

UNEARTHED ARCANA 2025

THE PSION

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

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

WHAT'S INSIDE

Psion. The first new class since the Artificer, the Psion weaves magic through the power of their mind.

Subclasses. Four subclasses provide unique identities for a Psion character: Metamorph, Psi Warper, Psykinetic, and Telepath.

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

Wild Talents. Also included are a collection of feats that provide characters with a way to tap into psionic powers. Backgrounds representing their connection to wild talents will be included with these feats in a future book if they become official, but in the meantime a character who takes the Noble or Sage background can choose a Wild Talent feat in place of that background's Origin feat, and any character can choose one of these feats when their class normally allows a feat choice.

THIS IS PLAYTEST MATERIAL

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

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

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

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

refined based on your feedback, and then it will appear in a D&D book.

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

PSION

A Master of Psionic Power

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

WHAT IS A PSION?

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

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

CORE PSION TRAITS

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

BECOMING A PSION ...

AS A LEVEL 1 CHARACTER

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

AS A MULTICLASS CHARACTER

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

PSION CLASS FEATURES

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

LEVEL 1: SPELLCASTING

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

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

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

When you reach Psion levels 10 and 14, you learn another Psion cantrip of your choice, as shown in the Cantrips column of the Psion Features table.

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

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast

PSION FEATURES

Level	Proficiency Bonus	Class Features	Energy Die	Number of Dice	Cantrips	Prepared Spells	—Spell Slots per Spell Level—								
							1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Psionic Power, Subtle Telekinesis	D6	4	2	4	2	—	—	—	—	—	—	—	—
2	+2	Psionic Discipline, Psionic Modes	D6	4	2	5	3	—	—	—	—	—	—	—	—
3	+2	Psion Subclass	D6	4	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	D6	4	2	7	4	3	—	—	—	—	—	—	—
5	+3	Psionic Restoration	D8	6	2	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass Feature	D8	6	2	10	4	3	3	—	—	—	—	—	—
7	+3	Psionic Surge	D8	6	2	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	D8	6	2	12	4	3	3	2	—	—	—	—	—
9	+4	—	D8	8	2	14	4	3	3	3	1	—	—	—	—
10	+4	Psionic Discipline, Subclass Feature	D8	8	3	15	4	3	3	3	2	—	—	—	—
11	+4	—	D10	8	3	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	D10	8	3	16	4	3	3	3	2	1	—	—	—
13	+5	—	D10	10	3	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass Feature	D10	10	4	17	4	3	3	3	2	1	1	—	—
15	+5	—	D10	10	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	D10	10	4	18	4	3	3	3	2	1	1	1	—
17	+6	Psionic Discipline	D12	12	4	19	4	3	3	3	2	1	1	1	1
18	+6	—	D12	12	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	D12	12	4	21	4	3	3	3	3	2	1	1	1
20	+6	Enkindled Lifeforce	D12	12	4	22	4	3	3	3	3	2	2	1	1

with this feature. To start, choose four level 1 Psion spells. *Charm Person*, *Command*, *Dissonant Whispers*, and *Mage Armor* are recommended.

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

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

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

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

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

LEVEL 1: PSIONIC POWER

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

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

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

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

Telekinetic Propel. As a Bonus Action, choose one Large or smaller creature other than you that you can see within 30 feet of yourself, and then roll one Psionic Energy Die. The target must succeed on a Strength saving throw or be pushed or pulled (your choice) up to a number of feet straight away from

yourself equal to 5 times the number rolled. The die is expended only if the target fails the saving throw.

Telepathic Connection. You have telepathy with a range of 5 feet. As a Bonus Action, you can expend one Psionic Energy Die and roll it. For a number of minutes equal to your Psion level, the range of your telepathy increases by a number of feet equal to 10 times the number rolled.

LEVEL 1: SUBTLE TELEKINESIS

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

LEVEL 2: PSIONIC DISCIPLINE

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

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

Whenever you gain a Psion level, you can replace one of your Psionic Discipline options with one you don't know. You gain two more options at Psion level 10 and two more at Psion level 17.

LEVEL 2: PSIONIC MODES

You have honed your psionic powers to act as both a shield and a weapon in battle. As a Bonus Action, you can choose one of the following modes, granting you certain benefits for 1 minute or until you use this feature again:

Attack Mode. Damage from your weapon attacks, Psion spells, and Psion features ignores Resistance to Psychic damage. In addition, when you roll damage for a spell, you can expend one Psionic Energy Die to reroll a number of damage dice up to your Intelligence modifier (minimum of one), and you must use the new rolls.

Defense Mode. You have Resistance to Psychic damage. In addition, when you fail an Intelligence, Wisdom, or Charisma saving throw, you can take a Reaction to expend one Psionic Energy Die; roll the Psionic Energy Die and add the number rolled to the saving throw, potentially turning a failure into a success.

You can use this feature twice, and you regain all expended uses when you finish a Long Rest.

LEVEL 3: PSION SUBCLASS

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

LEVEL 4: ABILITY SCORE IMPROVEMENT

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

LEVEL 5: PSIONIC RESTORATION

When you finish a Short Rest, you can regain expended Psionic Energy Dice, but no more than a number equal to half your number of dice (round down). Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 7: PSIONIC SURGE

When you roll Initiative, you can expend one of your Hit Point Dice and regain one expended use of Psionic Modes.

In addition, after you roll one or more Psionic Energy Dice, you can expend one of your Hit Point Dice and treat any roll of 1, 2, or 3 on those Psionic Energy Dice as a 4.

LEVEL 19: EPIC BOON

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

LEVEL 20: ENKINDLED LIFEFORCE

Once per turn, when you expend one Psionic Energy Die and roll it for a Psion feature or Psionic Discipline, you can expend two of your Hit Point Dice to roll two additional Psionic Energy Dice and add the numbers rolled to the total.

PSIONIC DISCIPLINE OPTIONS

Psionic Discipline options appear in alphabetical order.

BIOFEEDBACK

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

DESTRUCTIVE THOUGHTS

When you cast a Psion spell from the Conjuration or Evocation school and a creature you can see succeeds on a saving throw against the spell, you can expend one Psionic Energy Die and roll it. The creature takes Psychic damage equal to the number rolled plus your Intelligence modifier (minimum of one).

DEVILISH TONGUE

When you take the Influence action, you can expend one Psionic Energy Die, roll it, and add the number rolled to the ability check.

EGO WHIP

When a creature provokes an Opportunity Attack from you by leaving your reach, you can take a Reaction to roll one Psionic Energy Die and force the creature to make an Intelligence saving throw. On a failed save, the target's Speed is reduced by 10 feet and it subtracts the number rolled from the next damage roll it makes before the end of its next turn. The die is expended only if the target fails the saving throw.

EXPANDED AWARENESS

When you take the Search action, you can expend one Psionic Energy Die, roll it, and add the number rolled to the ability check.

ID INSINUATION

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

INERRANT AIM

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

PSIONIC BACKLASH

Immediately after a creature you can see hits you with an attack roll, you can take a Reaction to expend one Psionic Energy Die, roll two Psionic Energy Dice, and subtract the number rolled on each die from the total. In addition, you can force the attacker to make a Wisdom saving throw. On a failed save, the target takes Psychic damage equal to the amount rolled on the two Psionic Energy Dice.

PSIONIC GUARDS

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

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

SWIFT PRECOGNITION

When you cast a Psion spell from the Abjuration or Divination school with a casting time of an action, you can expend a number of Psionic Energy Dice to change the casting time to a Bonus Action for this casting. The number of dice equals one plus the spell's level.

TACTICAL MIND

When you take the Study action, you can expend one Psionic Energy Die, roll it, and add the number rolled to the ability check.

PSION SPELL LIST

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

CANTRIPS (LEVEL 0 PSION SPELLS)

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

LEVEL 1 PSION SPELLS

Spell	School	Special
<i>Animal Friendship</i>	Enchantment	—
<i>Charm Person</i>	Enchantment	—
<i>Command</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Dissonant Whispers</i>	Enchantment	—
<i>Feather Fall</i>	Transmutation	—
<i>Identify</i>	Divination	R, M
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Mage Armor</i>	Abjuration	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Speak with Animals</i>	Divination	R
<i>Tasha's Hideous Laughter</i>	Enchantment	C
<i>Tenser's Floating Disk</i>	Conjuration	R

LEVEL 2 PSION SPELLS

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

LEVEL 3 PSION SPELLS

Spell	School	Special
<i>Animate Dead</i>	Necromancy	—
<i>Bestow Curse</i>	Necromancy	C
<i>Clairvoyance</i>	Divination	C, M
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Fly</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Intellect Fortress</i> (appears in this UA)	Abjuration	C
<i>Major Image</i>	Illusion	C
<i>Nondetection</i>	Abjuration	M
<i>Sending</i>	Divination	—
<i>Summon Astral Entity</i> (appears in this UA)	Conjuration	C, M
<i>Telekinetic Crush</i> (appears in this UA)	Transmutation	—
<i>Tongues</i>	Divination	—

LEVEL 4 PSION SPELLS

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

LEVEL 5 PSION SPELLS

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

LEVEL 6 PSION SPELLS

Spell	School	Special
<i>Blade Barrier</i>	Evocation	C
<i>Disintegrate</i>	Transmutation	—
<i>Eyebite</i>	Necromancy	C
<i>Find the Path</i>	Divination	C, M
<i>Mass Suggestion</i>	Enchantment	—
<i>Move Earth</i>	Transmutation	C
<i>Otto's Irresistible Dance</i>	Enchantment	C
<i>Programmed Illusion</i>	Illusion	M
<i>True Seeing</i>	Divination	M

LEVEL 7 PSION SPELLS

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

LEVEL 8 PSION SPELLS

Spell	School	Special
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Dominate Monster</i>	Enchantment	C
<i>Glibness</i>	Enchantment	—
<i>Maze</i>	Conjuration	C
<i>Mind Blank</i>	Abjuration	—
<i>Power Word Stun</i>	Enchantment	—
<i>Telepathy</i>	Divination	—

LEVEL 9 PSION SPELLS

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

PSION SUBCLASSES

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

METAMORPH

Psychically Sculpt Life and Flesh

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

LEVEL 3: METAMORPH SPELLS

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

METAMORPH SPELLS

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

LEVEL 3: ORGANIC WEAPONS

You can shape your limbs into weapons. Whenever you take the Attack action or make an Opportunity Attack, you can reform your free hand into one of the following organic weapons: Bone Blade, Flesh Maul, or Viscera Launcher. Your limb immediately returns to its previous form after your Organic Weapon hits or misses its target.

Whenever you attack with the weapon, you can use your Intelligence modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal Psychic damage or its normal damage type.

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

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

Constitution saving throw it makes before the start of its next turn.

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

LEVEL 3: EXTEND LIMBS

As a Bonus Action, you can expend one Psionic Energy Die. For the next minute, you gain the following benefits.

Reach. Your reach increases by 5 feet.

Speed. Your Speed increases by 5 feet.

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

LEVEL 6: EXTRA ATTACK

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

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

LEVEL 6: QUICKENED HEALING

When you cast *Cure Wounds*, you can expend two Psionic Energy Dice to change the casting time to a Bonus Action for this casting. When you do, you can roll one Psionic Energy Die and add the number rolled to the total amount of Hit Points restored.

LEVEL 10: MUTABLE FORM

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

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

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

Unnatural Flexibility. You gain a +2 bonus to AC, and your body, along with any equipment you're wearing or carrying, becomes pliable. You can move through any space as narrow as 1 inch, and you can spend 5 feet of movement to escape from

nonmagical restraints or end the Grappled condition.

LEVEL 14: LIFE-BENDING WEAPONS

Once per turn when you hit a creature with your Organic Weapon, you can expend one Psionic Energy Die and roll it. Each creature of your choice in a 10-foot Emanation originating from you regains Hit Points equal the number rolled plus your Intelligence modifier. Additionally, one creature of your choice in that area takes Necrotic damage equal to the number rolled.

PSI WARPERS

Warp Space with the Power of Your Mind

Psi Warpers tune their psionic powers to manipulating the space between objects. Capable of teleporting across the battlefield and creating vacuums in space, a Psi Warper is never in one place for too long.

LEVEL 3: PSI WARP SPELLS

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

PSI WARP SPELLS

Psion Level	Spells
3	<i>Expeditious Retreat, Feather Fall, Misty Step, Shatter</i>
5	<i>Blink, Haste</i>
7	<i>Banishment, Dimension Door</i>
9	<i>Steel Wind Strike, Teleportation Circle</i>

LEVEL 3: TELEPORTATION

You can cast *Misty Step* without expending a spell slot, and you must finish a Long Rest before you can cast it in this way again. You can also restore your use of it by expending one Psionic Energy Die (no action required).

LEVEL 3: WARP PROPEL

When a target fails its saving throw against your Telekinetic Propel, instead of pushing it, you can teleport the target to an unoccupied space you can see within 30 feet of you that is horizontal to you.

LEVEL 6: WARP SPACE

When you cast *Shatter*, you can expend one Psionic Energy Die to modify the spell so that the radius of the spell's Sphere becomes 20 feet.

In addition, creatures that fail the saving throw against the spell are pulled straight toward the

center of the Sphere, ending in an unoccupied space as close to center of the Sphere as possible.

LEVEL 6: TELEPORTER COMBAT

Immediately after you cast *Misty Step*, you can cast one of your Psion cantrips that has a casting time of an action as part of the Bonus Action.

LEVEL 10: DUPLICITOUS TARGET

When a creature you can see makes an attack roll against you, you can take a Reaction to expend one Psionic Energy Die and choose a willing creature you can see within 30 feet of yourself that doesn't have the Incapacitated condition. You and the willing creature teleport, swapping places with each other. The creature then becomes the target of the attack roll.

LEVEL 14: MASS TELEPORTATION

As a Magic action, you expend four Psionic Energy Dice and choose Huge or smaller creatures within 30 feet of yourself, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures is teleported to an unoccupied space you can see within 150 feet of you. An unwilling creature that succeeds on a Wisdom saving throw against your spell save DC is unaffected.

PSYKINETIC

Mold Psionic Force for Creation and Destruction

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

LEVEL 3: PSYKINETIC SPELLS

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

PSYKINETIC SPELLS

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

LEVEL 3: TELEKINETIC TECHNIQUES

When you use your Telekinetic Propel, you can impose one of the following effects on that target.

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

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

Telekinetic Bolt. If the target fails the saving throw, it takes Force damage equal to the number rolled on the Psionic Energy Die.

LEVEL 6: EMPOWERED ATTACK MODE

While your Attack Mode is active, you gain a Fly Speed of 60 feet and can hover, and when you cast a Psion spell, you can add your Intelligence modifier to one damage roll of that spell.

LEVEL 6: REBOUNDED FIELD

When you cast *Shield* in response to being hit by an attack roll and cause the triggering attack to miss, you can expend one Psionic Energy Die to launch the force back at the attacker. The attacker makes a Dexterity saving throw. Roll two Psionic Energy Dice. On a failed save, the attacker takes Force damage equal to the amount rolled and you gain Temporary Hit Points equal to that amount. On a successful save, the attacker takes half as much damage only.

LEVEL 10: ENHANCED TELEKINETIC CRUSH

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

LEVEL 14: HEIGHTENED TELEKINESIS

When you cast *Telekinesis*, you can expend four Psionic Energy Dice to modify the spell so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and you can target Gargantuan creatures and objects.

TELEPATH

Master Tactics in the Landscape of the Mind

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

LEVEL 3: TELEPATH SPELLS

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

TELEPATH SPELLS

Psion Level	Spells
3	<i>Bane, Command, Detect Thoughts, Mind Spike</i>
5	<i>Counterspell, Speak with Plants</i>
7	<i>Compulsion, Confusion</i>
9	<i>Awaken, Modify Memory</i>

LEVEL 3: MIND INFILTRATOR

When you cast *Detect Thoughts*, you can expend two Psionic Energy Dice to modify the spell so that the spell doesn't require spell components or Concentration, and the target does not know you're probing its mind if it fails the Wisdom saving throw.

LEVEL 3: TELEPATHIC HUB

You have telepathy with a range of 10 feet. When you expend a Psionic Energy Die as part of using Telepathic Connection to increase the range of your telepathy, for the duration of the effect, you can simultaneously contact a number of creatures equal to 1 plus the number rolled on the Psionic Energy Die.

LEVEL 6: EMPOWERED DEFENSE MODE

While your Defense Mode is active, whenever you make a saving throw, you add 1d4 to the save.

In addition, while your Defense mode is active, you can extend this benefit to creatures you are telepathically connected with using your Telepathic Connection.

LEVEL 6: POTENT THOUGHTS

You add your Intelligence modifier to the damage you deal with any Psion cantrip.

LEVEL 10: TELEPATHIC BOLSTERING

You have telepathy out to 30 feet. When you or a creature you can see within range of your telepathy fails an ability check or misses with an attack roll, you can take a Reaction to expend one Psionic Energy Die, roll the die, and add the number rolled to the d20, potentially turning a failed check into a success or a miss into a hit. The Psionic Energy Die is expended only if the check succeeds or the attack hits.

LEVEL 14: SCRAMBLE MINDS

When you cast *Confusion*, you can expend four Psionic Energy Dice to modify the spell so that the radius of the spell's Sphere becomes 30 feet.

In addition, creatures under the effect of the spell roll two d10s, and you choose which roll determines their behavior on their turns.

SPELLS

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

DESIGN NOTE: SPELL UPDATES

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

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

New Spells. New spells in this article—*Summon Astral Entity* and *Telekinetic Crush*—add new options to various classes' spell lists. The Psion also receives a unique cantrip, *Telekinetic Fling*.

Raulothim's Psychic Lance. This spell has more guidance around using a creature's name to target it.

Tasha's Mind Whip. The spell now restricts only the target's ability to make Opportunity Attacks on a failed saving throw.

INTELLECT FORTRESS

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

Casting Time: Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

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

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

PSYCHIC SCREAM

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

Casting Time: Action

Range: 90 feet

Components: S

Duration: Instantaneous

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

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

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

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

RAULOTHIM'S PSYCHIC LANCE

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

Casting Time: Action

Range: 120 feet

Components: V

Duration: Instantaneous

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

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

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

SUMMON ASTRAL ENTITY

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

Casting Time: Action

Range: 90 feet

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

Duration: Concentration, up to 1 hour

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

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

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

PSIONIC SPIRIT

Medium Aberration, Neutral

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

HP 40 + 10 for each spell level above 3

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 16	+3	+3	Dex 12	+1	+1	Con 11	+0	+0
Int 16	+3	+3	Wis 12	+1	+1	Cha 10	+0	+0

Immunities Psychic

Senses Darkvision 60 ft.; Passive Perception 11

Languages Deep Speech, Telepathy 60 ft.

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

TRAITS

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

ACTIONS

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

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

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

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

REACTIONS

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

TASHA'S MIND WHIP

Level 2 Enchantment (Psion, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V

Duration: Instantaneous

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 Psychic damage, and it can't make Opportunity Attacks until the end of its next turn. Moreover, on

its next turn, it can take either an action or a Bonus Action, not both. On a successful save, the target takes half as much damage only.

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

TELEKINETIC CRUSH

Level 3 Transmutation (Psion, Sorcerer, Warlock)

Casting Time: Action

Range: 120 feet

Components: V

Duration: Instantaneous

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

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

TELEKINETIC FLING

Evocation Cantrip (Psion)

Casting Time: Action

Range: 60 feet

Components: V, M (an Arrow, Bolt, Bullet, or Needle worth at least 1 CP)

Duration: Instantaneous

You brandish the ammunition used to cast this spell and fire it at a creature within range using psionic energy. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Force damage, and the ammunition is destroyed.

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

FEATS

This section presents ten new feats.

WILD TALENT FEATS

These feats are in the Wild Talent category.

ATMOKINESIS

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Lightning Jolt. Once per turn when you cast a spell or hit with an attack roll and deal Bludgeoning, Piercing, Slashing, or Psychic damage, you can change the damage type to Lightning damage.

Psionic Talent. You know the *Shocking Grasp* cantrip. You also always have the *Fog Cloud* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. When you cast these spells, they require no Verbal or Material components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you select this feat).

When you reach character level 3, you also always have the *Gust of Wind* spell prepared and can cast it the same way.

BIOKINESIS

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Bend Life Energy. When a spell you cast restores Hit Points to a creature, you can roll 1d4 and add the number rolled to the total Hit Points restored. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Psionic Talent. You know the *Spare the Dying* cantrip. You also always have the *Healing Word* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. When you cast these spells, they require no Verbal or Material components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you select this feat).

When you reach character level 3, you also always have the *Arcane Vigor* spell prepared and can cast it the same way.

CLAIRSENTIENCE

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Minor Foreknowledge. When you take the Search action, you can give yourself Advantage on any ability check made as part of that action. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Psionic Talent. You know the *Guidance* cantrip. You also always have the *Detect Evil and Good* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. When you cast these spells, they require no Verbal or Material components, and Intelligence, Wisdom, or

Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the *See Invisibility* spell prepared and can cast it the same way.

CRYOKINESIS

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Ice Manipulation. Once per turn when you cast a spell or hit with an attack roll and deal Bludgeoning, Piercing, Slashing, or Psychic damage, you can change the damage type to Cold damage.

Psionic Talent. You know the *Ray of Frost* cantrip. You also always have the *Armor of Agathys* and *Ice Knife* spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast these spells using any spell slots you have. When you cast these spells, they require no Verbal or Material components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you select this feat).

EMPATH

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Emotional Sense. When you take the Influence action, you can give yourself Advantage on any ability check made as part of that action. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Psionic Talent. You always have the *Charm Person* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. When you cast the spell, it requires no Verbal components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

When you reach character level 3, you also always have the *Calm Emotions* spell prepared and can cast it the same way.

FLESH MORPHER

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Flexible Flesh. When you make a Dexterity (Acrobatics or Sleight of Hand) check, you gain a bonus equal to your Intelligence modifier (minimum of +1). You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Psionic Talent. You always have the *Longstrider* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. When you cast the spell, it requires no Verbal components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

When you reach character level 3, you also always have the *Alter Self* spell prepared and can cast it the same way.

MIND WHISPERER

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Limited Telepathy. As a Magic action, choose one creature you can see within 120 feet of yourself. You form a telepathic connection to that creature. For 1 hour, you and the chosen creature can communicate telepathically with each other while within 120 feet of each other. To understand each other, you each must mentally use a language the other knows.

Once you use this benefit, you can't do so again until you finish a Short or Long Rest.

Psionic Talent. You know the *Mind Sliver* cantrip. You also always have the *Dissonant Whispers* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. When you cast these spells, they require no Verbal or Material components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you select this feat).

PSI TRICKSTER

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Cunning Mind. When you make a Charisma (Deception or Persuasion) check, you gain a bonus equal to your Intelligence modifier (minimum bonus of +1). You can use this benefit a number of times

equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Psionic Talent. You know the *Minor Illusion* cantrip. You also always have the *Disguise Self* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. When you cast these spells, they require no Verbal or Material components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you select this feat).

PSYKINETICIST

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Psi Boost. When you take the Dash action, you can increase your Speed by 10 feet until the start of your next turn. You can do this a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Psionic Talent. You know the *Telekinetic Fling* cantrip (included in this UA). You also always have the *Thunderwave* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. When you cast these spells, they require no Verbal components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you select this feat).

PYROKINESIS

Wild Talent Feat (Prerequisite: Can't Have Another Wild Talent Feat)

You gain the following benefits.

Firestarter. Once per turn when you cast a spell or hit with an attack roll and deal Bludgeoning, Piercing, Slashing, or Psychic damage, you can change the damage type to Fire damage.

Psionic Talent. You know the *Produce Flame* cantrip. You also always have the *Burning Hands* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have of the appropriate level. When you cast these spells, they require no Verbal or Material components, and Intelligence, Wisdom, or Charisma is your spellcasting ability for them (choose when you select this feat).

When you reach character level 3, you also always have the *Scorching Ray* spell prepared and can cast it the same way.