

# PSYCHONAUT

- a psuchical exploration -

## Archon Playtest

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# DESIGN NOTES

I fell in love with psionics from the start! It was the weird thing I didn't know I needed. Plus, the more science fantasy style of play that it led to was something that resonated with me more than the more traditional sword and sorcery. And I'd been itching for a long while to do some psionics content for this game, but a big, daunting project is, well, big and daunting. So I just decided that if it was going to happen, I'd need to do it piecemeal—and so, *Psychonaut*!

This zine will be a series looking at psionics for 5th Edition (and those systems compatible with it). It will present mechanics and lore that spotlight some aspect of psionics: these first issues will focus on classes, character lineages, monsters, and spells/powers.

I'm making the default assumption in this design that psionics and magic are transparent to one another—in fact, that psionic (or psychic) powers are just another circle of magic (alongside arcane and divine magicks), just coming from a different source. So that means, for instance, that the *dispel magic* spell could dispel a psionic effect and that psionic effects could in turn interact with arcane and divine spells. There is certainly a case for making psionics different, but that's more complicated at the table, and it's easier to add complication if you so choose than it is to simplify. And at the end of the day, that means that this content right here is useful for your game right now, without a slew of additional rules that have yet to be written.

**Archon.** So this first offering is the archon class, which builds on a warlock-style casting but with limited spell options (that is, only two schools) in favor of psychic implements that can be up-powered using the character's power points. This is a work in progress (not final rules or text or layout), and I am actively assessing the balance in relation to other classes, but it's far enough along to offer for playtest. One subclass is presented here, the psychopomp, and additional subclasses would appear in the final.

**Onward!** If we fund, you'll have three issues at least, and I'll use those to build options for GMs and players who are interested in psionics. Issue #2 is shaping up to include the sage (or swordmage), taking some encounter-based power inspiration from *Tome of Battle: The Book of Nine Swords* and a crystalline entity character lineage . . .!

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# Archon: The Multiverse Calls

## Burning Inside

*Sitting on the fence post, the woman lazily scans the clouds, absently fiddling with the handle of the scythe propped next to her. She seems contented, as if that post is exactly where she needs to be, though you think you can see a creeping weariness in her eyes. You realize now you don't know how you got here . . . and is that your body lying on the ground?*

Archons are driven, consumed, obsessed. Perhaps it's by the need to create or by a thirst for knowledge or justice or vengeance, perhaps simply by the need to wander and be delightful to those they meet. Theirs is the insistent urge that they be doing something, an inner fire to proactively follow some path even if they can't put into words why: they just find themselves repeatedly drawn to this purpose, this core of their identity. They have been witnesses to history, guides to the lost, avengers to the forgotten, harvesters of the fallen—servants and explorers, predators and destroyers, they have been so many things.

Archons draw their power from within themselves, from their body, mind, and spirit. They have an innate knack for doing astonishing things. And the more they understand themselves, the more layers they peel away to get to their core, uncovering the beauty and the ugliness—discovering their essential truths—the more capable, the more fierce they become. They live their purpose: for some, this is a freeing and exalted existence, a revelation of purpose, of intention, while for others it is a nightmare, an understanding of truths meant to be forever buried within, a betrayal of the self that must either be come to terms with or expunged.

The reservoir an archon draws from runs deep, a psychic energy pulled from all that makes them who they are. And with it, they perform magic: not a magic doled out by immensely powerful entities, not a magic begot of tricks and threats made to the multiversal fabric itself, but instead a magic all their own, an

expression of their drive and intention to do something remarkable. They have become a force for . . . well, for something.

## Archon Class

As an archon, you gain the following class features.

### HIT POINTS

You start and advance with the following hit points:

- ❖ **Hit Dice:** 1d8 per archon level
- ❖ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ❖ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per archon level after 1st

### PROFICIENCIES

You start with the following proficiencies:

- ❖ **Armor:** Light armor
- ❖ **Weapons:** Simple weapons
- ❖ **Tools:** None
- ❖ **Saving Throws:** Your choice of two
- ❖ **Skills:** Choose one from Arcana, History, Insight, Investigation, Nature, Perception, and Religion, and any one linked to your psionic spellcasting ability (see below)

### EQUIPMENT

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

- ❖ A quarterstaff or any simple weapon
- ❖ A scholar's pack or an explorer's pack
- ❖ A shortbow and 20 arrows, two daggers, or eight darts
- ❖ Leather armor and two daggers

### MYSTIC MANTLE

At 1st Level, you have found your purpose in the cosmos by adopting a mantle, such as that of the psychopomp. Your choice grants you features at 1st Level and again at 6th, 10th, and 14th level.

### ONE WITH THE MULTIVERSE

Your deep well of potential and your innate ability to bend the fabric of spacetime to your whim enable you to cast spells with potency.

### ARCHON SPELL LIST

Your archon spell list is determined by the mantle you choose at first level.

### TALENTS

You know two psionic talents of your choice. You learn additional talents of your choice at higher levels, as shown in the **Talents Known** column of the **Archon** table.

## THE ARCHON

Level	Proficiency Bonus	Power Points	Features	Talents Known	Spells Known	Spell Slots	Slot Level	Knacks Known
1st	+2	1	Mystic Mantle, One with the Multiverse	2	2	1	1st	—
2nd	+2	2	Psychic Knacks	2	3	2	1st	2
3rd	+2	3	Psychic Condenser	2	4	2	2nd	2
4th	+2	4	Ability Score Improvement	3	5	2	2nd	2
5th	+3	5	—	3	6	2	3rd	3
6th	+3	6	Mystic Mantle feature	3	7	2	3rd	3
7th	+3	7	—	3	8	2	4th	4
8th	+3	8	Ability Score Improvement	3	9	2	4th	4
9th	+4	9	—	3	10	2	5th	5
10th	+4	10	Mystic Mantle feature	4	10	2	5th	5
11th	+4	11	Psychic's Mark (6th level)	4	11	3	5th	5
12th	+4	12	Ability Score Improvement	4	11	3	5th	6
13th	+5	13	Unlocked Potential (7th level)	4	12	3	5th	6
14th	+5	14	Mystic Mantle feature	4	12	3	5th	6
15th	+5	15	Unlocked Potential (8th level)	4	13	3	5th	7
16th	+5	16	Ability Score Improvement	4	13	3	5th	7
17th	+6	17	Unlocked Potential (9th level)	4	14	4	5th	7
18th	+6	18	—	4	14	4	5th	8
19th	+6	19	Ability Score Improvement	4	15	4	5th	8
20th	+6	20	Nova	4	15	4	5th	8

### SPELL SLOTS

The **Archon** table shows how many spell slots you have to cast your archon spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your archon spells of 1st level or higher, you must expend

a spell slot. You regain all expended spell slots when you finish a short or long rest.

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

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from your archon spell list (see your chosen mantle for more details).

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

Additionally, when you gain a level in this class, you can choose one of the archon spells you know and replace it with another spell from your archon spell list, which also must be of a level for which you have spell slots.

## PSIONIC SPELLCASTING ABILITY

At 1st level, you must choose your psionic spellcasting ability for your archon spells—Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma—and you use that ability whenever a spell refers to your spellcasting ability. In addition, you use your ability score modifier when setting the saving throw DC for an archon spell you cast and when making an attack roll with one.

❖ Spell save DC = 8 + your

Proficiency Bonus + your psionic spellcasting ability score modifier

❖ Spell attack modifier = your Proficiency Bonus + your psionic spellcasting ability score modifier

## SPELLCASTING COMPONENTS

Unlike other spellcasters, your spells (or powers) do not require components, except for any listed material components with a gold piece value.

Your spells do emit sensory displays though, always harmless but noticeable: such displays (your choice) might be the smell of ozone, the crackle of electricity, a brief dimming of the ambient light, a slick of ectoplasm on the skin, an acrid taste in the air, or some other similar display. Talents (or cantrips) do not have displays. You can always suppress a display on any spell you cast by taking 1 hit point of damage during casting.

## POWER POINTS

At 1st level, you have 1 power point, and you gain 1 additional point every time you level up (to a maximum of 20 at 20th level). You can't hold more power points than shown on the table for your level (though additional power points might be stored and accessed elsewhere, such as in a psicrystal). You regain all spent power points when you

finish a short or long rest.

## RITUAL CASTING

You can cast an archon spell as a ritual if that spell has the ritual tag.

## SPELLCASTING FOCUS

You require no spellcasting focus. You are the source of your power.

## PSYCHIC KNACKS

While rooting around your psyche, you uncover and develop mental tricks, called knacks. These are often expressed through a psychic condenser.

At 2nd Level, you gain two psychic knacks of your choice. Your knack options are detailed at the end of the class description. When you gain certain archon levels, you gain additional knacks of your choice, as shown in the Knacks Known column of the Archon table.

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

## PSYCHIC CONDENSER

At 3rd Level, you express your psionic abilities through a particular form. You gain one of the following features of your choice. If you lose your condenser, or it is destroyed, you can perform a 1-hour ritual to manifest it again. The ceremony can be performed during a

short or long rest, and it destroys the previously linked condenser (of the same type).

**Dormancy.** When you drop to 0 power points, or when you die, any condenser you're linked to goes dormant. A dormant condenser does not function, and knacks cannot be expressed through them. As soon as you recover at least 1 power point, any condenser linked to you become active again. If a condenser lies dormant for 24 hours or more, it is destroyed.

**Synergy.** Possessing multiple, different psychic condensers can create a resonance that grants you additional abilities. Each condenser details its unique abilities when you possess either three or five psychic condensers.

**Empowerment.** If you possess six or more knacks that each have the same psychic condenser as a prerequisite, such as each requiring Inked Grimoire, and have at least 1 power point, you can empower your psychic condenser. After the empowerment resolves, your power points are drained to 0, no matter how many you possess. Each condenser entry lists the details for its empowerment. Once you use your condenser's empowerment, you can't use it again until you finish a long rest.

## INKED GRIMOIRE

Your psychic journey manifests as tattoos all over your body. When you gain this feature, choose three talents

or cantrips, or some combination of each, from any class's spell list (the three needn't be from the same list). These are stored in your tattoos, and you can cast those talents and cantrips at will. They don't count against your number of talents known. If they don't appear on the archon spell list, they are nonetheless archon spells for you.

**Synergy.** If you possess 3 or more psychic condensers, you can add up to 3 spell levels of spells from any class's spell list to your archon spells known list (such as three 1st-level spells or one 3rd-level spell). If you possess 5 or more psychic condensers, you can add up to 5 spell levels.

**Empowerment.** If you possess six or more knacks requiring the Inked Grimoire psychic condenser, you can cast *symbol* without expending a spell slot.

## MIND MANIFEST

You can use your bonus action to create a weapon of shimmering psychic energy in a free hand. You can choose the rough form that this weapon takes each time you create it, though its boundaries are always indistinct and shifting as the psychic energy roils from your hands to maintain it. You are proficient with it while you wield it. This magic weapon has the thrown property, a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to 1d6 plus your

psionic spellcasting ability modifier. You use your psionic spellcasting ability modifier for attack rolls.

If thrown, your manifested weapon disappears after it hits or misses its target. Otherwise, the weapon disappears the instant it leaves your hand. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

**Synergy.** If you possess 3 or more psychic condensers, your manifested weapon's damage increases from d6 to d8. If you possess 5 or more psychic condensers, it increases to d12.

**Empowerment.** If you possess six or more knacks requiring the Mind Manifest psychic condenser, you can supercharge your manifested weapon for 1 minute, requiring concentration. During this time, you can make a number of attacks with your manifested weapon equal to your proficiency bonus on each of your turns. In addition, your speed is doubled for the duration. If you roll a 1 on any attack roll, the empowerment immediately ends.

## PSICRYSTAL

You learn the *create psicrystal* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

Additionally, when you take the Attack action, you can forgo one

of your own attacks to allow your psicrystal to make one attack of its own.

**Synergy.** If you possess 3 or more psychic condensers, your psicrystal naturally generates 1 power point per day that you can make use of. If you possess 5 or more psychic condensers, your psicrystal generates 3 power points each day. (These power points do not accumulate, instead dissipating after 24 hours as new ones generate, unless you possess the Crystalline Cognizance knack, which will allow the crystal to accumulate power points up to its maximum.)

**Empowerment.** If you possess six or more knacks requiring the Psicrystal psychic condenser, you can cast *forcecage* without expending a spell slot. (The material component is replaced by an intact ruby worth 1,500 gp, which forms the cage as you focus your power on it through your psicrystal.)

## CREATE PSICRYSTAL

*1st-Level Abjuration (Ritual)*

**Casting Time:** 1 hour

**Range:** 10 feet

**Components:** M (crystalline construct worth 50 gp)

**Duration:** Instantaneous

You create a psicrystal, a fragment of your psyche embedded in a crystalline construct about the size of a human hand. The psicrystal has the statistics

of a psicrystal (see later in the book), gaining skill bonuses of +3 in any skills you're proficient in and gaining a bonus to the ability score matching your psionic spellcasting ability (so if you have a 16 in your psionic spellcasting ability of Dexterity, the psicrystal would also have a Dexterity of 16 while you remain linked).

Your psicrystal acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A psicrystal can't attack, but it can take other actions as normal.

When the psicrystal drops to 0 hit points, it crumbles, leaving behind no physical form. It reforms after you cast this spell again.

While your psicrystal is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your psicrystal and hear what it hears until the start of your next turn, gaining the benefits of any special senses that it has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can embed your psicrystal in some part of your body, such as your palm, navel, throat, and so on, awaiting your summons. Alternatively, you can dismiss it forever. As an action while it is embedded, you can cause it to free itself from your body.

You can't have more than one

psicrystal at a time. If you cast this spell while you already have a psicrystal, you instead create a new psicrystal, severing your link to the old psicrystal permanently and releasing it. (This is how free-roaming psicrystals are formed.)

Finally, when you cast a spell with a range of touch, your psicrystal can deliver the spell as if it had cast the spell. Your psicrystal must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. Additionally, when you can cast a spell with a range of self, your psicrystal can be the target of the spell as an extension of you.

## PSICRYSTAL

*Tiny Construct, Unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 10 (4d4)

**Speed** 20 ft., climb 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	12 (+1)	3 (-4)	10 (+0)	10 (+0)

**Damage Immunities** psychic

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Challenge** 1/4 (10 XP) **Proficiency Bonus** +2

**False Appearance.** While the psicrystal remains motionless and isn't flying, it is indistinguishable from a normal crystal.

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

**Spider Climb.** The psicrystal can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## ACTIONS

**Zap.** *Ranged Spell Attack:* +2 to hit, range 20 ft., one target. *Hit:* 5 (2d4) psychic damage.

## SECOND SKIN

You develop an ectoplasmic shell over your body, unnoticeable to all but you. This second skin provides for your body's needs:

- ❖ You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- ❖ You don't need to eat, drink, or breathe.
- ❖ You are immune to disease.
- ❖ You don't need to sleep, and magic can't put you to sleep.

**Synergy.** If you possess 3 or more psychic condensers, your Hit Dice expand from d8s to d10s (rerolling those of previous levels). If you possess 5 or more psychic condensers, your Hit Dice expand to d12s.

**Empowerment.** If you possess six or more knacks requiring the Second Skin psychic condenser, you can create a duplicate of yourself (as the *simulacrum* spell) made from ectoplasm, without expending a spell slot. In this version of the spell, a portion of the ectoplasmic skin bunches up and buds into a duplicate of you before separating. (The material component is replaced by an intact ruby worth 1,500 gp, needed to act as the seed around which the ectoplasm forms.)

## SOULBOUND WEAPON

You manifest a physical weapon from a portion of your soul. It takes the form of a specific weapon of your choice when you take this feature, such as a scythe. You are automatically proficient with it and need not be beforehand; however, you do not gain proficiency with other weapons of this type (such as other scythes). Your soulbound weapon is unique in appearance, even differing from that of other archons that might have the same type of soul weapon. You cannot be disarmed of your soul weapon unless you are incapacitated, and you can summon it as a bonus action, teleporting it directly to your hand. You use your psionic spellcasting ability modifier for attack and damage rolls when wielding it.

**Synergy.** If you possess 3 or more psychic condensers, when you roll a 1 on a damage die for an attack you make with your soulbound weapon, you can reroll the die and must use the new roll. If you possess 5 or more psychic condensers, you can ignore cover when attacking with your soulbound weapon.

**Empowerment.** If you possess six or more knacks requiring the Soulbound Weapon psychic condenser, you can choose one of the following damage types: cold, fire, lightning, necrotic, psychic, radiant, or thunder. You send a gout of that energy to engulf

a creature that you can see within 60 feet, originating from your soulbound weapon. The target must make a Dexterity saving throw, taking  $7d8 + 30$  of the specified damage on a failed save or half as much damage on a successful one.

## THIRD EYE

You place a gem or polished stone on your forehead where it becomes psychically embedded and extends your awareness. You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

When you're using this trait to speak telepathically to a creature, you can use a bonus action to form a bonded link to that creature, which allows them to speak telepathically with you until you sever the link (no action required). The range for communicating through bonded links is doubled from your normal range, and you can maintain a number of bonded links equal to your proficiency bonus.

In addition, you know the *mage hand* cantrip.

**Synergy.** If you possess 3 or more psychic condensers, you can cast *blur*

once per short or long rest, without expending a spell slot. If you possess 5 or more psychic condensers, you can also cast *fear* once per short or long rest, without expending a spell slot.

**Empowerment.** If you possess six or more knacks requiring the Third Eye psychic condenser, you can cast either *mirage arcane* or *project image*, without expending a spell slot.

## ABILITY SCORE IMPROVEMENT

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

## UNLOCKED POTENTIAL

At 11th level, your inner journey has unlocked a new potential in yourself, a new understanding of the multiverse. Choose one 6th-level spell from your archon spell list as this unlocked potential.

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

At higher levels, you gain more archon spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at

15th level, and one 9th-level spell at 17th level. You regain all uses of your Unlocked Potential when you finish a long rest.

## NOVA

At 20th level, within the jaws of defeat you find your core, your defining fire, the seed that will let you achieve even greater levels. When you fall to 0 hit points, you surge back to consciousness with half your maximum hit points and twice your maximum power points. Once you use this feature, you must finish a long rest before you can do so again.

## Mystic Mantles

The mystic mantle you take on as an archon is a role of cosmic importance—at least to you. It focuses your deep reservoir of psychic potential into a specific purpose. There was no “higher being” that anointed you to your role. You came about it on your own as you discovered your power and what it meant to you, and you followed your calling. That’s why no two archons are ever alike, all of us coming from such disparate backgrounds with no real teaching, only our own stubbornness and curiosity. There’re no guidelines, no rules laid down for our calling,

for our mantle. You just do it. And hopefully learn from your mistakes.

Oh sure, some have claimed it's the multiverse itself calling out to those who possess the capacity, leading them, unbeknownst to themselves, toward their "life's goal." But that's for the scholars and priests to argue about.

## PSYCHOPOMP

You are guide to the dead. Your role is not to judge, simply to assist souls in the passage from this world to the great beyond.

### MANTLE SPELLS

Your spellcasting ability as a psychopomp is extremely focused. You can only cast spells from the abjuration and necromancy schools of magic. All spells of those two schools form your archon spell list.

### COMPANION SOUL

Starting at 1st level, a stray spirit animates the remains of a nearby animal and binds to you, awaiting your guidance to the afterlife. It is treated as a familiar gained from the *find familiar* spell, though it is an undead instead of a beast. When your companion soul drops to 0 hit points, its physical remains are no longer animated. It reanimates in the same remains (or if they're no longer intact, then in new remains) after a short or long rest.

At 3rd level, your companion

soul can instead take the form of a zombie, reanimating in a random (or specific) corpse along the way, but with the soul's original intelligence. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your companion to make one attack of their own.

At 6th level, as an action, you can spend 2 power points to bestow the power to your companion soul to reanimate as a different type of undead of challenge rating 1 or lower (such as a specter or ghoul). Your companion can remain in this state until they drop to 0 hit points or you finish a long rest, after which they animate as a zombie again (or as an undead familiar, your choice).

### DEATH KISS

At 6th level, as an action, you can restore or destroy undead. You have a pool of energy equal to three times your archon level that replenishes when you finish a long rest.

You can choose to channel some of this energy to heal an undead within 30 feet of you, using up some portion of your pool.

Alternatively, you can choose to damage an undead within 30 feet of you. You must decide how much of your pool to ready, and then the target must make a Constitution saving throw against your spell save DC, taking radiant damage equal to the readied portion on a failed save or

half as much damage on a successful one. Your pool is only reduced by the amount of damage taken by the undead.

## BETWEEN WORLDS

At 10th level, you adeptly stride the center as guide, never veering too far toward either side of judgement, neither condemnation nor absolution. You gain resistance to necrotic and radiant damage.

Additionally, as long as you have at least 1 power point remaining, when you drop to 0 hit points, you immediately stabilize, and on your next round, you regain 1 hit point.

## MOVING ON

Starting at 14th level, you know where the veil is thinnest. You can see into the Ethereal Plane to a range of 120 feet.

Additionally, you can choose one of the following effects. Once you use either effect, you can't use this feature again until you finish a long rest:

- ❖ **Blink.** For 1 minute, as a bonus action on each of your turns, you can enter the Ethereal Plane (or return to your original plane).
- ❖ **Etherealness.** You shift yourself and up to five willing creatures you can see to the Ethereal Plane from a plane connecting to it or vice versa.

# Psychic Knacks

If a psychic knack has prerequisites, you must meet them to learn it. You can learn the knack at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

**Charge.** Knacks are typically capable of being expanded by expending power points: 1 power point is required to charge a knack that can be taken at 1st level, 2 for a 5th, 3 for a 7th, 4 for a 9th, 5 for a 12th, 6 for a 15th, and 7 for an 18th. Further details are unique to each knack.

## ADDITIONAL PSYCHIC CONDENSER

You gain the ability to focus your psionic abilities in many ways. Choose an additional psychic implement. You can take this knack multiple times.

## BRAIN FOG

Your thoughts can't be read by telepathy or other means unless you allow it.

**Charge.** You can spend 1 power point to gain advantage on a saving throw to avoid being charmed.

## CRYSTALLINE BEACON

*Prerequisite: 9th Level, Psicrystal Psychic Condenser*

The psicrystal can teleport to a location that you have seen before and is on the same plane of existence as you. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

**Charge.** You can spend 4 power points to recall the psicrystal to your hand.

## CRYSTALLINE COGNIZANCE

*Prerequisite: 5th Level, Psicrystal Psychic Condenser*

You can store a power point in your psicrystal as an action: you expend 1 power point from yourself to store it within the psicrystal. Your psicrystal can hold a number of power points equal to your proficiency bonus in this way, and they are available to draw from for use with archon class features (though not for replenishing your own personal power points). The power points are drained upon either their use or the destruction of the crystal.

Having at least one power point counts toward power point minimum requirements for archon features, such as with the empowerment of a psychic condenser.

**Charge.** You can spend 2 power points as an action to overcharge your psicrystal, as long as it is full already, to make a Zap attack (see psicrystal later in this book) that targets all creatures

in a range of 5 feet per power point expended (so at 5th level it can store 3 power points and the range would be 15 feet). This discharges all power points stored in the psicrystal.

## CRYSTALLINE GROWTH

*Prerequisite: 5th Level, Psicrystal Psychic Condenser*

Once per short or long rest, you can use an action to trigger growth in your psicrystal. For 1 minute, it takes on the stats of XXX (see later in this book).

**Charge.** You can spend 2 power points and an action to increase the duration to 10 minutes.

## CRYSTALLINE PROFICIENCY

*Prerequisite: Psicrystal Psychic Condenser*

Your psicrystal amplifies two skills of your choice, giving you proficiency in both.

**Charge.** You can spend 1 power point as an action to change one or both skills amplified by your psicrystal, once per short rest.

## CRYSTALLINE TELEPATHY

*Prerequisite: 7th Level, Psicrystal Psychic Condenser*

You can communicate telepathically with your psicrystal and perceive through its senses, unrestricted by distance as long as you are on the same plane of existence.

**Charge.** You can spend 3 power

points to instead communicate telepathically through your psicrystal with one creature within 10 feet of it. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

## CRYSTALLINE TRANSIT

*Prerequisite: 12th Level, Crystalline Beacon Knack, Psicrystal Psychic Condenser*

You can use an action to teleport to the unoccupied space closest to your psicrystal, provided you are both on the same plane of existence. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

**Charge.** You can spend 5 power points to take up to eight willing creatures with you when you teleport.

## EYE OF AWARENESS

*Prerequisite: Third Eye Psychic Condenser*

You can't be surprised while you are conscious, and your Wisdom (Perception) checks have advantage.

**Charge.** You can spend 1 power point as a bonus action to psychically tag either a willing creature or a target of one of your talents that was either hit by an attack or failed a saving throw. You always know where a tagged creature is as long as they are

on the same plane of existence as you. Removing a psychic tag requires no action. You can have only one such tag active at a time.

## EYE OF DIVERGENCE

*Prerequisite: 7th Level, Third Eye Psychic Condenser*

As a bonus action, you can use your third eye to maintain concentration on a spell, allowing you to cast and maintain a second spell requiring concentration. You must use your bonus each round that the second spell is active. If anything breaks your concentration, it is automatically broken for both spells.

**Charge.** You can spend 3 power points as an action to change the target of a spell you are currently concentrating on, if applicable, even if it's not normally an option for the spell. Any required saving throws must be made again, and this doesn't extend the spell's duration.

## EYE OF MIND READING

*Prerequisite: 5th Level, Third Eye Psychic Condenser*

You can cast *detect thoughts* at will, without expending a spell slot. Targets only know you are probing their minds if they succeed on their Wisdom saving throw.

**Charge.** You can spend 2 power points to stun them until the end of your next turn, unless they succeed on a Wisdom saving throw.

## EYE OF MIND SHIELDING

*Prerequisite: 9th Level, Third Eye Psychic Condenser*

Your thoughts can't be read by telepathy or other means unless you allow it. In addition, you can't be perceived through magical scrying sensors.

**Charge.** You can spend 4 power points, as a reaction when another creature attempts to read your mind, to feed them false information.

## EYE OF REVEALING

*Prerequisite: Third Eye Psychic Condenser*

You can use an action to cast *faerie fire* without expending a spell slot. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

**Charge.** You can spend 1 power point as a bonus action to move the affected area of the spell. Targets in the new area must make saving throws if they haven't already. This doesn't extend the spell's duration.

## EYE OF TRANSMISSION

*Prerequisite: 12th Level, Third Eye Psychic Condenser*

Once per short or long rest, you can cast *telekinesis* without expending a spell slot.

**Charge.** You can spend 5 power points as a bonus action to make any ability checks using the spell with

advantage for the spell's duration.

## INK BINDING

*Prerequisite: Inked Grimoire Psychic Condenser*

You can store a spell that you know as a psionic tattoo for later use. You can embed a number of spell levels equal to your psionic spellcasting ability modifier in this way, to a maximum of five spell levels. (So that could be five 1st-level spells, one 5th-level spell, or some other combination.) To embed a spell, you must cast it, capturing it in your flesh just before it comes into effect. It remains embedded as a tattoo indefinitely. All requirements have already been paid at casting (including the spell slot and any power points), so when you're ready to release it from its tattoo, you need only take the appropriate action, bonus action, or reaction, as if you were casting it. It cannot be further modified after it's been embedded, and it manifests at the level you were when you embedded it (not your current level if there's a difference).

**Charge.** You can spend 1 power point as an action to erase any number of psionic tattoos from your body.

## INK HEALING

*Prerequisite: 5th level, Ink Binding Knack, Inked Grimoire Psychic Condenser*

You can use one of your embedded spells to heal damage. You absorb the

psionic tattoo as an action, causing it to disappear, and instead of casting the spell, you target yourself or a creature you touch, healing 1d8 hit points per spell level of spell consumed. (So if you consumed a psionic tattoo with a 4th-level spell embedded within it, you would heal 4d8 hit points of damage.)

**Charge.** You can spend 2 power points to distribute the healing among multiple targets. (This doesn't mean you heal extra hit points, but you can better control where it goes.)

## INK HOLDING

*Prerequisite: 5th level, Inked Grimoire Psychic Condenser*

You can treat your body as a *bag of holding*, depositing and retrieving items via your tattoos as an action.

**Charge.** You can spend 2 power points to instead retrieve something from within you as either a bonus action or reaction.

## INK MEMORY

*Prerequisite: 7th level, Inked Grimoire Psychic Condenser*

Whenever you suffer a condition because of a failed save (such as being blinded or stunned), your inked grimoire allows you to make a new save each round after to end the condition, trying to reset you to your previous state.

**Charge.** You can spend 3 power points as an action to transfer the condition to another creature. The

target must succeed on a Constitution saving throw against your spell save DC or take on the condition for its duration. At the end of each of its turns, the target can make another save, and on a success, the condition ends.

## INK PROJECTION

*Prerequisite: 7th level, Ink Holding Knack, Inked Grimoire Psychic Condenser*

You can access the Astral Plane. As an action, you call your astral form to the Material Plane. Your astral form is incorporeal and invisible (though it resembles you to those who can see it, and a silver cord connects it to you). It can move anywhere within 120 feet of you on your turn and can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. You can control it for 10 minutes while concentrating, and by using your bonus action, you can see what it sees.

**Charge.** You can spend 3 power points as an action to teleport to your astral form.

## INK REFLECTION

*Prerequisite: 9th level, Ink Holding Knack, Inked Grimoire Psychic Condenser*

When you take acid, cold, fire, force, lightning, or thunder damage, you can use your reaction to deflect it, gaining resistance to it.

**Charge.** You can spend 4 power

points to redirect the damage you didn't take to a creature within 5 feet of you. The target must repeat and succeed any saving throw you made or take the damage.

### MANIFESTED ANCHOR

*Prerequisite: 7th Level, Manifested Condition Knack, Mind Manifest Psychic Condenser*

When you hit a creature with your manifested weapon, you can tether them in place. The target must succeed on a Wisdom saving throw, using your spell save DC, or be restrained for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw to end the effect. You can do this a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

**Charge.** You can spend 3 power points to make the same target unable to utilize any form of extradimensional travel, including *teleport*, as long as they are restrained.

### MANIFESTED CARRIER

*Prerequisite: Mind Manifest Psychic Condenser*

If you hit a target with your manifested weapon, as a bonus action, you can deliver through it any talent (or cantrip) you can cast, targeting the same target.

**Charge.** You can spend 1 power

point to double your manifested weapon's range for the attack and for a total number of rounds equal to your proficiency bonus.

### MANIFESTED CONDITION

*Prerequisite: Mind Manifest Psychic Condenser*

When you hit a creature with your manifested weapon, you can choose one of the following effects as a bonus action. The target must succeed on the indicated saving throw, using your spell save DC, or be so affected:

- ❖ If it's adjacent to you, it swaps places with you (Dexterity save).
- ❖ It can't cast a spell until the end of your next turn (Constitution save).
- ❖ It can't take bonus actions or reactions until the end of your next turn (Constitution save).
- ❖ It is pushed up to 10 feet away from you in a straight line (Strength save).
- ❖ It is knocked prone (Strength save).
- ❖ Its movement is halved until the end of your next turn (Dexterity save).

**Charge.** You can spend 1 power point for the effect to be automatic, so the target doesn't get to make a saving throw.

### MANIFESTED CRITICAL

*Prerequisite: 5th Level, Mind Manifest*

## *Psychic Condenser*

When you score a critical hit on a creature with your manifested weapon, you can roll an additional damage die.

**Charge.** You can spend 2 power points to roll a second additional damage die on a critical hit.

## MANIFESTED DEFENSE

*Prerequisite: 12th Level, Mind Manifest Psychic Condenser*

As a reaction, when you are hit by a nonmagical attack, you can roll your manifested weapon's damage dice and reduce the attack's damage by the amount. Once you use this ability, you can't use it again until you finish a short or long rest.

**Charge.** You can spend 5 power points to also push all adjacent creatures up to 10 feet away from you.

## MANIFESTED SURGE

*Prerequisite: 9th Level, Mind Manifest Psychic Condenser*

While wielding your manifested weapon, you can target two adjacent creatures with the same attack. Use the same attack and damage roll for each target.

**Charge.** You can spend 4 power points to instead target three adjacent creatures.

## OUTMANEUVER

You gain advantage on saving throws to avoid being pushed, pulled, knocked

prone, or grappled. If the forced movement is part of other effects, roll separate saving throws for each element of the attack. For example, the *thunderwave* spell potentially both deals damage and pushes the target using one saving throw, but you would roll two saving throws: one for damage and another at advantage to avoid being pushed.

**Charge.** You can spend 1 power point as a bonus action to not provoke opportunity attacks when you move, until the start of your next turn.

## PSIONIC STRIKE

*Prerequisite: 5th level*

You can attack with your wielded weapon twice, instead of once, whenever you take the attack action on your turn. This also works for psychic condensers used to make weapon attacks, such as Mind Manifest or Soulbound Weapon.

**Charge.** You can spend 2 power points as a bonus action to gain a third attack for 1 round.

## SKIN OF ABSORPTION

*Prerequisite: 7th Level, Second Skin Psychic Condenser*

Once per short or long rest, as a reaction to damage from one of the following energy types, you become resistant to that energy for 1 hour: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder.

**Charge.** You can spend 3 power points to also be immune to the triggering energy until the end of your next turn. The resistance persists for the full duration.

## SKIN OF ADAPTABILITY

*Prerequisite: Second Skin Psychic Condenser*

You can take the Dodge action as a bonus action on each of your turns. In addition, once per short or long rest, you can cast *disguise self* without expending a spell slot.

**Charge.** You can spend 1 power point as a bonus action to cast *disguise self* an additional time without expending a spell slot.

## SKIN OF AGGRESSION

*Prerequisite: 5th Level, Second Skin Psychic Condenser*

Your speed increases by 10 feet. In addition, once per short or long rest, you can cast *alter self* without expending a spell slot.

**Charge.** You can spend 2 power points as a bonus action to cast *alter self* an additional time without expending a spell slot.

## SKIN OF SHADOWS

*Prerequisite: 9th level, Second Skin Psychic Condenser*

While in dim light or darkness, you can use a bonus action to become invisible, along with anything you are wearing or carrying. The invisibility

lasts until you use a bonus action to end it or until you attack, are in bright light, or are incapacitated.

**Charge.** You can spend 4 power points as a bonus action to teleport to an area of shadows within 30 feet.

## SKIN OF TRANSFERENCE

*Prerequisite: 12th Level, Second Skin Psychic Condenser*

A portion of your ectoplasmic skin can attach to a Large or smaller creature that you can see within 30 feet and teleport it away as an action. The target must succeed on a Dexterity saving throw, if unwilling, against your spell save DC or be teleported up to 60 feet to an unoccupied space of your choice that you can see.

**Charge.** You can spend 5 power points to instead use the teleportation to swap the positions of two creatures you can see within 60 feet. Unwilling targets must still make the saving throw, and if either succeeds, the teleportation fails.

## SKIN OF VERSATILITY

*Prerequisite: 5th Level, Second Skin Psychic Condenser*

Your ectoplasmic skin allows you to interact with your environment more adeptly. You gain climb, fly, or swim speeds equal to your walking speed.

**Charge.** You can spend 2 power points as a bonus action to change your additional mode of movement.

## SOULBOUND DANCE

*Prerequisite: 5th level, Soulbound Intelligence Knack, Soulbound Weapon Psychic Condenser*

Your soulbound weapon gains a flying speed of 30 feet, and it can hover. On your turn, it can move (with no action required by you), and when you take the Attack action, you can forgo one of your own attacks to allow your soulbound weapon to make one attack of its own.

It will generally follow your mental commands, assuming you're on good terms, but it's smart enough to navigate a fight on its own. It uses your psionic spellcasting ability modifier for attack and damage rolls.

While using this ability, you can wield another weapon in a free hand.

**Charge.** You can spend 2 power points to give it autonomy for 10 minutes, so it can attack with no action needed on your part.

## SOULBOUND DISCHARGE

*Prerequisite: 9th level, Soulbound Weapon Psychic Condenser*

Choose one of the following damage types: cold, fire, lightning, necrotic, psychic, radiant, or thunder. Your chosen damage is now the damage dealt by your soulbound weapon.

**Charge.** You can spend 4 power points as an action to change your soulbound weapon's damage type for 10 minutes, after which it reverts to the

original energy. You can't do so again until you finish a long rest.

## SOULBOUND INTELLIGENCE

*Prerequisite: Soulbound Weapon Psychic Condenser*

Your soulbound weapon gains sentience (Int 10 Wis 10 Cha 10, or GM's discretion). You can communicate with it telepathically as long as you're both on the same plane of existence. It now counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Charge.** You can spend 1 power point as a bonus action to change your soulbound weapon's type, such as from a scythe to a dagger.

## SOULBOUND NEGATION

*Prerequisite: 12th level, Soulbound Weapon Psychic Condenser*

You can cast *dispel magic* through your soulbound weapon without expending a spell slot. You can't do so again until you finish a short or long rest.

**Charge.** You can spend 5 power points as an action to cast *dispel magic* an additional time without expending a spell slot.

## SOULBOUND SHIELDING

*Prerequisite: 9th level, Soulbound Intelligence Knack, Soulbound Weapon Psychic Condenser*

Any round that your soulbound

weapon is within 5 feet of you and doesn't make an attack, your AC is increased by 2.

**Charge.** You can spend 4 power points as an action to increase this bonus to +5 until the start of your next turn, instead of +2.

## SOULBOUND SKULLDUGGERY

*Prerequisite: 7th level, Soulbound Intelligence Knack, Soulbound Weapon Psychic Condenser*

Your soulbound weapon gains a sneak attack, once per turn, dealing extra damage when it hits a target with an attack and has advantage on the attack roll or when the target is within 5 feet of an ally of the soulbound weapon that isn't incapacitated and the soulbound weapon doesn't have disadvantage on the attack roll. The extra damage equals a number of d6s equal to your proficiency bonus, so for example, it would deal 3d6 damage at 7th level or 5d6 damage at 13th level.

**Charge.** You can spend 3 power points as an action to make your soulbound weapon invisible for 1 round.

## WHITE NOISE

Once per short or long rest, you set up a field of mental static all around you. For 1 minute, creatures within 30 feet of you have disadvantage on Wisdom (Perception) checks and must succeed

DC 10 Constitution checks each round to maintain concentration.

You can't cast spells while maintaining this effect.

**Charge.** You can spend 1 power point to choose to grant certain creatures in the area immunity to the effects and to increase the DC to 10 + your psionic spellcasting ability modifier.

# Psionic Talents

A psionic talent is equivalent to a cantrip. The presentation of psionic talents and powers may change as rules are developed further, but as presented here, these are perfectly capable of being used by other classes as well. (Of note, those who use psionics can typically forgo most spell components, and as the rules are developed, the psionic power equivalent of schools may change. *Mage hand* is included as it's treated as a psionic talent for all archons.)

## CRYSTAL RAIN

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You coax a crystal to emerge from the ground or fall from the sky (your choice) before exploding a burst of

shards. Choose a point you can see within range. A creature in the area must succeed on a Dexterity saving throw or take 1d6 force damage.

**At Higher Levels.** The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## EMPTY MIND

*Abjuration Cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You cloud your thoughts. For the duration, your mind can't be read.

**At Higher Levels.** You gain resistance (5th level) and immunity (11th level) to psychic damage for the duration. At 17th level, if a spell dealing psychic damage targets you, it reflects and targets its caster instead.

## FRAGILE EGO

*Enchantment Cantrip*

**Casting Time:** 1 reaction, which you take when you see a creature within 30 feet of you making a melee attack

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

The target is filled with debilitating doubt. The target must succeed on a Charisma saving throw or they have disadvantage on the attack.

**At Higher Levels.** Targets who fail their saving throw also take psychic damage: 5th level (1d6), 11th level (2d6), and 17th level (3d6).

## MAGE HAND

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

## MENTAL BREAK

*Enchantment Cantrip*

**Casting Time:** 1 action

**Range:** 120 ft.

**Components:** V

**Duration:** Instantaneous

You induce a minor psychotic break. The creature must succeed on an

Intelligence saving throw or take 1d12 psychic damage.

**At Higher Levels.** This damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), 17th level (4d12).

## NEURAL LOCK

*Transmutation Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You limit the target's control of their body. The creature must succeed on a Strength saving throw, or their speed is reduced by half until the start of your next turn.

**At Higher Levels.** The effects worsen: 5th level (speed reduced to 0), 11th level (restrained), and 17th level (stunned).

## NOTIONAL SURGE

*Enchantment Cantrip*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** V

**Duration:** Instantaneous

You unleash a wave of disorienting impulses. All other creatures within 5 feet of you must succeed on a Wisdom saving throw or be pushed 5 feet away from you and knocked prone.

**At Higher Levels.** Targets who fail their saving throw also take force damage: 5th level (1d6), 11th level (2d6), and 17th level (3d6).

## OVERSHADOW

*Transmutation Cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You override the target's motor function. The target must succeed on a Dexterity saving throw or be moved 10 feet in a direction of your choice (assuming it can move and has sufficient speed). This movement doesn't provoke opportunity attacks, and if the direction is blocked, the target doesn't move.

**At Higher Levels.** The distance the target moves increases: 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

## SELF CONTROL

*Abjuration Cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Concentration, up to 1 minute

You ready your body and mind. Once before the spell ends, you can roll a d4 and subtract the number rolled from the damage you receive from one attack. The spell then ends.

**At Higher Levels.** You can roll an additional d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## SUPPRESSION

*Illusion Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You subvert a target's spellcasting, filling their mind and senses with static. One creature that you can see must succeed on a Constitution saving throw, or it can't cast a spell before the end of its next turn.

**At Higher Levels.** Targets who fail their saving throw also take psychic damage: 5th level (1d6), 11th level (2d6), and 17th level (3d6).

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