



The Mystic Major

Mystic School

(Unearthed Arcana: Psionics and the Mystic (online download, 2015) Unearthed Arcana: Psionics and the Mystic, Take 2 (online download, 2016); Unearthed Arcana: the Mystic Class (online download, 2017))

"It's all in the mind. And then you make it come out of the mind, and kick other people's asses."

--Mitra, junior Human Mystic

Here in the Agis of Asticles School of I Guess We Dumped the Name Psion for Something Super Generic and Flavorless, we teach the grand science of psionic power to anyone with the strength of mind and depth of pocketbook to understand the secrets hidden in the mortal brain. We'll help you tap that dormant potential to make you mentally capable and hyper aware, or if you go a different way, freaky fast because you think so hard. (Speed is directly related to brain power; that's why geniuses are all track stars).

All Mystic students must choose a Psionic Order to follow when they enroll in the program. This will guide your studies, hone your skills, and completely fail to explain why we replaced the highly flavorful word "Psion" with a word we've used in the past to describe spontaneous-casting Clerics, low-power Clerics from Gothic Earth, Clerics who enjoy using potions and candles (according to Faerun), and basic rules Monks. We love the word "Mystic" but can't really decide from curriculum to curriculum what it means.

FRESHMAN YEAR

Your first year as a Mystic student requires you to enroll in the following courses, in addition to basic weapons and armor training and a handful of elective academic courses:

- two units of Psionic Talents Lab (MYS 100)**
- two units of Psionic Disciplines Lab (MYS 101)**
- Mystical Recovery (MYS 160)**
- Telepathy (MYS 163)**
- Developing Strength of Mind (MYS 220)**

SOPHOMORE YEAR

In your second year, the following courses are required:

- One unit of Psionic Talents Lab (MYS 100)**
- Three units of Psionic Disciplines Lab (MYS 101)**
- Development of Psionic Potency (MYS 430)**
- Consumptive Power (MYS 520)**

JUNIOR YEAR

In your junior year, you must take the following:

Two units of Psionic Disciplines Lab (MYS 101)
Psionics Master Class (MYS 615)- 3 units

SENIOR YEAR

To graduate as a Mystic, you must complete the following courses:

One unit of Psionic Talents Lab (MYS 100)
Two units of Psionic Disciplines Lab (MYS 101)
Psionics Master Class (MYS 615)- one additional unit
Development of a Psionic Body (MYS 990)

Upon completion of all requirements, you will graduate with the Bachelor of Mentalism degree.

Ialdabode

(Human Mystic, grad student)

Ialdabode volunteers for peer counseling as often as he's able, because he genuinely enjoys helping people. If only his temperament made it easy for him. He's so stern and serious, it's often hard for students to relax and open up, which often tempts him to just use his psionic powers to discover their problems telepathically, and then fix them... telepathically. His lack of understanding of basic social norms prevents him from understanding why someone might be upset by this.

He is completely bald, which he understands to be due to his powerful psionic mind preventing hair growth. In fact, it's been a common prank among his psionic peers to shave him while he's asleep since his sophomore year.

(Ialdabode is based on a portrait character from the Psionics Handbook (2001); property of WotC)

Mystic Career Paths

Order of the Avatar

(Unearthed Arcana: the Mystic Class (online download, 2017))

Bring out the emotions in others, to make them more valiant and aggressive in combat. Or determined and courageous, refusing to fall. Or whatever emotion makes somebody faster. Speediness is an emotion, yes?

This program requires the following courses, along with additional armor training:

- Two additional units of Psionic Disciplines Lab (MYS 101)**
- Becoming an Avatar of Battle (OAV 202)**
- Becoming an Avatar of Healing (OAV 303)**
- Becoming an Avatar of Speed (OAV 707)**

Order of the Awakened

(Unearthed Arcana: Psionics and the Mystic (online download, 2015); Unearthed Arcana: Psionics and the Mystic, Take 2 (online download, 2016); Unearthed Arcana: the Mystic Class (online download, 2017))

Open your mind to the things men cannot see. And women. Women also can't see them. Unless they have opened their minds. This isn't a sexist thing. Both men and women can't see these things, but they both can open their minds. I'm rambling, aren't I? Um, where did I leave off... Oh, open your mind, and also, hey! Open other people's minds. To you. You little mind reader you.

This program requires the following additional courses:

- Two additional units of Psionic Disciplines Lab (MYS 101)**
- Talent Awakening (OAW 101)**
- Psionic Investigation (OAW 217)**
- Psionic Surging (OAW 303)**
- Developing a Spectral Form (OAV 713)**

Order of the Immortal

(Unearthed Arcana: Psionics and the Mystic (online download, 2015); Unearthed Arcana: Psionics and the Mystic, Take 2 (online download, 2016); Unearthed Arcana: the Mystic Class (online download, 2017))

Think yourself strong! Tap into the depths of your brain and enhance your body. Most people would go to the gym, but honestly, if you have the right mindset, it's so much easier to achieve physical perfection with thought power, rather than doing all those tiring crunches and lifting those heavy barbells. You ever drop one of those? It hurts so bad.

This program requires the following mentally challenging courses:

Two additional units of Psionic Disciplines Lab (MYS 101)
Immortal Durability (OIM 116)
Psionic Resilience (OIM 213)
Surge of Health (OIM 308)
Immortal Will (OIM 706)- not to be confused with Immortal William

Order of the Nomad

(Unearthed Arcana: the Mystic Class (online download, 2017))

This major is for those with an intense thirst for knowledge, those who would wander far and wide to learn things. Of course, you're in a freakin' university; you don't really have to go that far to accumulate knowledge. Sheesh, you people.

Just to satisfy you people, we're putting the following courses in buildings on opposite sides of the campus:

Two additional units of Psionic Disciplines Lab (MYS 101)
Gaining a Breadth of Knowledge (ONO 109)
Gaining the Memory of One Thousand Steps (ONO 203)- not to be confused with one thousand stairs. You don't forget taking those classes on the tenth story when the elevator's out
Superior Teleportation (ONO 309)
Effortless Journeying (ONO 712)

Order of the Soul Knife

(Unearthed Arcana: the Mystic Class (online download, 2017))

The great thing about being able to use your very will to shape mental energy into a knife is that if the adventuring career fails and you become a professional chef, you're never without proper cutlery.

The following requirements are added to your major, along with additional weapons and armor training:

Soul Knife Projection (SKN 102)
Honing the Blade (SKN 203)
Consumptive Knife (SKN 301)
Phantom Knife (SKN 706)

Order of the Wu Jen

(Unearthed Arcana: the Mystic Class (online download, 2017))

Attuning yourself to the elements and the energies of the arcane, by becoming a Wu Jen, you get to incredible cosmic power. *And* you can just avoid showering altogether and say it's necessary for your inner peace. They cannot make you shower if it's your religion, dammit!

Wu Jens must take the following courses. You are not allowed to choose any of the following courses as your taboos:

Two additional units of Psionic Disciplines Lab (MYS 101)

Hermit's Study Hall (WUJ 101)- you must take this course in your dorm room. While your roommate is out.

Elemental Attunement (WUJ 201)

Arcane Dabbling (WUJ 316)- I'd make a comment about Arcane "dabbing" but I feel like that's going to be outdated in a matter of weeks.

Elemental Master Class (WUJ 707)

Order of the Subscription Box

Psi Crate™ is a subscription box service exclusively for Mystics who have the disposable Psi Points to afford a bunch of random crap delivered on a regular basis. (Okay, technically, it's a new subclass for Mystic, but we're framing it as a delivery service. Roll with it.) Mystics who subscribe to Psi Crate will find themselves with all manner of useful abilities and manifested items, all with their favorite pop culture characters featured prominently.

You can receive your Order of the Subscription Box orders anywhere. They deliver throughout the planes. Extra shipping if you live in Australia.

BONUS DISCIPLINES

At 1st level, you learn two additional psionic disciplines. They must be chosen from among the Subscription Box disciplines. You also get a free t-shirt for each Subscription Box discipline you select.

COLLECTIBLES ON DEMAND

Beginning at 1st level, you may summon any bit of non-magical gear (including weapons, tools, and armor) up to 15 gp in value. In doing so, you sacrifice an equivalent amount of money (i.e., when you summon an item worth 1 gp, you lose 1 gp from your cash-on-hand.) You must have an appropriate amount of money on hand.

The item appears immediately in your hand upon summoning. It has a picture of a favorite pop culture character on it. You also get a free t-shirt when you use this ability.

After you use this ability, you must complete a short or long rest to use it again.

JOYKO PLOPS

Beginning at 3rd level, you can summon a Plop-brand homunculus, produced by Joyko. In exchange, 25 gp is sacrificed from your cash on hand. The homunculus appears on your shoulder and will thereafter attack the target of your choice on your initiative roll (if summoned in combat), or perform simple tasks for you (such as grabbing an object or opening a door). After one minute, they become inert inanimate objects you can set on a desk or shelf.

Plop-brand homunculi do not have a fly speed, but otherwise have the stats of a homunculus in the Monster Manual. They look like a favorite pop culture character with a squat body and giant bobble-head. You also get a free t-shirt when you use this ability.

After you use this ability, you must complete a short or long rest before you can use it again.

PROBABLY EVEN BETTER COLLECTIBLES ON DEMAND

Beginning at 6th level, you may summon a single Common magic item, which appears immediately in your hand. You are assumed to be attuned to it, if it requires attunement. In exchange, you lose 100 gp from your cash on hand. The item only works for one minute before it loses all magic and becomes an ordinary item with the logo of a favorite pop culture franchise on it. You also get a free t-shirt when you use this ability.

After you use this ability, you must complete a long rest before you can use it again.

FINALLY, THE GOOD STUFF

At 14th level, you may summon a single Uncommon magic item, which appears immediately in your hand. You are assumed to be attuned to it, if it requires attunement. In exchange, you lose 1000 gp from your cash on hand. The item works for one minute before it loses all magic and becomes an ordinary item with multiple characters and the logo from a favorite pop culture franchise on it. You also get a free t-shirt when you use this ability.

After you use this ability, you must complete a long rest before you can use it again.

The following Psionic Disciplines are associated with this Order, and can be found in the New Psionics chapter:

- The Cheese Wars Box
- The Doctor Which Box
- The My Little Ki-Rin Box
- The Planegate Box
- The Trek Jammer Box

New Psionic Disciplines

THE CHEESE WARS BOX

Subscription Box Discipline

“Cheese Wars” is the true life story of rebel forces battling the fearsome Lactic Empire in a demiplane far, far away. Your love of this franchise grants you the powers of the Feta Knight, the might of the dreaded Swiss Lords, and some really sweet t-shirts.

Psychic Focus. While focusing on this discipline, you have advantage on Dexterity (Athletics) checks, and Intelligence (Cheese Wars trivia) checks.

Summon Cheesesaber (1 psi). As a bonus action, you call into being a longsword made of pure cheese energy. It lasts until your concentration ends. You have proficiency with this weapon. When you use this power, you also get a free t-shirt with the Cheese Wars logo on it.

Less Than 12 Par Secs* (1-7 psi) Confusing distance with time, you can teleport up to 20 ft. per psi points spent, or you may also choose to move through time one round per psi point spent, or a combination thereof. (For instance, if you spend 2 psi points, you could spend both to teleport up to 40 ft, or both to teleport 2 rounds into the future, or 1 to teleport 20 feet and 1 to teleport one round forward.) If you choose to move through time, you vanish when you use this ability, and reappear on your turn in an amount of rounds equal to the amount of psi points you spent on time movement. This ability counts as an action.

(*Parmesan Seconds)

Not the Constructs You're Looking For (3 psi). You use an action to wave your hand in front of a target, who must make a Charisma saving throw. If the target fails, for one hour, all construct creatures are invisible to it.

Running through the Curds (3 psi) As long as you're concentrating, you can run through difficult terrain at your normal rate. You can carry a size Small creature piggy-back without it counting against your encumbrance.

THE DOCTOR WHICH BOX

Subscription Box discipline

The longest running program about a time-traveling half-elf and his endless parade of screaming girl sidekicks in scrycast history. Your love of this franchise grants you the ability to bend time and space, and wear some really garish clothing.

Psychic Focus. While focusing on this discipline, you have advantage on Intelligence (History) and Intelligence (Doctor Which trivia) checks.

Jelly Bugbears (1 psi) As a bonus action, you can produce a bag of gummy, fruit-flavored candies. They have no nutritional value and cannot substitute for food. However, they are tasty to some palates, and offer a +1 bonus to Charisma (Persuasion rolls) with humans, half-elves and halflings. When you use this ability, you also get a slap bracelet with a favorite Doctor Which character on it.

Sonic Thingamabob (1-3 psi) As an action, you may produce a thingamabob, a long, slim tool of indeterminate purpose, with the Doctor Which logo on it. For 1 psi, you may use it in place of any tool you have proficiency in. For 2 psi, you may use it in place of any tool you do not have proficiency in. For 3 psi, you may use it in place of a tool you do not have proficiency in, but use it with proficiency for one

round. Other individuals cannot use your thingamabob. When you use this ability, you get a free t-shirt with a favorite Doctor Who character on it.

Companion of the Day (2 psi). As an action, you may declare one ally a Companion. While you and your Companion are within twenty feet of each other, you both have advantage on Perception and Investigation checks. This ability lasts 10 minutes. When you use this ability, both you and your Companion get free t-shirts with a favorite Doctor Who character and the logo on.

Time and Relative Dormitories in Sigil (5-7 psi). When you take this discipline, you must spend 10 minutes designating a room (such as a dorm room, a ship's cabin, or a room in your parents' house) as "home." Anytime thereafter, you may spend 10 minutes designating another room as "home," but this overrides any previous homes you have aligned to.

As an action, you may spend 5 psi while passing through a door, and teleport to home, as long as the door and home are on the same plane (or from any plane if home is in the City of Sigil). One extra person per psi spent can be brought with you.

Bigger on the Inside (7 psi) As a full round action, you can create a space inside any container you touch that is large enough for you to fit in (a coffin, a carriage, a telephone booth, a grand piano). The exterior remains the same, but the inside is identical to the spell *Mordenkainen's Magnificent Mansion*. Any number of others can enter the container with you. It lasts 24 hours; if you are still inside when the duration ends, you find yourself crammed into the original container's normal dimensions. (You may spend more psi to extend the duration, but you must do so from the outside. You may only have one extradimensional space at a time.)

Regeneration (7 psi). As a reaction, when you are reduced to 0 hit points, you may instead go to 1 hit point, although you are still incapacitated for one hour. After using this ability, you must take a long or short rest before you can use it again. When you use this ability, your appearance changes completely, although people still seem to recognize you.

THE MY LITTLE KI-RIN BOX

Subscription Box discipline

If you don't love "My Little Ki-Rin," you violently hate it. We'll assume you love it since you're taking this discipline. Anyway, it features adorable versions of your favorite equine celestial forms, in pastel colors to better appeal to young children so their parents will fork over gold for cheap plastic. If you're male and have this discipline, you're called a "Ki-Rony". If you're female, you don't get a nickname. But you probably squee a lot.

Psychic Focus. When you focus on this discipline, you can *speak with animals* at will, but only to horses, ponies, and other equines. You also have advantage with Intelligence (My Little Ki-Rin trivia) checks.

Lovely Mark (1 psi) As a bonus action, you can gain proficiency in any skill or tool you do not have proficiency in until the end of the current turn. For the duration, you have a tattoo-like mark on your butt cheek appropriate to the skill being used.

Oerth Pony (1 psi) Add 10 feet to your ground speed until the end of the current turn.

Prismatic Dash (2 (or 7*) psi). Add 20 feet to your ground speed until the end of the current turn. A trail of rainbow colors follows in your wake. During your move you may spend another 5 psi to do 5d6 sonic damage to a creature whom you pass within 5 feet of. They may make a Constitution saving throw for half damage.

Unicorn Horn (3 psi) As a bonus action, you grow a unicorn horn until the end of the current turn. You can use it as a weapon (1d8); you can also channel psionic energy through it to use *Mage Hand* as the cantrip. You also get a free t-shirt with a favorite My Little Ki-Rin character on it.

Pegasus Flight (5 psi) As a bonus action, you grow wings and gain a flight speed of 50 until the end of the current turn. You also get a free ballcap with the My Little Ki-Rin logo and a favorite character on it.

THE PLANEGATE BOX

Subscription Box discipline

“Planegate” is a popular media franchise about a bunch of people who never even heard of planar gates, who end up building one. Many of the series in this franchise imply the gods are just weirdo aliens who visited in the ancient past. A subsection of nerd culture, including probably you, loves it. The gods, not so much.

Psychic Focus. While your focus is on this discipline, you can detect planar gates in your vicinity with your passive Perception as if they were clearly visible. You also have advantage in Intelligence (Planegate trivia) checks.

Foreign Tech (1-7 psi) When encountering a magic item that can only be used by a specific race, class, or alignment, you can use that item as if you had the appropriate trait. This costs 1 for a Common item, 2 for an Uncommon item, 3 for a Rare Item, 5 for a Very Rare item, and 7 for a Legendary item.

Gate Access (3 psi). When you discover a planar gate, you can, as an action, activate it, whether or not you know or possess its key.

Dial it Up (1-7 psi). As an action, you can turn any door into a gate, teleporting within the same plane up to one mile per psi point spent. If you spend 7 points, you may teleport to an area you are familiar with on any plane you’ve been to.

Franchise Cross-Over (3-7 psi). To keep up ratings, you bring in a popular feature from another franchise. You can use an ability from another Subscription Box discipline, but it costs 2 psi more. If that ability gives you a free t-shirt (or similar item), there is a 50% chance it has the Planegate logo on it; otherwise it is the free t-shirt appropriate to that ability.

THE TREK JAMMER BOX

Subscription Box discipline

Nobody needs to explain “Trek Jammer.” It’s the seminal space traveling franchise, in which a federation of busybodies butt into the business of every planet of weirdos in Wildspace. Your love for this franchise probably means you have a hundred variations of the basic uniform, in three colors each, and you attend a convention once every other month, at the least.

Psychic Focus. While your focus is on this discipline, you have advantage in Charisma (Persuasion) checks and Intelligence (Trek Jammer trivia) checks.

Beam Me Up (1-7 psi) As an action, you can teleport up to 20 feet per psi point spent. For 7 psi points, you can teleport to any area with which you are extremely familiar (such as your dorm room) if it is on the same plane.

Fazer (1-7 psi) As an action, you produce a shiny cylinder that fires a ray of force at a target of your choice, doing 1d4+1 damage per psi point spent. You have proficiency with this ray. When you use this ability, you also get a free trucker’s cap with the Trek Jammer logo on it.

Try Corder (2 psi) You produce a small handheld square and wave it over any creature (this action takes one full round). You can tell exactly how many hit points it currently has, its maximum hit points, and any conditions it is currently suffering. When you use this ability, you also get a free t-shirt with the Trek Jammer logo or a favorite character on it.

Designate a Red Shirt (5 psi) As a reaction, when an attack is being made against you but before dice are rolled, you may redirect the attack to any creature that is also in range of the attacker.

Not a Death Grip (5 psi) As an action, you grab a humanoid creature. It must make a Constitution saving throw; if it fails, it becomes unconscious for five minutes. If it succeeds, however, it has advantage on its next attack against you.

Warped Driving (2-6 psi) You can add 30 feet to the movement of any vehicle you are piloting, per 2 psi spent, until the end of the current turn.

Mystic Faculty

(Note that Agis of Asticles is a member of the Circle of Deans, and therefore above Department level)

Dandra

(Kalashtar Mystic, Professor of Psionics in Combat)- department head

Boy, is this complicated. Professor Dandra is actually the spirit of a psicrystal, inhabiting the body of the psion who created her, but the creator, Tetkashti, went mad and Dandra had to absorb her consciousness and... Look, I don't understand it, you don't understand it. Dandra doesn't understand it, and she *is* it.

Regardless, she's a highly competent and determined woman both in combat and in her other dealings. She's a strict teacher, but she really wants you to pass, and she's willing to resort of violence if you aren't living up to your potential.

(Dandra is a character from the The Dragon Below series of Eberron novels; property of WotC)

Illistyl Elventree

(Half-Elf Mystic/Wizard, Professor of Psionic Wild Talent)- tenured

Professor Elventree is a longtime member of the Knights of Myth Drannor and the highest profile Psion from Faerun we could find at the time. Although highly studied in the arts of magic, she is best known for her psionic skills, and thus, that's what she teaches. Even though there are much, *much* better psions on staff.

(Illistyl Elventree is a character from the Forgotten Realms campaign setting; property of WotC)

Anna Mesmer, Professor

(Human Mystic, Professor of Mesmerism, Psychology)

Professor Mesmer is the founder of a facility for psychic research on a world where psychic research is often considered fraud. She's so adept at hypnosis, it's actually named after her (grandfather). She tends to get frustrated easily and wash her hands of things. Several of her classes have suddenly stopped meeting when she gets annoyed by a student's question and she cancels the entire session altogether.

(Professor Anna Mesmer is a character from Gothic Earth Gazetteer (1995), who is related to real world figure Franz Mesmer but appears, herself, to be fictional as far as I can tell)

No Ziar

(Human Mystic (Wu Jen), professor of Water Magic, Marine Biology)

No Ziar is a nearsighted elderly man who seems quite harmless at first, but he's wily. He has a magic staff that allows him to talk to pond turtles, and he has a fondness for aquatic beasts. And by "has a fondness", we mean "enjoys eating". He has a habit of turning people who annoy him into tuna. And of turning tuna into tuna sandwiches. Do not cross Professor No.

(No Ziar is a character from the Forgotten Realms boxed set, Kara-Tur: the Eastern Realms (1988); property of WotC)

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