accelerate. Until the start of the target’s next turn, their speed is doubled, they have a +2 bonus to AC, and they have advantage on Dexterity saving throws. The target gains an additional action that can be used only to take the Attack action (one weapon attack only), the Cast a Spell action (cantrip only), the Manifest a Power action (1st-Order power only), or the Dash, Disengage, Hide, or Use an Object actions.

Decelerate. The target must succeed on a DC 17 Wisdom saving throw or suffer the following effects until the start of their next turn: their speed is halved, they have a –2 penalty to AC, they have disadvantage on Dexterity saving throws, and they can’t use reactions. Additionally, the creature can take an action or a bonus action on their current turn, but not both, and can’t make more than one attack regardless of features or magic items.

BONUS ACTIONS

Time Thief (1st-Order Power). The chronopath chooses a creature within 30 feet of them, which must succeed on a DC 17 Constitution saving throw or take 10 (4d4) necrotic damage. The chronopath gains temporary hit points equal to the damage taken.

REACTIONS

Again (3/Day; 2nd-Order Power). When the chronopath or a creature they can see within 30 feet of them misses with an attack roll, the chronopath momentarily rewinds time. The attacker can reroll the attack and must use the new roll.

POWERS

In addition to the other powers in this stat block, the chronopath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 17):

- At will: *illuminator, shared thoughts*
3/day each: *extinguish, penetrating sight, read object, read thoughts, stasis field*
1/day each: *memory gap, rejuvenate, restore the past, reveal the path*

MAVERICK TALENT

Medium Humanoid (Talent), Any Alignment

Armor Class 13 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	12(+1)	14(+2)	16(+3)	12(+1)	10(+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Insight +3

Senses passive Perception 11

Languages any three languages

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Psychic Stab (1st-Order Power). One creature the maverick can see within 120 feet of them must succeed on a DC 13 Intelligence saving throw or take 19 (3d10 + 3) psychic damage.

Flay (3/Day; 3rd-Order Power). The maverick shoots forth a 15-foot cone of pure psionic energy. Each creature in the area must make a DC 13 Intelligence saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

Icon of Fear (1/Day; 3rd-Order Power; Concentration). The maverick picks one creature they can see within 120 feet of them. Each creature of the maverick's choice within 30 feet of the target must succeed on a DC 13 Wisdom saving throw or be frightened of the target for 1 minute (save ends at end of turn).

REACTIONS

Shock Absorption (3/Day). When the maverick takes damage, they halve the damage they take.

POWERS

In addition to the other powers in this stat block, the maverick can manifest the following powers, using Intelligence as their manifestation ability (power save DC 13):

At will: *rewrite*, *shared thoughts*

3/day each: *extinguish*, *sixth sense*

1/day each: *distant voice*, *read thoughts*



MAVERICK EXPERT

Medium Humanoid (Talent), Any Alignment

Armor Class 14 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	16 (+3)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Insight +4

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Full Force (1/Day). When the maverick deals damage with a power, they can deal maximum damage instead of rolling damage dice.

ACTIONS

Psychic Stab (1st-Order Power). One creature the maverick can see within 120 feet of them must succeed on a DC 15 Intelligence saving throw or take 20 (3d10 + 4) psychic damage.

Flay (3/Day; 4th-Order Power). The maverick shoots forth a 15-foot cone of pure psionic energy. Each creature in the area must make a DC 15 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Icon of Fear (1/Day; 3rd-Order Power; Concentration).

The maverick picks one creature they can see within 120 feet of them. Each creature of the maverick's choice within 30 feet of the target must succeed on a DC 15 Wisdom saving throw or be frightened of the target for 1 minute (save ends at end of turn).

Melt (1/Day; 5th-Order Power). The maverick chooses a manufactured mundane metal object no larger than Medium that they can see within 60 feet of them. If the object isn't being carried or worn by a creature, it melts into useless slag. If the object is being carried or worn by a creature, that creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 38 (7d10) fire damage and the object melts into useless slag. On a success, the creature takes half as much damage and the object doesn't melt.

REACTIONS

Shock Absorption (3/Day). When the maverick takes damage, they halve the damage they take.

POWERS

In addition to the other powers in this stat block, the maverick can manifest the following powers, using Intelligence as their manifestation ability (power save DC 15):

- At will: *rewrite, shared thoughts*
- 3/day each: *extinguish, guise, sixth sense, veritas*
- 1/day each: *distant voice, read thoughts, reminisce*

MAVERICK MASTER
Medium Humanoid (Talent), Any Alignment

Armor Class 15 (studded leather)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

Table with 6 columns: STR, DEX, CON, INT, WIS, CHA. Values: 8(-1), 16(+3), 17(+3), 20(+5), 13(+1), 10(+0)

Saving Throws Int +9, Wis +5
Skills Arcana +9, Insight +5
Damage Resistances psychic
Condition Immunities charmed, frightened
Senses passive Perception 11
Languages any five languages
Challenge 12 (8,400 XP) Proficiency Bonus +4

Full Force (3/Day). When the maverick deals damage with a power, they can deal maximum damage instead of rolling damage dice.
Overwhelming Power (3/Day). When a creature succeeds on a saving throw against a power the maverick manifests, the maverick can force the creature to reroll the saving throw with a -4 penalty. The creature must use the new roll.

ACTIONS

Psychic Stab (1st-Order Power). One creature the maverick can see within 120 feet of them must succeed on a DC 17 Intelligence saving throw or take 27 (4d10 + 5) psychic damage.
Flay (3/Day; 5th-Order Power). The maverick shoots forth a 15-foot cone of pure psionic energy. Each creature in the area must make a DC 17 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

Melt (3/Day; 6th-Order Power). The maverick chooses a manufactured mundane metal object no larger than Medium that they can see within 60 feet of them. If the object isn't being carried or worn by a creature, it melts into useless slag. If the object is being carried or worn by a creature, that creature must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 49 (9d10) fire damage and the object melts into useless slag. On a success, the creature takes half as much damage and the object doesn't melt.
Icon of Fear (1/Day; 3rd-Order Power; Concentration). The maverick picks one creature they can see within 120 feet of them. Each creature of the maverick's choice within 30 feet of the target must succeed on a DC 17 Wisdom saving throw or be frightened of the target for 1 minute (save ends at end of turn).

REACTIONS

Shock Absorption. When the maverick takes damage, they halve the damage they take.

POWERS

In addition to the other powers in this stat block, the maverick can manifest the following powers, using Intelligence as their manifestation ability (power save DC 17):
At will: rewrite, shared thoughts
3/day each: adapt, extinguish, distant voice, guise, sixth sense, veritas
1/day each: broadcast, fold space, read thoughts, reminisce

METAMORPH TALENT
Medium Humanoid (Talent), Any Alignment

Armor Class 13 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	14(+2)	16(+3)	10(+0)	10(+0)

Saving Throws Int +5, Wis +2
Skills Arcana +5, Perception +4
Senses passive Perception 14
Languages any three languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The metamorph makes two Psionic Bolt attacks.
Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.
Psionic Bolt (1st-Order Power). *Ranged Power Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the metamorph.
Beam Gaze (3/Day; 3rd-Order Power). The metamorph unleashes a sickening beam of force at a creature they can see within 120 feet of them. The target must make a DC 13 Constitution saving throw, taking 16 (3d10) force damage on a failed save, or half as much damage on a successful one. On a failed save, a target also suffers the metamorph's choice

of one of the following effects for 1 minute (save ends at end of turn):

- The target is poisoned.
- The target's speed is halved, and they can't take reactions.
- Attack rolls against the target are made with advantage.

Mind Surgeon (3/Day). The metamorph touches one creature (which can be themselves), causing that creature to regain 11 (2d10) hit points, to be cured of all diseases, or to be neutralized of all poisons affecting them (the metamorph's choice).

BONUS ACTIONS

Amplify (3rd-Order Power). The metamorph chooses one creature they can see within 30 feet of them. The next time the target hits a creature with a weapon attack within the next minute, the attack deals an extra 2d8 psychic damage.

POWERS

In addition to the other powers in this stat block, the metamorph can manifest the following powers, using Intelligence as their manifestation ability (power save DC 13):
At will: minor acceleration, sharpened senses
3/day each: penetrating sight, sixth sense
1/day each: cure ailment, embrace the deep



METAMORPH EXPERT
Medium Humanoid (Talent), Any Alignment

Armor Class 14 (studded leather)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

Table with 6 columns: STR, DEX, CON, INT, WIS, CHA. Values: 10(+0), 14(+2), 16(+3), 18(+4), 10(+0), 10(+0)

Saving Throws Int +7, Wis +3
Skills Arcana +7, Perception +6
Condition Immunities charmed, frightened
Senses passive Perception 16
Languages any four languages
Challenge 8 (3,900 XP) Proficiency Bonus +3

ACTIONS

Multiattack. The metamorph makes two Psionic Bolt attacks.
Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.
Psionic Bolt (1st-Order Power). Ranged Power Attack: +7 to hit, range 120 ft., one target. Hit: 10 (3d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the metamorph.
Beam Gaze (3/Day; 4th-Order Power). The metamorph unleashes a sickening beam of force at a creature they can see within 120 feet of them. The target must make a DC 15 Constitution saving throw, taking 27 (5d10) force damage on a failed save, or half as much damage on a successful one. On a failed save, a target also suffers the metamorph's choice of one of the following effects for 1 minute (save ends at end of turn):
• The target is poisoned.
• The target's speed is halved, and they can't take reactions.
• Attack rolls against the target are made with advantage.

Flay (3/Day; 4th-Order Power). The metamorph shoots forth a 15-foot cone of pure psionic energy. Each creature in the area must make a DC 15 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.
Mind Surgeon (3/Day). The metamorph touches one creature (which can be themselves), causing that creature to regain 16 (3d10) hit points, to be cured of all diseases, or to be neutralized of all poisons affecting them (the metamorph's choice).

BONUS ACTIONS

Amplify (4th-Order Power). The metamorph chooses one creature they can see within 30 feet of them. The next time the target hits a creature with a weapon attack within the next minute, the attack deals an extra 3d8 psychic damage.

POWERS

In addition to the other powers in this stat block, the metamorph can manifest the following powers, using Intelligence as their manifestation ability (power save DC 15):
At will: minor acceleration, sharpened senses
3/day each: cure ailment, penetrating sight, psionic resilience, sixth sense
1/day each: distant voice, embrace the deep, the real

METAMORPH MASTER
Medium Humanoid (Talent), Any Alignment

Armor Class 15 (studded leather)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

Table with 6 columns: STR, DEX, CON, INT, WIS, CHA. Values: 11(+0), 16(+3), 17(+3), 20(+5), 10(+0), 10(+0)

Saving Throws Int +9, Wis +4
Skills Arcana +9, Perception +8
Damage Resistances psychic
Condition Immunities charmed, frightened
Senses passive Perception 18
Languages any five languages
Challenge 12 (8,400 XP) Proficiency Bonus +4

ACTIONS

Multiattack. The metamorph makes two Psionic Bolt attacks.
Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.
Psionic Bolt (1st-Order Power). Ranged Power Attack: +9 to hit, range 120 ft., one target. Hit: 14 (4d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the metamorph.
Beam Gaze (3/Day; 5th-Order Power). The metamorph unleashes a sickening beam of force at a creature they can see within 120 feet of them. The target must make a DC 17 Constitution saving throw, taking 38 (7d10) force damage on a failed save, or half as much damage on a successful one. On a failed save, a target also suffers the metamorph's choice of one of the following effects for 1 minute (save ends at end of turn):
• The target is poisoned.
• The target's speed is halved, and they can't take reactions.
• Attack rolls against the target are made with advantage.

Flay (3/Day; 5th-Order Power). The metamorph shoots forth a 15-foot cone of pure psionic energy. Each creature in the area must make a DC 17 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

Mind Surgeon (3/Day). The metamorph touches one creature (which can be themselves), causing that creature to regain 22 (4d10) hit points, to be cured of all diseases, or to be neutralized of all poisons affecting them (the metamorph's choice).

Steel (1/Day; 6th-Order Power; Concentration). The metamorph's skin turns into a hard, shiny metal, granting them the following benefits for 10 minutes:

- They have resistance to bludgeoning, piercing, and slashing damage.
• Any critical hit against them becomes a normal hit.
• They can take the Attack action to make up to three unarmed strikes. Each strike is a psionic melee weapon attack that has a +9 bonus to the attack roll and deals 16 (2d10 + 5) bludgeoning damage on a hit.
• At the start of the metamorph's turn, if they have at least 1 hit point, they regain 10 hit points.

BONUS ACTIONS

Amplify (4th-Order Power). The metamorph chooses one creature they can see within 30 feet of them. The next time the target hits a creature with a weapon attack within the next minute, the attack deals an extra 3d8 psychic damage.

POWERS

In addition to the other powers in this stat block, the metamorph can manifest the following powers, using Intelligence as their manifestation ability (power save DC 17):
At will: minor acceleration, sharpened senses
3/day each: cure ailment, penetrating sight, psionic resilience, read object, sixth sense
1/day each: distant voice, embrace the deep, paragon, the real

PYROKINETIC TALENT

Medium Humanoid (Talent), Any Alignment

Armor Class 13 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	14(+2)	16(+3)	10(+0)	10(+0)

Saving Throws Int +5, Wis +2

Skills Arcana +5, Perception +2

Senses passive Perception 12

Languages any three languages

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The pyrokinetic makes three Flame On attacks.

Flame On. *Melee or Ranged Power Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 6 (1d6 + 3) fire damage, and any flammable object hit by the flame ignites if it isn't being worn or carried.

Imbue Flame (3/Day; 3rd-Order Power; Concentration). The pyrokinetic touches a willing creature, and for 10 minutes, that creature's weapon attacks and unarmed strikes deal an extra 1d6 fire damage.

Kindling (3/Day; 3rd-Order Power; Concentration). The pyrokinetic chooses two Medium or smaller creatures or objects within 30 feet of them. A target creature must succeed on a DC 13 Constitution saving throw or suffer the appropriate effect for 1 minute (a target object automatically suffers the effect):

- If the target has immunity to fire damage, they have resistance to fire damage instead.
- If the target has resistance to fire damage, they lose this damage resistance.
- If the target has no immunity or resistance to fire damage, they have vulnerability to fire damage.

Scorch (3/Day; 3rd-Order Power). The pyrokinetic creates a pulse of fire in a line 30 feet long and 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

POWERS

In addition to the other powers in this stat block, the pyrokinetic can manifest the following powers, using Intelligence as their manifestation ability (power save DC 13):

- At will: *flame's master*, *illuminator*
 3/day each: *penetrating sight*, *read object*
 1/day each: *distant voice*, *read thoughts*



PYROKINETIC EXPERT

Medium Humanoid (Talent), Any Alignment

Armor Class 14 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	16(+3)	18(+4)	10(+0)	10(+0)

Saving Throws Int +7, Wis +3

Skills Arcana +7, Perception +3

Condition Immunities charmed, frightened

Senses passive Perception 13

Languages any four languages

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The pyrokinetic makes three Flame On attacks.

Flame On. *Melee or Ranged Power Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 7 (1d6 + 4) fire damage, and any flammable object hit by the flame ignites if it isn't being worn or carried.

Imbue Flame (3/Day; 3rd-Order Power; Concentration). The pyrokinetic touches a willing creature, and for 10 minutes, that creature's weapon attacks and unarmed strikes deal an extra 1d6 fire damage.

Kindling (3/Day; 4th-Order Power; Concentration). The pyrokinetic chooses three Medium or smaller creatures or objects within 30 feet of them. A target creature must succeed on a DC 15 Constitution saving throw or suffer the appropriate effect for 1 minute (a target object automatically suffers the effect):

- If the target has immunity to fire damage, they have resistance to fire damage instead.
- If the target has resistance to fire damage, they lose this damage resistance.
- If the target has no immunity or resistance to fire damage, they have vulnerability to fire damage.

Scorch (3/Day; 4th-Order Power). The pyrokinetic creates a pulse of fire in a line 30 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Fire Form (1/Day; 4th-Order Power; Concentration). The pyrokinetic encases themself in psionic flame and gains the following benefits for 10 minutes:

- They have a flying speed of 60 feet.
- They have immunity to cold and fire damage.
- Whenever a creature within 5 feet of the pyrokinetic touches them for the first time on a turn or hits them with a melee attack, that creature takes 3 (1d6) fire damage.
- The pyrokinetic's power attacks, weapon attacks, and unarmed strikes deal an extra 3 (1d6) fire damage.

POWERS

In addition to the other powers in this stat block, the pyrokinetic can manifest the following powers, using Intelligence as their manifestation ability (power save DC 15):

At will: *flame's master*, *illuminator*

3/day each: *extinguish*, *heat shell*, *penetrating sight*, *read object*

1/day each: *distant voice*, *read thoughts*, *restore the past*

PYROKINETIC MASTER

Medium Humanoid (Talent), Any Alignment

Armor Class 15 (studded leather)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	17(+3)	20(+5)	10(+0)	10(+0)

Saving Throws Int +9, Wis +4

Skills Arcana +9, Perception +4

Damage Resistances fire, psychic

Condition Immunities charmed, frightened

Senses passive Perception 14

Languages any five languages

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The pyrokinetic makes four Flame On attacks.

Flame On. *Melee or Ranged Power Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 9 (1d8 + 5) fire damage, and any flammable object hit by the flame ignites if it isn't being worn or carried.

Imbue Flame (3/Day; 3rd-Order Power; Concentration).

The pyrokinetic touches a willing creature, and for 10 minutes, that creature's weapon attacks and unarmed strikes deal an extra 1d6 fire damage.

Kindling (3/Day; 5th-Order Power; Concentration).

The pyrokinetic chooses four Medium or smaller creatures or objects within 30 feet of them. A target creature must succeed on a DC 17 Constitution saving throw or suffer the appropriate effect for 1 minute (a target object automatically suffers the effect):

- If the target has immunity to fire damage, they have resistance to fire damage instead.
- If the target has resistance to fire damage, they lose this damage resistance.
- If the target has no immunity or resistance to fire damage, they have vulnerability to fire damage.

Scorch (3/Day; 5th-Order Power). The pyrokinetic creates a pulse of fire in a line 30 feet long and 5 feet wide. Each creature in the line must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Crucible (1/Day; 6th-Order Power; Concentration).

The pyrokinetic ignites a 50-foot-square area that is 10 feet high and centered on a point on the ground within 150 feet of them that they can see, and which continues to burn for 1 minute. Each creature that starts their turn in the area must make a DC 17 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save, or half as much damage on a successful one. At the start of each of the pyrokinetic's turns, they can cause the fire to spread out 5 feet on all sides (no action required), expanding the area over any surface except for nonflammable liquid.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

Fire Form (1/Day; 4th-Order Power; Concentration).

The pyrokinetic encases themself in psionic flame and gains the following benefits for 10 minutes:

- They have a flying speed of 60 feet.
- They have immunity to cold and fire damage.
- Whenever a creature within 5 feet of the pyrokinetic touches them for the first time on a turn or hits them with a melee attack, that creature takes 3 (1d6) fire damage.
- The pyrokinetic's power attacks, weapon attacks, and unarmed strikes deal an extra 3 (1d6) fire damage.

POWERS

In addition to the other powers in this stat block, the pyrokinetic can manifest the following powers, using Intelligence as their manifestation ability (power save DC 17):

At will: *flame's master*, *illuminator*
 3/day each: *distant voice*, *extinguish*, *heat shell*, *penetrating sight*, *read object*
 1/day each: *broadcast*, *fold space*, *read thoughts*, *restore the past*

RESOPATH TALENT

Medium Humanoid (Talent), Any Alignment

Armor Class 13 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	12(+1)	14(+2)	16(+3)	10(+0)	12(+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, Deception +3

Senses passive Perception 10

Languages any three languages

Challenge 4 (1,100 XP) Proficiency Bonus +2

Manipulate Terrain. The ground within 20 feet of the resopath is difficult terrain for their enemies.

ACTIONS

Multiattack. The resopath makes two Psionic Bolt attacks.

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Psionic Bolt (1st-Order Power). Ranged Power Attack: +5 to hit, range 120 ft., one target. Hit: 10 (3d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the resopath.

Elsewhere (3/Day; 3rd-Order Power). The resopath chooses three creatures they can see within 30 feet of them, each of which must make a DC 13 Intelligence saving throw. On a failed save, a target is teleported up to 30 feet to an unoccupied space the resopath can see, and their speed becomes 0 until the start of the resopath’s next turn.

BONUS ACTIONS

Jaunt (3/Day; 3rd-Order Power). The resopath or one willing creature they touch teleports to an unoccupied space the resopath can see within 30 feet of them.

POWERS

In addition to the other powers in this stat block, the resopath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 13):

At will: apparition, rewrite

3/day each: adapt, extinguish

1/day each: read thoughts, reminisce



RESOPATH EXPERT

Medium Humanoid (Talent), Any Alignment

Armor Class 14 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	16 (+3)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Int +7, Wis +3

Skills Arcana +7, Deception +4

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages any four languages

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Nightmare Terrain. The ground within 20 feet of the resopath is difficult terrain for their enemies. At the start of each of the resopath’s turns, they can choose up to three creatures they can see in that area, each of which takes 10 piercing damage.

ACTIONS

Multiattack. The resopath makes two Psionic Bolt attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Psionic Bolt (1st-Order Power). *Ranged Power Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the resopath.

Elsewhere (3/Day; 4th-Order Power). The resopath chooses four creatures they can see within 30 feet of them, each of which must make a DC 15 Intelligence saving throw. On a failed save, a target is teleported up to 30 feet to an unoccupied space the resopath can see, and their speed becomes 0 until the start of the resopath’s next turn.

Momentary Lapse of Reason (3/Day; 4th-Order Power). The resopath chooses one creature or object they can see within 120 feet of them. Each creature of the resopath’s choice within 30 feet of the target must make a DC 15 Wisdom saving throw. On a failed save, a creature drops whatever they are holding and uses their reaction, if available, to move their speed toward the target by the most direct route. If the creature gets within 5 feet of the target, they stop moving and fall prone. Creatures that can’t be charmed are immune to this power.

BONUS ACTIONS

Jaunt (3/Day; 3rd-Order Power). The resopath or one willing creature they touch teleports to an unoccupied space the resopath can see within 30 feet of them.

POWERS

In addition to the other powers in this stat block, the resopath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 15):

- At will: *apparition, rewrite*
- 3/day each: *adapt, extinguish, guise, restructure*
- 1/day each: *fold space, read thoughts, reminisce*

RESOPATH MASTER

Medium Humanoid (Talent), Any Alignment

Armor Class 15 (studded leather)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	17 (+3)	20 (+5)	10 (+0)	13 (+1)

Saving Throws Int +9, Wis +4

Skills Arcana +9, Deception +5

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages any five languages

Challenge 12 (8,400 XP) Proficiency Bonus +4

Nightmare Terrain. The ground within 20 feet of the resopath is difficult terrain for their enemies. At the start of each of the resopath’s turns, they can choose up to three creatures they can see in that area, each of which takes 15 piercing damage.

ACTIONS

Multiattack. The resopath makes two Psionic Bolt attacks.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Psionic Bolt (1st-Order Power). *Ranged Power Attack:* +9 to hit, range 120 ft., one target. *Hit:* 14 (4d6) force damage, and if the target is Large or smaller, they are pushed 5 feet away from the resopath.

Elsewhere (3/Day; 5th-Order Power). The resopath chooses five creatures they can see within 30 feet of them, each of which must make a DC 17 Intelligence saving throw. On a failed save, a target is teleported up to 30 feet to an unoccupied space the resopath can see, and their speed becomes 0 until the start of the resopath’s next turn.

Momentary Lapse of Reason (3/Day; 4th-Order Power).

The resopath chooses one creature or object they can see within 120 feet of them. Each creature of the resopath’s choice within 30 feet of the target must make a DC 17 Wisdom saving throw. On a failed save, a creature drops whatever they are holding and uses their reaction, if available, to move their speed toward the target by the most direct route. If the creature gets within 5 feet of the target, they stop moving and fall prone. Creatures that can’t be charmed are immune to this power.

Reflection (1/Day; 6th-Order Power; Concentration).

The resopath chooses one creature they can see within 60 feet of them that has a challenge rating of 10 or lower (or that is 10th level or lower, for creatures that don’t have a challenge rating), then psionically creates a perfect copy of that creature. The copy appears within an unoccupied space of the resopath’s choice that they can see within 60 feet of them and acts immediately after the resopath. The copy has the same statistics as the original creature, except that they have mundane copies of the creature’s equipment, and have no lair actions, legendary actions, or villain actions. The copy reflects the original creature’s current state, including current hit points and available actions. The copy is loyal to the resopath and understands the commands the resopath gives them through a mental link they share. They disappear when they are reduced to 0 hit points.

BONUS ACTIONS

Jaunt (3/Day; 3rd-Order Power). The resopath or one willing creature they touch teleports to an unoccupied space the resopath can see within 30 feet of them.

POWERS

In addition to the other powers in this stat block, the resopath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 17):

- At will: *apparition, rewrite*
- 3/day each: *adapt, extinguish, guise, restructure, stasis field*
- 1/day each: *fold space, memory gap, read thoughts, reminisce*

TELEKINETIC TALENT
Medium Humanoid (Talent), Any Alignment

Armor Class 13 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

Table with 6 columns: STR, DEX, CON, INT, WIS, CHA. Values: 8(-1), 12(+1), 14(+2), 16(+3), 12(+1), 10(+0)

Saving Throws Int +5, Wis +3
Skills Arcana +5, Investigation +5
Senses passive Perception 11
Languages any three languages
Challenge 4 (1,100 XP) Proficiency Bonus +2

ACTIONS

Multiattack. The telekinetic uses Concussive Slam twice.
Concussive Slam (1st-Order Power). One creature within 30 feet of the telekinetic must succeed on a DC 13 Strength saving throw or take 7 (3d4) force damage and fall prone.
Kinetic Crush (3/Day; 3rd-Order Power). The telekinetic targets a creature they can see within 60 feet of them, which must make a DC 13 Strength saving throw. On a failed save, the target takes 18 (4d8) force damage and their speed becomes 0 until the start of the telekinetic's next turn. On a success, the target takes half as much damage and their speed isn't reduced.

Telekinetic Burst (3/Day; 3rd-Order Power). The telekinetic unleashes a 20-foot-radius sphere of force centered on a point they can see within 90 feet of them. Each creature in the area must make a DC 13 Dexterity saving throw. On a failed save, a target takes 17 (5d6) force damage and is pushed 10 feet away from the center of the area. On a success, a target takes half as much damage and isn't pushed.

REACTIONS

Reflective Armor (3/Day). When the telekinetic or a creature they can see within 30 feet of them is hit by an attack, the target of the attack gains a +3 bonus to AC, including against the triggering attack, until the start of the telekinetic's next turn. If the triggering attack misses, the telekinetic makes a power attack roll (+5) against the attacker. If that attack hits, the attacker is hit by the triggering attack, which deals an extra 3 damage.

POWERS

In addition to the other powers in this stat block, the telekinetic can manifest the following powers, using Intelligence as their manifestation ability (power save DC 13):
At will: invisible force, shared thoughts
3/day each: extinguish, penetrating sight
1/day each: chariot of thought, read thoughts



TELEKINETIC EXPERT

Medium Humanoid (Talent), Any Alignment

Armor Class 14 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	16 (+3)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Investigation +7

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP) Proficiency Bonus +3

ACTIONS

Multiattack. The telekinetic uses Concussive Slam twice.

Concussive Slam (1st-Order Power). One creature within 30 feet of the telekinetic must succeed on a DC 15 Strength saving throw or take 7 (3d4) force damage and fall prone.

Kinetic Crush (3/Day; 4th-Order Power). The telekinetic targets a creature they can see within 60 feet of them, which must make a DC 15 Strength saving throw. On a failed save, the target takes 27 (6d8) force damage and their speed becomes 0 until the start of the telekinetic's next turn. On a success, the target takes half as much damage and their speed isn't reduced.

Telekinetic Burst (3/Day; 4th-Order Power). The telekinetic unleashes a 20-foot-radius sphere of force centered

on a point they can see within 90 feet of them. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a target takes 24 (7d6) force damage and is pushed 10 feet away from the center of the area. On a success, a target takes half as much damage and isn't pushed.

Mass Choke (1/Day; 6th-Order Power; Concentration). Each creature of the telekinetic's choice within 30 feet of them must succeed on a DC 15 Dexterity saving throw or become restrained for 1 minute (save ends at end of turn). A creature restrained in this way takes 22 (5d8) force damage at the start of each of their turns.

REACTIONS

Reflective Armor (3/Day). When the telekinetic or a creature they can see within 30 feet of them is hit by an attack, the target of the attack gains a +4 bonus to AC, including against the triggering attack, until the start of the telekinetic's next turn. If the triggering attack misses, the telekinetic makes a power attack roll (+7) against the attacker. If that attack hits, the attacker is hit by the triggering attack, which deals an extra 4 damage.

POWERS

In addition to the other powers in this stat block, the telekinetic can manifest the following powers, using Intelligence as their manifestation ability (power save DC 15):
At will: invisible force, shared thoughts
3/day each: extinguish, fulcrum, make friends, penetrating sight
1/day each: chariot of thought, distant voice, read thoughts

TELEKINETIC MASTER

Medium Humanoid (Talent), Any Alignment

Armor Class 15 (studded leather)

Hit Points 150 (20d8 + 60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	17 (+3)	20 (+5)	12 (+1)	10 (+0)

Saving Throws Int +9, Wis +5

Skills Arcana +9, Investigation +9

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages any five languages

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The telekinetic uses Concussive Slam twice.

Concussive Slam (1st-Order Power). One creature within 30 feet of the telekinetic must succeed on a DC 17 Strength saving throw or take 10 (4d4) force damage and fall prone.

Kinetic Crush (3/Day; 5th-Order Power). The telekinetic targets a creature they can see within 60 feet of them, which must make a DC 17 Strength saving throw. On a failed save, the target takes 36 (8d8) force damage and their speed becomes 0 until the start of the telekinetic's next turn. On a success, the target takes half as much damage and their speed isn't reduced.

Telekinetic Burst (3/Day; 5th-Order Power). The telekinetic unleashes a 20-foot-radius sphere of force centered on a point they can see within 90 feet of them. Each creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a target takes 31 (9d6) force damage and is pushed 10 feet away from the center of the area. On a success, a target takes half as much damage and isn't pushed.

Concussive Wave (1/Day; 6th-Order Power). Each creature of the telekinetic's choice within 30 feet of them must succeed on a DC 17 Strength saving throw or be thrown up to 90 feet vertically and up to 30 feet away from the telekinetic. Each creature is then slammed to the ground, taking 1d6 bludgeoning damage per 10 feet fallen and landing prone.

Mass Choke (1/Day; 6th-Order Power; Concentration). Each creature of the telekinetic's choice within 30 feet of them must succeed on a DC 17 Dexterity saving throw or become restrained for 1 minute (save ends at end of turn). A creature restrained in this way takes 22 (5d8) force damage at the start of each of their turns.

REACTIONS

Reflective Armor (3/Day). When the telekinetic or a creature they can see within 30 feet of them is hit by an attack, the target of the attack gains a +5 bonus to AC, including against the triggering attack, until the start of the telekinetic's next turn. If the triggering attack misses, the telekinetic makes a power attack roll (+9) against the attacker. If that attack hits, the attacker is hit by the triggering attack, which deals an extra 5 damage.

POWERS

In addition to the other powers in this stat block, the telekinetic can manifest the following powers, using Intelligence as their manifestation ability (power save DC 17):
At will: *invisible force, shared thoughts*
3/day each: *distant voice, extinguish, fulcrum, make friends, penetrating sight*
1/day each: *broadcast, chariot of thought, read thoughts, fold space*

TELEPATH TALENT

Medium Humanoid (Talent), Any Alignment

Armor Class 13 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(−1)	12(+1)	14(+2)	16(+3)	10(+0)	12(+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, Persuasion +5

Senses passive Perception 10

Languages any three languages, telepathy 30 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Psychic Stab (1st-Order Power). One creature the telepath can see within 120 feet of them must succeed on a DC 13 Intelligence saving throw or take 16 (3d10) psychic damage.

Dagger of the Mind (3/Day; 3rd-Order Power). The telepath chooses one creature they can see within 60 feet of them, which must make a DC 13 Intelligence saving throw. On a failed save, the target takes 22 (4d10) psychic damage and can take only the Dash, Disengage, or Dodge actions on their next turn. On a success, the target takes half as much damage and can take their turn normally.

Harlequin (1/Day; 4th-Order Power; Concentration). The telepath chooses one Humanoid they can see within 120 feet of them, which must succeed on a DC 13 Wisdom saving throw or be charmed by the telepath for 1 hour. While the target is charmed in this way, the telepath has a telepathic link with them as long as both are on the same plane of existence. The telepath can use this telepathic link to issue commands to the target (no action required), which the target does their best to obey. If the target completes an order and doesn't receive further direction from the telepath, they defend and preserve themselves to the best of their ability.

The telepath can use an action to take total and precise control of a charmed target. Until the end of the telepath's next turn, the target takes only the actions the telepath chooses, and doesn't do anything else. During this time, the telepath can also cause the target to use a reaction, but this requires the telepath to use their reaction as well.

Each time the target takes damage, they make a new Wisdom saving throw. If the saving throw succeeds, the charmed condition ends.

REACTIONS

Share Pain (2nd-Order Power). When the telepath is damaged by a creature they can see within 60 feet of them, they force the creature to make a DC 13 Wisdom saving throw. The target takes 6 (1d12) psychic damage on a failed save, or half as much damage on a successful one.

POWERS

In addition to the other powers in this stat block, the telepath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 13):

- At will: *influence*, *rewrite*
- 3/day each: *distant voice*, *read thoughts*
- 1/day each: *broadcast*, *read object*



TELEPATH EXPERT

Medium Humanoid (Talent), Any Alignment

Armor Class 14 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	16 (+3)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Int +7, Wis +3

Skills Arcana +7, Persuasion +7

Senses passive Perception 10

Languages any four languages, telepathy 30 ft.

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

ACTIONS

Psychic Stab (1st-Order Power). One creature the telepath can see within 120 feet of them must succeed on a DC 15 Intelligence saving throw or take 16 (3d10) psychic damage.

Dagger of the Mind (3/Day; 4th-Order Power). The telepath chooses one creature they can see within 60 feet of them, which must make a DC 15 Intelligence saving throw. On a failed save, the target takes 33 (6d10) psychic damage and can take only the Dash, Disengage, or Dodge actions on their next turn. On a success, the target takes half as much damage and can take their turn normally.

Fracture (1/Day; 5th-Order Power). Each creature in a 20-foot-radius sphere centered on a point within 90 feet of the telepath must make a DC 15 Intelligence saving throw. On a failed save, a creature takes 27 (6d8) psychic damage and is fractured for 1 minute (save ends at end of turn). On a success, the creature takes half as much damage and isn't fractured. While fractured, a creature's speed is halved; they have disadvantage on ability checks, attack rolls, and saving throws; and attack rolls against them have advantage.

Harlequin (1/Day; 4th-Order Power; Concentration). The telepath chooses one Humanoid they can see within 120 feet of them, which must succeed on a DC 15 Wisdom saving throw or be charmed by the telepath for 1 hour. While the target is charmed in this way, the telepath has a telepathic link with them as long as both are on the same plane of existence. They can use this telepathic link to issue commands to the target (no action required), which the target does their best to obey. If the target completes an order and doesn't receive further direction from the telepath, they defend and preserve themselves to the best of their ability.

The telepath can use an action to take total and precise control of a charmed target. Until the end of the telepath's next turn, the target takes only the actions the telepath chooses, and doesn't do anything else. During this time, the telepath can also cause the target to use a reaction, but this requires the telepath to use their reaction as well.

Each time the target takes damage, they make a new Wisdom saving throw. If the saving throw succeeds, the charmed condition ends.

REACTION

Share Pain (3rd-Order Power). When the telepath is damaged by a creature they can see within 60 feet of them, they force the creature to make a DC 15 Wisdom saving throw. The target takes 13 (2d12) psychic damage on a failed save, or half as much damage on a successful one.

POWERS

In addition to the other powers in this stat block, the telepath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 15):

- At will: *influence*, *rewrite*
- 3/day each: *distant voice*, *make friends*, *read thoughts*, *veritas*
- 1/day each: *broadcast*, *read object*, *reveal the path*

TELEPATH MASTER
Medium Humanoid (Talent), Any Alignment

Armor Class 15 (studded leather)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

Table with 6 columns: STR, DEX, CON, INT, WIS, CHA. Values: 8(-1), 16(+3), 17(+3), 20(+5), 10(+0), 13(+1)

Saving Throws Int +9, Wis +4
Skills Arcana +9, Persuasion +9
Senses passive Perception 10
Languages any five languages, telepathy 30 ft.
Challenge 12 (8,400 XP) Proficiency Bonus +4

ACTIONS

Psychic Stab (1st-Order Power). One creature the telepath can see within 120 feet of them must succeed on a DC 17 Intelligence saving throw or take 22 (4d10) psychic damage.
Dagger of the Mind (3/Day; 5th-Order Power). The telepath chooses one creature they can see within 60 feet of them, which must make a DC 17 Intelligence saving throw. On a failed save, the target takes 44 (8d10) psychic damage and can take only the Dash, Disengage, or Dodge actions on their next turn. On a success, the target takes half as much damage and can take their turn normally.
Fracture (3/Day; 6th-Order Power). Each creature in a 20-foot-radius sphere centered on a point within 90 feet of the telepath must make a DC 17 Intelligence saving throw. On a failed save, a creature takes 36 (8d8) psychic damage and is fractured for 1 minute (save ends at end of turn). On a success, the creature takes half as much damage and isn't fractured. While fractured, a creature's speed is halved; they have disadvantage on ability checks, attack rolls, and saving throws; and attack rolls against them have advantage.
Harlequin (3/Day; 4th-Order Power; Concentration). The telepath chooses one Humanoid they can see within 120 feet of them, which must succeed on a DC 17 Wisdom saving throw or be charmed by the telepath for 1 hour. While the target is charmed in this way, the telepath has a telepathic

link with them as long as both are on the same plane of existence. They can use this telepathic link to issue commands to the target (no action required), which the target does their best to obey. If the target completes an order and doesn't receive further direction from the telepath, they defend and preserve themselves to the best of their ability.
The telepath can use an action to take total and precise control of a charmed target. Until the end of the telepath's next turn, the target takes only the actions the telepath chooses, and doesn't do anything else. During this time, the telepath can also cause the target to use a reaction, but this requires the telepath to use their reaction as well.
Each time the target takes damage, they make a new Wisdom saving throw. If the saving throw succeeds, the charmed condition ends.
Mindwipe (1/Day; 6th-Order Power; Concentration). The telepath chooses a creature they can see within 60 feet of them, which must make a DC 17 Wisdom saving throw. On a success, the target takes 16 (3d10) psychic damage. On a failure, the target's proficiency bonus is +0 (reducing the bonus they add to ability checks, attack rolls, and saving throws they make with proficiency), and they can't cast spells, manifest powers, understand language, or communicate in any intelligible way. All these effects last for 1 minute.
REACTION
Share Pain (4th-Order Power). When the telepath is damaged by a creature they can see within 60 feet of them, they force the creature to make a DC 17 Wisdom saving throw. The target takes 19 (3d12) psychic damage on a failed save, or half as much damage on a successful one.
POWERS
In addition to the other powers in this stat block, the telepath can manifest the following powers, using Intelligence as their manifestation ability (power save DC 17):
At will: influence, rewrite
3/day each: distant voice, make friends, read thoughts, reminisce, veritas
1/day each: broadcast, fold space, read object, reveal the path

WARFARE ADDITIONS

KINGDOMS & WARFARE CREATED A NEW SYSTEM for large-scale battles that you can add to your game. Some of these new rules have components that are based on or benefit each of the game's core classes. We want to make sure players who like the talent can get in on the fun as well.

TALENT MARTIAL ADVANTAGES

Kingdoms & Warfare features rules for martial advantages—special features that units gain based on the character class of the officer commanding those units. A talent's mental prowess can make them a great military strategist, with their soldiers adopting a mind-training regimen that lets them resist the supernatural traits of their enemies, and to link their minds to create psionic effects they can't produce on their own.

MAGIC RESISTANT AND PSIONICS

At the GM's discretion, a unit with the Magic Resistant unit trait also has advantage on Power tests to resist battle psionics.

BATTLE PSIONICS

Talent commanders have access to battle psionics (that use the rules for battle magic in *Kingdoms & Warfare*), which allow them to create psionically infused crystals designed for war. Crystals can be distributed among the units a talent commander controls, with each martial advantage creating a single crystal per battle, and unused crystals crumbling to dust after the battle for which they were created.

Each crystal is a single-use item. A crystal isn't assigned to any specific unit at deployment, but can be assigned to any unit by a talent commander at any time.

TALENT MARTIAL ADVANTAGES

Domain Size	Martial Advantages
1	Charm Crystal, Metamorph Bolstering
2	Time-Bending Crystal
3	Telekinetic Propulsion
4	Fire Shield
5	Levitation Crystal

Charm Crystal. As an action, the unit with this crystal chooses an opposed unit. That unit must succeed on a Morale test (DC = 11 + DS) or suffer 1 casualty, then use its reaction, if available, to attack another unit of the unit with the crystal's choice.

Metamorph Bolstering. Each unit this commander controls has advantage on Power tests against the traits of opposed units.

Time-Bending Crystal. As an action, a unit controlled by this commander uses this crystal, and two other units of the commander's choice get a free activation that they take immediately.

Telekinetic Propulsion. When any unit this commander controls succeeds on a Power test as part of an attack against an infantry unit, the unit this commander controls can use a reaction to move the target 1 space into an empty space.

Fire Shield. When any opposed infantry, cavalry, or aerial unit makes a successful Attack test against a unit this commander controls, that opposed unit must succeed on a Power test (DC = 13 + DS) or suffer 1 casualty.

Levitation Crystal. As an action, a unit uses this crystal and each cavalry and infantry unit controlled by this commander can change its type to aerial until the next activation of the unit with the crystal. Infantry units that become aerial units are removed from their ranks. When an infantry unit reverts back to its original unit type, it enters any empty space on the battlefield chosen by its commander.

WARFARE UNITS

Three new warfare units use the rules found in *Kingdoms & Warfare*: Shields of Fire, Sympathetic Sentries, and Telekinetic Legion. (These cards are shown on the next page.)

NEW UNIT TRAITS

The following new traits are used by the units in this supplement.

Feel Our Pain. As a reaction when an opposed unit inflicts casualties on this unit, this unit forces the opposed unit to succeed on a DC 13 Power test or suffer 1 casualty.

Stupefy. When this unit makes a successful Power test as part of an attack, it can forgo dealing the Power test's damage and instead cause the target to become misled until the end of its next activation.

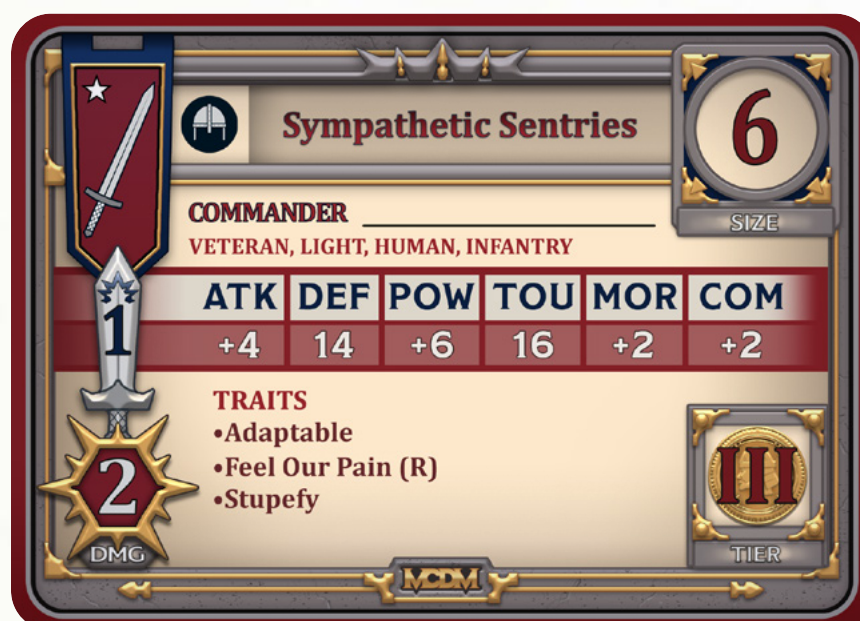
Telekinetic Grip. When this unit succeeds on a Power test as part of an attack against an infantry or artillery unit, the target unit must move 1 space into an empty space of this unit's choice.

Telekinetic Shield. As a reaction when this unit or a unit within 1 space of it is targeted by an attack, this unit can impose disadvantage on the Attack test.

Telekinetic Slam. When this unit succeeds on a Power test as part of an attack against a cavalry or aerial unit, the target unit's type becomes infantry and it is placed on the battlefield in any unoccupied space of this unit's choice. At the end of the target unit's next activation, it reverts to its original type and leaves its space.



Shields of Fire unit card



Sympathetic Sentries unit card



Telekinetic Legion unit card



THE SOCIETY



OUT OF THE CORNER OF HER EYE, SHE NOTICED THE glow brightening in the gem set into her ring.

She raised her right hand and made a theatrical flourish to punctuate her lecture while she snuck a glance at her left hand to confirm that her Society ring was glowing. Classic misdirection.

The gemstone was indeed glowing a deep orange. It was time again. She felt a quickening in her pulse and a slickness on her skin, but of course the students couldn't see this. She turned her ring around her finger so that when she closed her fist the crystal pressed into her palm to hide the light.

"Finally," she said, "I know you're all looking forward to your weekend but there is a performance tomorrow night of Xenophia's *Each in Their Turn* at the Petal in King's Cross. A classic Notionalist play that is actually very funny, and I'm sure most of the people in the audience will completely miss the themes of ignorance versus knowledge and the difference between what is true and what is correct. But you won't!" She smiled and pointed at the young faces before her. Most of them smiled back.

"Or at least you better not or I'll consider it a personal failing. Attendance is not required, but we're going to examine the play all next week and some of the next, so I spoke to the bursar and the university has *kindly* agreed to donate fifteen pairs of tickets which should cover you all. No you may NOT bring your friends or current infatuations. These are for students, so come see me if you wish to attend."

She clasped her left hand with her right, obscuring her Society ring for a moment. "Otherwise I will see you on Auradi. I fear I must cancel my office hours today, I have *many* papers to review."

The students were already filing out of the auditorium. She was pleased to see a goodly number gather around her desk asking for tickets to the play.

"If you're lucky," she said, handing a pair to two students from the Commonwealth, "you'll get a real sword fight in act 3."

Marcado, the son of a high-placed guild member, gave her a knowing look. "Did the University buy these tickets or did *you*, Miss Antonini?"

Miss Antonini smiled and winked. "No comment," she answered.

"Uh-huh," Marcado said, taking two tickets. "The bursar always seems more generous in Classical Philosophy."

"Well your other professors are less persuasive."

She enjoyed small talk with the students, but she could tell they were trying to keep her here and wring more attention from her in lieu of her office hours. But the Society could not wait.

Tickets dispersed, she retreated to her office, drew the curtains, and picked up a stack of books from the middle of the floor she couldn't remember what she intended to do with and moved them to another place they didn't belong. She emptied her pockets and put the contents in her desk drawer. Locked it. Put the key under her ink blotter. *I suffice*, she thought automatically.

She stood in the center of the darkened room, looked at the door, and made sure it wasn't locked. If someone came in while she was gone, they'd assume they just missed her. Locked doors created mysteries, and no one suspected anything mysterious about Miss Antonini.

A deep breath, eyes closed, and the voice in her head projected itself a little more than normal. A broadcast. She put her hand to her head, middle finger pressed against the temple. She knew this was frowned upon but old habits died hard.

<I'm ready,> she voiced in her mind.

A moment later her assistant entered, looked around, said, "Huh," and shrugged. He crossed the room, opened the drapes, and left.

A BRILLIANT POINT OF PRISMATIC LIGHT FLOATING SEVEN feet off the floor announced the next arrival. The Mirror and the Pillar stopped talking and turned their attention to the light, which quickly extended down to the floor in a line. The line abruptly spread apart, forming a rectangle of scintillating rainbow energy which, once door-sized, began to move backward revealing the presence of ...

"A child!" the Pillar said. A young man stood on the crystal floor. He looked like a street urchin, his linen shirt and linen breeches were stained and ill fit him.

"Cyrvis's thorny prick!" the kid said, looking around the Fold in awe.

"A *Vaslorian* child, if I'm not mistaken," the Mirror said to the Pillar with a wry smile.

The young man, not older than sixteen, saw who was speaking. A normal-seeming woman with long brown hair and a metal ... helmet on that looked like it protected her eyes? Thin bands of metal wrapped around her temples and a third strip of metal went over the top of her head. They met in the front and the silver metal fitted snugly into her eye sockets. Was she born without eyes?

But the strange metal mask helmet was by no means the strangest thing in the giant, spherical room he found himself in.

There were no obvious ways in or out of the hollow globe, but the whole interior was made out of purple and red and pink crystals. Huge crystals. They seemed to grow naturally, though the floor was made of glass or some other crystal that allowed the boy to clearly see the other hemisphere of crystals below.

There was a large dias apparently made out of natural crystal as well as what looked like a diamond throne.

But standing on the clear glass floor next to the masked woman was what appeared to be a giant.

“A barrow-woman!” the young man said.

The Mirror glanced at the Pillar and saw her puzzled expression. “In western Vasloria,” the Mirror explained, “the Hakaan live in the Barrow Hills and so are known to the locals as Barrow-men.”

She approached the young man and extended her hand. “This is the Pillar. Her people call themselves the Hakaan. Welcome to the Society young man. I am the Mirror.”

The kid shook the tall, lithe woman’s hand, but he was staring at her helmet. “You can see me?”

It was the Hakaan woman’s turn to talk. Her voice was deep and sonorous. “The Mirror finds her second sight reveals more than her mundane vision, and prefers to rely on it.”

“Your eyes can deceive you,” the Mirror said, raising an eyebrow.

“What ... what else do you see?”

“Lots of things,” she smiled.

The kid didn’t like evasion and the awe abruptly left his voice. “Like what?” he challenged.

“Intent?” the Mirror said, with a tilt of her head.

This shut the young man up.

A bright pinpoint of light and another prismatic doorway appeared and retreated, revealing a red-skinned devil-man with horns spiraling from his bald head. He was handsome and walked forward with easy grace. He glanced at the young man but he was obviously more interested in the woman with the metal mask on her eyes.

She extended her arms to the tiefling and they embraced. He pulled back and said “Sorry I’m late I—”

She placed her hands on the sides of his face and pulled him in for a passionate kiss. He moved his hands from her waist and braced her head with his hand and returned the kiss.

The giant, tattooed Hakaan smiled and turned her head, holding up a hand to block her view of the proceedings.

“Gross,” the young man said loudly, looking up at the ceiling. The couple decoupled.

“Missed you too, babe,” the tiefling said smiling and gave her a knowing look. The Mirror managed to turn away before blushing.

The red-skinned man turned to look at the kid. He wore a brass girdle around his waist and brass bracers on his calves and forearms, like a shirtless centurion from Phaedros. He looked the kid up and down and smiled. “Hey,” he said. “Nice to see some new blood in the Society. I’m the Sun.”

“The son?” the kid asked, frowning.

“The Sun,” the tiefling said and held his hand out, palm up, fingers splayed. Suddenly a sphere of plasma appeared hovering over his hand. It turned slowly and small goutts of flame erupted from its surface before looping up and over and crashing back into the surface.

The young man stared fascinated but the heat was so intense he had to take a step back. The pyrokinetic closed his hand with a snap of his fingers and the image of the sun evaporated.

“I’m ...” the young man started. “I mean, my name is ...”

The tiefling held up a hand, interrupting him. “Let’s wait for the rest of the team.”

“Where are we?” the young boy asked, looking around the Fold in wonder.

The tiefling shrugged. “We don’t know. Not knowing protects this place.”

“But what is it?” the kid asked, walking up to the curved interior of the huge room.

“It is a geode,” the Hakaan woman with gray skin covered in ochre tattoos said. She gestured to the whole interior. “We are inside a giant geode. These crystals ... they protect us from ... most things.”

“Being seen,” the Mirror said. “Being known.”

“We think we’re somewhere on Ix,” the Sun said. “You tend to get formations like this there. But who knows?”

“Could we ...” the kid reached out and touched a large red crystal. It reacted to his fingers, like tiny burning sparks running under his fingertip inside the crystal. “Could we take one of these crystals and—”

Suddenly a large gray hand wrapped itself around his forearm and gently pulled his hand from the crystal. “Speculation is permitted,” the Pillar said. “Experimentation ... is not.”

“Sorry,” the young man said, extracting his arm from her hand. She towered over him. She was the tallest person he’d ever seen.

“Where you from, kid?” the Sun asked.

“Blackbottom,” he said absently. He was staring at the Pillar’s ochre tattoos. They were alien but fascinating. The Hakaan woman gave off an aura of strength that had nothing to do with her size.

A brilliant light shone and played off the Pillar and the crystals of the wall, signaling another arrival.

The young man turned to see a lean, older woman standing behind him. She wasn't as tall as the Mirror, only a little taller than the kid. She had short, jet-black hair and hard lines on her face. She wore a faded green vest that looked embroidered, like the Mirror's outfit.

"What the fuck is this?" she growled.

"Calm down, Witch. This is the new kid," the tiefling said.

"Witch?!" the kid said with some amusement. The old woman ignored him.

She looked down at the young man. Her eyes were dead. "So this is it? We just ... we just *replace* ..." Emotion welled up in her, and she choked it off. Anger and despair twisted her face.

The kid decided to stand up for himself.

"You got a problem, lady? I piss on your cat or something?"

The tiefling put a hand on his shoulder. The kid jerked it away.

The woman called Witch looked at the Mirror and did not conceal her disgust. "He's too young. Get him out of here."

"She's too *old*," the kid said with a smirk. The Mirror and the tiefling exchanged worried glances. "Hey, maybe we got a broomstick around here you could ride out of"

The woman snarled and lunged a step forward, a blast of telekinetic energy distorted the air between them. It slammed into the tiefling and knocked him backwards onto the floor, but the kid had vanished with a *blip* sound and was now standing behind the older woman.

"See what I mean?" the kid said to the assembled talents. He was smirking. The tiefling scrambled to get up. The kid didn't know the danger he was in. The Pillar was also obviously worried, but the Mirror held up a hand and they did not act.

"Maybe you were something once, lady," the kid said to the Witch's back. "But at your age your reflexes are just—*urk!*" The kid's hands flew to his neck. His mouth twisted, and he grimaced as he tried to get air in. His eyes were wide with fear.

"I gave my *life* to the Society," the Witch said, her back to the kid. She turned around and gestured with her right hand. The kid smashed into the ground, sprawled flat. It looked like an invisible giant was standing on his back.

She walked forward, looked down at the young man. "And I'll be here long after you're *dead*." Her lean face was twisted into a feral grimace. "So go back to your parents."

The muscles in his neck and back straining, the kid twisted his head around and locked eyes with the Witch. "And tell them," she said, "we need *soldiers* not—" She stopped talking. Her eyes went wide. She

was looking at the young man on the floor but seeing something else.

Her face became a map of despair. She sobbed loudly once, and her telekinetic grip on the kid—the field she had created around him—vanished. He started gasping, heaving air back into his lungs, while the older woman started crying. Huge wracking sobs came from her, and she bent over and began throwing up.

The kid stood up, wide-eyed. He hadn't seen a reaction this extreme to his talent. He'd already dropped whatever effect he'd created in her mind.

The Mirror and the Pillar went to the Witch and comforted her. The older woman tried to pull away, but the Mirror threw her arms around the other woman and hugged her close. The Witch hugged the younger woman back and cried even louder. She was repeating something. A name. The young man couldn't make it out.

The Sun walked up to the kid and casually pointed to the pool of sick on the glass floor. A small white-hot beam of flame shot from his finger to the floor, incinerating the bile instantly.

The kid was obviously shaken by the confrontation—by whatever he'd done to the Witch. He was watching the old woman. He was worried. Concerned. The Sun took this as a good sign.

"What did you do?" he asked the young man.

"I dunno I ... I made her see ..."

"What? What did you make her see?"

The kid whispered. He wasn't sure. He never knew exactly what his targets saw. But in this case he had an intuition. "Whoever I replaced, I guess."

The Sun nodded. "A resopath," he said mostly to himself. "That figures."

The kid pushed himself to his feet. "It's only supposed to ... I mean usually you just see an old friend or maybe your mom or something."

The Sun nodded. "*Reminiscence*," he said. He looked at the Witch and imagined what she'd seen. "Yeah, you're a resopath alright." He turned back to the young man. "I see why the bug picked you. You had maybe the most powerful telekinetic alive bearing down on you, and your instinct was to try to calm everyone down. Good instincts. Better than good."

He jerked a thumb over his shoulder in the direction of the three women. "Maybe tell her you're sorry."

"What?! Why?" the kid's cocksure confidence was back. "She started it!"

"Yeah she did, and she might start it again. There's a lot of history here, and you don't get over it that easy but you took it too far."

"I didn't—"

"I know, I know," the red-skinned man nodded sympathetically. "But that's the thing, you *didn't* mean

to make her see..." he glanced at the Witch who was recovering and nodding to whatever the Mirror was saying. "That. You were desperate, so you acted on instinct. She wouldn't've killed you, but you didn't know that. So yeah, it's not your fault. But you took it too far, and *she's* not gonna apologize so you got to. Trust me, it'll help."

The young man looked up at the tiefling and thought for a moment. Nodded. He took a step toward the three women but before he could voice his apology, the old woman pulled away from the Mirror.

"Okay I'm sorry, alright." She threw her hands up in the air, turned to the kid. "I apologize, okay? I'm sorry. But I ain't gonna shake hands," she glowered. "We ain't *friends*." She turned her back on the kid and hugged herself. "You gotta earn that shit," she said in a quieter voice.

The kid raised his eyebrows and retreated. Went back and stood next to the tiefling. "Well she's a barrel of laughs," the kid said.

The tension now mostly diffused and remembering many other such confrontations in the past, the handsome, roguish tiefling smirked. "You get used to her. Just give her space, respect. She'll come around."

The kid rolled his eyes. "Yeah I know how it sounds," the Sun said. "But let me tell you something kid. I mean she just met you, right? Even after that little ... jousting match, she knows you're one of us. And if something happened to you? She'd claw her way through a legion of archdevils to save you. I mean it. She's a little older than the rest of us, but I think that just makes her more *mean*. Pound for pound, she's the best pure warrior in the Society."

The Mirror approached the young man. Her tightly woven outfit looked like an expensive, indigo tapestry. "What did Memory tell you about us?"

The kid shrugged. "I dunno, she just said ... She came to see me in the jail. She talked to the guards, paid them off or something and told me ... She told me it wasn't my fault." There was a note of relief in his voice as he remembered the experience. "Told me there were other folks like me. Like you, I guess. Said they helped people. Asked if I wanted help understanding my ... understanding what I can do." He fingered his Society ring then held up his hand and showed it off. "Then she gave me this and told me to get ready. Or, I guess she said ... like, 'Prepare yourself,' or something. 'The summons can come at any moment.' I guess this is what she meant!" The kid said, looking around the Fold.

The Mirror threw a masked look at the Sun. The tiefling shrugged. "I was trained in the field," he said. "I turned out okay." This caused the Mirror to smile.

The young man saw a bright light reflecting off the people looking at him, and he realized someone was translating into the Fold behind him.

"Greetings little brother," a female voice said. "Welcome."

The young man turned around and was confronted by a nightmare.

"Aaaaa!" He screamed and backed away, holding his hands up in front of him. There was a humanoid woman with deep blue mottled skin that shifted and pulsed in different patterns.

Where her head should be, there was a giant purple octopus with curling twisting arms and two large black eyes.

The tentacled woman's forehead furrowed into a frown, her eyes betrayed obvious hurt, shame, and she ducked her head.

"Hey!" the tiefling said, walking up behind the young man. "Come on, kid. You can't be like that."

"What the fuck is *that*!?" the kid pointed at the newly arrived octopus-woman.

"That's the Line. Come on, kid. You gotta apologize for real now."

"I mean what *is* it?"

"Listen, kid," the tiefling walked around and stood in front of the kid, blocking his view of the Line. "Hey, look at me."

The young man shook his head as though trying to dislodge the image from his mind, and then looked wide-eyed at the Sun. The tiefling stepped forward and crouched down, he spoke softly to the young man.

"You know how it works, right? Out there in the world, you got to be careful, right?"

The young man nodded, clearly afraid but more that he'd done something wrong, crossed another line.

"Well in here, you don't gotta be. We can relax here. Be ourselves. These crystals protect us."

"So that's ... I mean what ... what *is*—"

"Out there in the world," the tiefling glanced over his shoulder. The Line was talking to the other three. The Witch put a hand on the octopus-woman's thin shoulder. "She has to pretend—all the time." The Sun looked back at the kid. "Her talent is always on. She can't ever relax. She can't have ... close friends. You understand?"

"So, so out there she just looks like ..."

"Just a normal woman. She's a teacher, normally." The Sun smiled. "I think she's the kind the students bring apples to."

Everyone else was treating the alien being like it was perfectly normal that she should be here. The young man swallowed and nodded to himself. "Is she ..." it was clearly too much for the kid to accept all at once.

“No one knows what she is,” the Sun shrugged and stood up from his crouch. “Someone found her and ... well, it’s lucky we got to her eventually. The head of our order raised her—trained her. There are things in this world—or the World Below—that like to experiment. We think she’s one of their ... Anyway, doesn’t matter. She’s one of us. You understand?”

The kid nodded. The Line turned and crossed the distance halfway to the Sun and the young man from Blackbottom.

“I will raise my guise for the—” the Line said.

“No!” The Witch said and walked up to stand behind the Line. “No you don’t have to do a damned thing in here. This is our place!”

“I do not mind,” the Line said, looking over her shoulder at her friend. She turned back to look at the kid. “It will help the young man see better,” she said, her voice calm.

The Line turned her ring back around, and her form boiled away—evaporated. There was now a young Riojan woman in a sky blue dress who, admittedly, looked like a university professor standing before him.

The kid took a deep breath and relaxed. He felt a little ashamed now that he could see the woman’s human face, her eyes, and her expression. Even though he knew it wasn’t *real*, he still felt a connection now to this person and regretted his earlier behavior for the second time in this place.

“We must wait for Memory to arrive and bestow your cipher upon you. But in the meantime, you can call me the Line.”

The kid shook his head. “Who comes up with these names?”

“No names kid,” the tiefling said. “The less we know about each other, the better. That’s the idea anyway.”

“It is safer this way,” the Hakaan woman said.

“Tons of wizards across Orden would love to get a look at the inside of this place. Capture one of us. No names makes it hard for them.”

“So we use ciphers,” the Mirror said.

“And to answer your question, young master. *I* assign the ciphers,” intoned a deep voice from the dias.

“Black gods!” the kid shouted. The figure standing before the throne was a bipedal insect creature holding a thin crystal staff. They were humanoid in shape but possessed two short antennae, large dragonfly wings, and wide multifaceted eyes.

“Remember,” the Sun whispered from right behind him. “In this place we don’t have to pretend.”

The kid swallowed and nodded. Then he bowed, causing the insect creature’s million-faceted eyes to grow wide with surprise. “Memory,” he said. “I was ... glad to receive your summons.”

The insect creature looked to each of her disciples in turn and smiled.

“Well done, young man. This place is called the Fold, as it is little more than a fold in the timescape. And the Line is **not** the full cipher I assigned your teammate. She is the Line between Regret and Hope.”

The young man went and stood next to the woman who was an octopus a moment ago. He looked up at her face. “Can I call you Hope?” he asked.

A bright smile beamed from the Riojan-seeming woman. She nodded and her brown eyes crinkled when she smiled. “That would be nice,” she said. “I would like that.” The kid smiled back.

He felt the Witch watching him. He looked at her and saw a pained, confused look on her face. When she caught the boy looking at him, she cast her gaze to the floor.

“The bug likes weird names,” the tiefling said. “You get used to it.”

“Uh-huh,” the kid said. “So what’s my ... I mean ... Do I get a name?”

“All things in their time ...” the insect woman said as she walked down the steps from the dias.

“What about you, you never told me your full ... cipher?”

“I am the Memory of a Sunset at Dawn.”

The kid peered at their insectoid leader, trying to decipher the cryptic name. Was it random, or did it hold some hidden meaning?

“I like it,” he said. “Sounds Elvish.”

“It’s pretty Elvish,” the tiefling nodded. “We just call her Memory. When we’re in a good mood.”

“Yeah,” the Witch said, not without humor. “Any names you hear us call her when we’re blitzed, maybe don’t repeat ‘em in here.”

“Your garb,” Memory said as she approached the young man and stood before him. “Most inappropriate.”

Looking at his teammates’ outfits, the kid noticed their color scheme. He looked down at his worn clothes, and concentrated. Closed his eyes. When he opened them, he was wearing a tailored outfit embroidered with gold threads that glittered and caught the light. He smiled at his inventiveness. He wished he could see himself.

“Well done,” Memory said. “Much better. Have you been training?”

The kid nodded. “Practicing.”

“Show me.”

“What do you want to see?”

“You’ve met the Pillar?” Memory asked.

The kid looked at the Hakaan who winked back at him. He smiled. “Yeah I met her.”

“Lift her.”

“Classic,” the Sun said.

“Sure, I get it,” the kid said. “Okay, gimme some space.”

The Society started to spread out, but the insect creature who led them barked an order.

“No! Space is an illusion. Turn your back on the Pillar.”

The kid held up his hands in defense, but he did as he was told.

“Feel her there. And lift her, if you can.”

The teenager flexed his arms and splayed his fingers. Tension began rippling through them, and his arms and fingers twisted slowly, trying to feel the power. Shape it. Control—

“No!” Memory said, and rapped the young man’s hand with her crystal staff. He yelped.

“These vulgar displays are pure theatrics. Concentrate. Take every motion you yearn to make, channel them all into a single point—and lift.”

The kid nodded and took a deep breath. Though he could not see it, behind him the Pillar smiled and looked at the others. Nodded to them. Then she braced her arms and her skin rippled, darkened, and hardened. In a moment, she was made of solid iron.

The kid stood on the glass floor, motionless. Eyes closed.

“He has me,” the Pillar said quietly.

“Good,” Memory said. “Continue.”

The kid’s brow furrowed. He gritted his teeth. The Pillar, who must have weighed several tons in her iron form, wobbled slightly.

The kid started to shake. Though he wasn’t moving, his muscles were all taught, tendons stood out on his neck. She wasn’t just iron, she was *resisting*. She was using her talent to resist his telekinesis. Was anyone else helping her? How many talents was he fighting?

He grunted. The crystal floor cracked. His nose started to bleed. And the rest of the Society gasped.

The Pillar hovered an inch off the ground. Her eyes wide.

“Okay. Okay! Stop! Stop! Stop!” the Sun said, breaking the tension. The Pillar dropped back to the glass floor. The kid’s eyes flew open, and he started breathing again. He wiped his nose with the back of his hand.

“Yeah, you’ve been practicing all right. Good job, kid. Welcome to the Society.”

The other members of the team gathered around him and clapped him on the shoulders. Even the Witch seemed to have swallowed her previous judgment, but she didn’t join the congratulations.

“Is it just us?” the kid asked.

“Nah,” the Sun said. “But we’re the strike team.”

“Should you return from this mission,” Memory said. “You will see the school, but first...”

Memory began manifesting her talent, and the other members of the Society approached her.

“You can call me Zjin,” the tiefling said to the kid as they walked over. “We don’t gotta be that formal all the time. The bug don’t really mind.”

“She didn’t look like a bug when I met her,” the kid said, exhaling meaningfully. Obviously the experience still awed him.

Zjin reached out and fingered the gold-embroidered outfit the kid conjured for himself. “Can’t judge people by appearances, kid. Lesson one. Get that straight, or you might as well leave now.”

The kid nodded. Memory was conjuring something—an image of a sphere. Detail slowly emerged.

“You don’t, ah, you don’t gotta tell me *your* name, if you don’t want to,” the tiefling said in a quiet voice while they all watched the globe resolve.

“Is this another test?”

“Hah! Good question kid. Everything’s a test in this place, I guess.”

“I thought it was going to be ... other kids my age.”

“Me and...” the Sun hesitated a moment, and the kid realized he was trying to remember the masked woman’s code name. Because he normally just uses her real name. The kid understood a little bit more about how this place worked. “The Mirror. When we joined, we were all kids—except the Witch.”

They were looking at a representation of Orden made of light. “Our world,” Memory said. The kid was fascinated. He had never seen any representation of Orden, even a map. Not even a map of Vasloria. He’d never seen *any* map.

Memory concentrated, and the globe spun. Parts of it resolved away until they were looking at a closeup of what the kid thought was Vasloria. He thought he recognized Blackbottom and the bay. The ground sped away as the map moved. Eventually they were looking at a section of Vasloria the kid guessed was western Corwell—the other side of the mountains.

“This conflagration occurred less than an hour ago.”

A bright flash erupted from the map that floated in front of them. The others were surprised. The kid didn’t know what to expect or what to think about what he saw.

“That’s significant,” the Line said, a little awe in her voice.

“Major,” the Witch said.

“Yes, but such a display would normally be cause for observation, not intervention. However, allow me to let the moment repeat.”

The map grew. The conflagration scaled up. They could make out more detail now—a road, towns, a forest. The view expanded until the forest filled it. At this scale, the psionic conflagration looked like a solar flare erupting from the wood. It repeated over and over. The kid thought he noticed something. The conflagration

ignited then began to fade, but before it could fade away, it was extinguished, like a candle quickly blown out.

The Mirror took a step forward and peered at the map with her steel-masked eyes. “Something absorbed the psionic energy.”

“Yes,” Memory said. “I didn’t notice it at first, but upon repeat it became obvious. The talent flared bright and was then extinguished.”

The Sun looked at the Mirror. “Not a lot of things can do that.” The Mirror crossed her arms and sighed, thinking.

“A null,” the Witch said with a dour, eager grin. “How long ago? Less than an hour? We should leave now, whatever this is,” she pointed to the repeating eruption of psionic energy, “the fight might not be over.”

“You realize the danger here,” the Sun said.

“Well, I don’t,” the kid said. “Someone explain it to me.”

“The nulls hunt us,” the Pillar said. “They are immune to our talent. We believe they can sense psionic energy. We do not know the limit of their range. It may be functionally unlimited.”

“It’s indexed against total psychographic energy,” the Line said. “Output if we’re lucky. Potential if we’re not.”

“What’s that in normal people talk?”

“It means if someone manifests a power of sufficient magnitude, maybe every null in Orden could sense it,” the Sun said.

“What was that ‘if we’re lucky’ part?”

“Yeah. That’s if we’re lucky. If we’re not, then the nulls can sense you based on what you’re *capable* of. Doesn’t matter if your talent is active or not.”

“The Master of Vipers,” the Pillar said in a low tone.

All the air went out of the room. No one spoke. The map silently flared with iridescent rainbow energy every few seconds. The Witch was starting to breathe fast.

“What?” the kid asked. “The master of what?”

“Vipers,” the Sun said eventually. He shook off the reverie. “He’s a null. Part of an order of ... it’s hard to explain.”

“He killed the man you are replacing,” the Mirror said finally. Glances from the others indicated that revealing this information was controversial.

“Come on. Don’t scare the new kid,” the Sun said.

“Yeah, too late for that,” the kid said.

“He caught the Sky unawares,” the Pillar said. “It could not have happened were he not alone.”

“This guy? Which guy?”

“He was the Bolt That Cracks the Sky,” Memory said. “He was a loyal soldier and brave.”

“He’s dead,” the Witch said. “And this isn’t the Master of Vipers. I’d know.”

“But it could be a null,” the Sun said.

The Witch nodded.

“Wonderful,” the new member of the Society said.

“Don’t worry kid. We can handle a null.”

“He is correct,” the Pillar said. “What we cannot handle ... what we’ve never *had* to handle ... is a team of nulls.”

“Six of the Gray Order? Mind versus body?” the Witch said, looking at the repeating conflagration. She seemed hungry. “One hell of a fight.”

“So what do we do?” the kid asked.

The Sun looked at the rest of the Society then down at the kid. “What do you think?”

“Well,” the kid gestured at the floating map made of light, “if that’s ... I mean, what if that’s someone like me? Someone who doesn’t know how to ... I mean, I ended up in *jail*.”

“What do you suggest?” Memory asked. The kid’s imagination was already running away with him. He didn’t notice the new test.

“Well we gotta help her!” the kid said, pointing at the map.

“Her?” the Pillar asked, smiling.

“I mean, whoever. I don’t care, but we can’t just stay here! We gotta do something!”

The Sun looked at the Witch, who was watching the kid. She looked at the tiefling and nodded. The kid was all right.

“Mirror,” the Witch asked.

“Yes?”

“Have you *seen* this?” the older woman pointed at the map.

“No.” The Mirror lifted her steel gaze to the roof. She was seeing something else. For the first time she looked blind. “We just passed the boundary of a nexus. Probably as soon as we saw the summons. Within the nexus, all futures are equally possible. Equally impossible. All is fog.”

No one spoke for a moment. Silence in the Fold. Then the Witch looked at Memory.

“We go,” she said.

“And if this isn’t a cry for help?” the Pillar asked. “If it’s an attempt by the Gray Order to lure us out into the open? An ambush?”

The Witch grinned a feral grin. “Then we *assault* the ambush.”

Memory made a gesture, and the map made of light dissolved and faded away.

“The Mirror of Yesterday and Tomorrow must decide.”

The Mirror looked at her teammates one after the other. Nothing was said. She could tell how they each felt.

“*She’s* in charge?” the kid asked the tiefling.

The Sun nodded. “Out in the field, yeah. Otherwise it’s the bug. Trust me, kid. Having a leader who can see the future has its advantages.”

The Mirror turned back to the head of the order. “We go,” she said.

“Then the Society will undertake this mission,” Memory announced. “The Pillar of Ten Thousand Years. The Mirror of Yesterday and Tomorrow. The Witch Who Cries Blood. The Sun Reflected in Death’s Eyes.”

“Whoah,” the kid said looking up at the tiefling standing next to him. The tiefling looked down at him and winked.

Memory looked at the newest member of the Society. “And the Arrow of Truth.”

“The Arrow! Coooo!”

“Pretty cool,” the tiefling nodded.

“Prepare yourselves,” Memory said.

The Mirror and the Witch conferred to discuss strategies. The insect woman called Memory approached the young man and the tiefling.

“Perhaps I should go with you,” Memory said. The tiefling’s eyes widened.

“If you come with us, and something happens ...”

“To me, you mean.”

“Yeah. If you’re killed then we’re all stranded a thousand miles from home. Farther, for some of us.

No, Memory. You stay here, and get us out in case things are—”

“Complicated?”

“I was going to say, ‘Not what they seem.’”

“You suspect subterfuge?”

The tiefling shook his head. “I don’t have to. That’s the Mirror’s job.”

THE TREES LAY ON THE GROUND, SNAPPED NEAR THEIR BASES and toppled over as though a massive hurricane flattened everything so fast that the trees didn’t even have time to pull up their roots.

“Black gods,” the kid—the Arrow—said.

The trees were crystal—had been *turned* to crystal. Iridescent rainbow crystal in a wide cone reaching deep into the wood except for a single line of trees that were still standing—still green and brown, bark and leaf. Some of the trees in the line were half living, half crystal.

The line extended straight out from a man who stood above a young girl—collapsed on the forest floor—and ended at exactly the spot he stood on. He wore simple peasant clothes. He looked Khemharan. His head was shaved bald.

The girl was half sitting, half laying on the ground, propped up by one arm. The cone of crystal seemed to point directly at her.



"I knew it," the kid whispered as he looked at the young girl with flaxen hair. She seemed about his age.

"The talent works that way sometimes," the Sun said. "You get used to it."

In and among the crystal forest were many glass statues, very lifelike. Hobgoblins, the devil-kin, each of them in a battle pose, frozen in place. Many of the demogoblin statues were shattered. Trunks and legs stood alone. There were at least two dozen of them.

"Society, remain calm," the Mirror said. "But ready," was implied.

The Khemharan man turned from the girl to look at the Society. He showed no surprise or alarm, but he took a step back toward the girl.

"It worked," he said, a little awe in his voice. The young girl looked up at him. She seemed afraid.

The Society spread out. "*What* worked?" the Witch said.

The Arrow held out his hand in what he thought was a discrete gesture, fingers splayed, and concentrated on the Khemharan.

"Don't bother, kid," the Sun said. "It's like trying to catch fog."

"The Sky believed the nulls were too *real* for psionics or sorcery to work on them," the Line said. She was still in her Riojan University Professor guise.

"Yeah well, he was never very forthcoming on what that meant," the Sun said.

"You summoned us," the Pillar said.

The Khemharan man shook his head once, rapidly. "I hoped. Her need is great," he said, pointing to the young woman. "But there were other reasons for ..." he turned and looked at the girl, then to the crystal demogoblin statues.

"Yeah, we can see the other reasons," the Witch said.

The Arrow approached the girl. "Hi," he said, trying to get into her eye line. She ducked her head away from him.

Maintaining a discreet distance, he walked around until she was looking at him out of the corner of her eye. "My name's Alex," he said. "What's yours?"

Without getting up, the girl scrambled to put the Khemharan between them. The kid's brow furrowed as he tried to work out the relationship. The air between them crackled with fear. Fear of ... each other? Of themselves? The Arrow couldn't tell. But the girl reminded him of something.

She reminded him of himself when his talent first manifested. His eyes went wide as he looked at the crystallized forest and realized what happened.

The Mirror took a step forward and regarded the Khemharan from behind her gleaming silver mask.

"You're a null," she said.

"Yes," the Khemharan said, his voice tight.

"You train your whole life to hunt and kill people like her."

"Like *us*," the Witch said.

"No. No. Not kill. Stop. You people need to be observed. Contained." A dark cloud passed over the null's face.

"Jailed," the Line said.

"Tortured," the Witch spat.

"*Regulated*," the null defended himself. "Your power is *unnatural*."

"Unnatural?" the kid said. "You saying we're *freaks*?" Something about seeing the young girl—his age, terrified of herself, of her power—angered him. <You're not a freak,> the kid projected toward the girl.

Her eyes went wide. Her expression something between hope and hunger. <You can hear me?>

The kid nodded. <Yeah,> he said. <You're safe now,> he thought, hoping it was true. They both looked at the Null. "Of course," the kid thought. "He can't hear her mindspeech. It'd be like talking to a rock."

"Your abilities require no discipline!" the null insisted. "No study! And therefore there is no cost to you." He looked at each member of the Society in turn, registering them. "Power without discipline is the beginning of every evil thing."

"No study, maybe," the Sun looked at the kid and the girl. "I grant you that. But discipline?" He looked back at the null. "That's all we have."

"What use is discipline to one who was *born* knowing their powers!"

"The discipline comes," the Mirror said, "in *not* using the talent."

"*Ars est celare artem*," the Line said.

The null looked at the Mirror. He thought about what she said. "Perhaps," he admitted.

"What did you do?" the Pillar asked.

"I helped her," the Null said.

"He saved me," the young girl spoke for the first time.

"I meant, how did you summon *us*?" the Hakaan asked. She was solid iron—had been as soon as they arrived. The kid wondered, "The null is immune to the talent. Is he immune to solid living iron?"

The null looked down at the young girl. His face was impassive, but she looked afraid—ashamed—like she'd done something wrong.

"You provoked her," the Line realized.

He said nothing. She looked away.

"She didn't know you were a null!" the Arrow realized.

"You provoked her into using her power," the Mirror said.

The Sun walked up to the girl. She didn't flinch or try to get away or avoid his gaze.

“He knew he was immune,” the tiefling said. “That’s what a null is. So he provoked you, scared you, made you angry probably, and you lashed out. Killed the hobgoblins and ...” he gestured to the glass trees. “And all this. But your friend here was untouched.”

The girl looked up at the null. “You did that? You knew?”

“Yes,” the Khemharan nodded once. “You need help. Guidance. They can help you,” he gestured behind him to the Society. “They *want* to help you, but I can’t. I can’t teach you what you need to know.”

“And you hoped provoking her into unleashing her talent would draw our attention,” the Mirror said.

The null turned to her. “Yes.”

“If that’s true,” the Arrow said. “If you *summoned* us to help this girl, what was all that talk about discipline for?”

The Witch cocked her head, regarded the null, trying to figure him out. “Why would you accuse us of the opposite of what you’re asking us to do?”

“This one,” he said, pointing behind him to the girl, “is a power unlike any I’ve seen. She’s alone, desperate.”

“All the more reason for you to...” the Pillar softened what she was going to say. “To *stop* her.”

The null looked down, shook his head. “I cannot. I cannot ... do *that*. So I called you.”

The Mirror, the Witch, and the Sun convened an impromptu meeting. The Arrow decided to join them.

“I don’t trust him,” the Sun said.

“Why not?” the Arrow asked, a little confused.

“I dunno there’s something about him. I know *he* didn’t kill the Sky but ... something I can’t put my finger on.” He shook his head, looked at the ground. “Maybe I just don’t like the look of him.”

“What was that you said about *not* judging people on their looks?” the Arrow asked.

The Sun’s head jerked up. He looked at the kid. A smirk spread across his red lips. “Touché kid.”

“Well we definitely bring the girl,” the Witch said, crossing her arms.

“What if she doesn’t want to come?” the Sun asked.

“It must be her choice,” the Mirror said. “And she needs to *understand* the choice she’s making.”

The Arrow noticed something. He took a step toward the null.

“Hey. Hey what’s he doing?” the kid asked. All of them turned to face the null.



He was shaking—his hands balled into fists, his eyes squeezed shut. Every muscle on his body was rigid.

The Line peered at him. “Is he ... trying to *manifest* ...” She couldn’t finish the thought. Couldn’t fit what she was seeing into what she knew.

“What’s he *doing*?” the Arrow looked up at the Sun.

“I don’t know! What do you mean?”

“I don’t know what I mean! Look at him! He’s ... he’s straining. Against *something*!”

The Mirror’s head snapped to the east. “Society!” she called out. “Prepare yourselves!”

“He’s trying to...” the Line reached a hand out, like she could feel heat radiating off the null. “Trying to *suppress* something!” She looked at the Sun.

“Something big,” the Witch agreed, and snapped her hands into fists; they flared with prismatic energy. “Get ready,” she was eager.

The null’s eyes snapped open. “Ungh!” he shouted as some force inside him broke and he was hurled backward, slamming into the stump of a crystal tree.

A bright pinpoint of ultraviolet light appeared a few yards away. The girl scrambled to get up and ran toward the null.

The Sun stood next to the Mirror. “There was a third option,” he said.

She nodded. “It was a cry for help,” she looked at her lover, “*and* an ambush.”

The ultraviolet pinpoint became a line then expanded into a wide door. Wide enough for several people to step through.

“The Gray Order?” the Arrow asked, his voice hushed.

“I am a Gray,” the null said. He had recovered and was standing, bracing himself on the young girl who was

helping him stand. “We study perfection of body. We strive for perfect order.” He looked with burning eyes at the glowing violet door. “We have rules,” he said darkly.

“Yeah,” the Sun said. “These guys have no rules.”

“But they got real strong opinions about who should be running things,” the Witch said ruefully.

The violet doorway retreated, revealing six humanoid figures. They were as varied in ancestry and demeanor as the Society. These newcomers even wore similarly tailored outfits, but whereas each member of the Society had their own garb with their own hue, the intruders wore all black.

“The Academy,” the Mirror announced.

“Well, well,” an older man with long flowing black hair intoned. The leader, the Arrow intuited. “What interesting *fish* our net has caught.”

“The girl comes with us,” the null said, one arm around the young lady.

“She makes her own choice,” the Mirror said, cocking her head at the leader of the Academy.

The old man with pale skin and long black hair ignored what they said and looked with amusement at the Witch.

“Hello Christine,” he said. “Long time no see.” The Arrow gasped at the revelation. But the older woman just sneered.

“Let’s quit fucking around,” the Witch said, and suddenly she was gone, vanished with a quiet *blip*.

The Academy looked around, their powers flared to life, as the Witch appeared behind and *above* the apparent leader—the one she had history with.

She was wreathed in prismatic energy, her only intent—to kill.



OPEN GAME LICENSE version 1.0a

Open Game Content: The game mechanics described in this MCDM manual are Open Game Content under the Open Game License 1.0a section 1(d), unless such content is MCDM's Product Identity. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards").

All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your

Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

All other content © 2023 MCDM Productions, LLC.

Authors: Matthew Colville, James Introcaso