



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 two units of Psionic Talents Lab and two units of Psionic Disciplines Lab. In addition, you'll take Mystical Recovery (MYS 160), Developing Strength of Mind (MYS 220), and Telepathy as a Second Language (MYS 163).

SOPHOMORE YEAR

In your second year, you'll continue in more Psionic Talents and Psionic Disciplines Labs, along with Development of Psionic Potency, and Consumptive Power (MYS 520)

JUNIOR YEAR

Besides more Psionic Disciplines Labs, the most important development in year 3 is three units of Psionics Master Class (MYS 615). At this point, your mind will be quite potent, and you'll be recommended to partner with a grad student for counseling.

SENIOR YEAR

To graduate as a Mystic, you must complete your Psionic Talents and Psionic Disciplines Labs, and continue with two more units of Psionics Master Class. Thereafter, you will take Development of a Psionic Body (MYS 990). Upon completion of all requirements, you will graduate with the Bachelor of Mentalism degree.

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 several courses in Avatar development, including Becoming an Avatar of Battle, Becoming an Avatar of Healing, and Becoming an Avatar of Speed. The previously announced Becoming an Avatar of Culinary Expertise has since been cancelled.

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.

Freshman enrollment requires Talent Awakening (MYS 111) and Psionic Investigation (MYS 271), and by Senior year you will be required to complete Development and Maintenance of a Spectral Form. (MYS 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.

You'll take Immortal Durability in your freshman year, and who else can say that? By your final year, you'll need to take Immortal Will (MYS 706), which is not to be confused with Immortal William, who is currently coasting by on his 36th year as a 3rd year student.

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 put your mandatory courses in buildings on opposite sides of the campus. Part of this should be rectified when you take Memory of One Thousand Steps (MYS 203),

which is not the same as the one thousand stairs (i.e., what you'll have to climb to get to this class when the elevator's out.)

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.

This program begins with Soul Knife Projection (MYS 109), the first step toward stabbing people with sheer mental energy. In handy sword form.

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 several courses. You are not allowed to choose any of the mandatory courses as your taboos. Your journey begins with Hermit's Study Hall (MYS 133), which you must take in your dorm room. While your roommate is out. In your second year, you will take Arcane Dabbling (MYS 316). I'd make a joke about Arcane "Dabbin", but I feel like that's going to be outdated by the time this catalog even sees print.

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 y'know. 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 10 gp in value per 1 psi spent.

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. This ability expends 5 psi points. 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. This ability costs 5 psi points. 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 short or 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. This ability costs 7 psi points. 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 Professor Why Box
- The My Little Ki-Rin Box
- The Planegate Box
- The Trek Jammer Box

Order of True Neutrality

There are those who see Neutrality as a mere state of being. You aren't entirely altruistic, but neither are you overtly malicious. You aren't overly organized, nor do you act entirely on impulse. Neither good nor evil, chaotic nor lawful. But then there are those, like you, whose extremist Neutral views are totalitarian. Neutrality is not only a choice, it's the only right choice, and by damn, you're going to Neutral all over everybody.

In order to further your cause, you're willing to go all Chaotic when Law seems to be too powerful, and will teeter toward Good if Evil seems to be dominating an area. It's all about balance. And a total commitment to noncommitment. (Your DM probably doesn't care about alignment in this day and age, but by damn, you're going to make him care!)

BONUS DISCIPLINES

When you enter this order at 1st level, you may select two extra Psionic Disciplines. These must be chosen from among the True Neutrality disciplines.

EFFECTIVE ALIGNMENT

At 1st level, you may select one alignment: Lawful Neutral, Chaotic Neutral, Neutral Good or Neutral Evil. Although your true alignment is True Neutral, you are treated as the alignment you've selected for purposes such as activating magic items, being detected by magical effects, or other effects dependent on alignment. Your effective alignment can never be True Neutral, because that would be giving it away.

You may also select an extreme alignment (Lawful Good, Chaotic Good, Lawful Evil or Chaotic Evil) if you have the appropriate Psionic Discipline for at least one component of that alignment.

After each short or long rest, you may change your alignment selection.

PSIONIC SMITE

Any damage you do with a Psionic Discipline does an additional 1d4 psychic damage to targets with an alignment exactly opposite your Effective Alignment (e.g. Chaotic Evil targets if you are Lawful Good or Lawful Neutral targets if you are Chaotic Neutral).

This damage increases to 2d4 at 6th level, and 3d4 at 14th level.

REWARDING INDECISIVENESS

At 3rd level, you gain the ability to heal True Neutral or unaligned creatures, including yourself. You may heal an amount of damage based on the amount of psi points you spend, and you must touch the creature to heal them. Add your Intelligence bonus to the dice roll.

1 psi	1d6
2 psi	2d6
3 psi	3d6
5 psi	4d6
7 psi	5d6

ALIGNED BACKLASH

Beginning at 6th level, whenever you are dealt damage by a creature whose alignment is directly opposite yours, that creature must make an intelligence saving throw or take 4d4 psychic damage. This damage may not exceed the damage that was dealt to you.

REVERSE ALIGNMENT

Beginning at 14th level, you may spend 7 psi points to force one creature within 30 feet that is not True Neutral or unaligned, to make an Intelligence saving throw, or their alignment is reversed along both axes. (Lawful Good becomes Chaotic Evil, Neutral Evil becomes Neutral Good). This change lasts one hour.

The following Psionic Disciplines are associated with this order:

- Philosophy of Chaos
- Philosophy of Evil
- Philosophy of Good
- Philosophy of Law
- Philosophy of Unaligned

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, and it has the stats of a normal longsword. It counts as magic in regard to overcoming resistance. 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 10 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 20 ft, or both to teleport 2 rounds into the future, or 1 to teleport 10 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 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.

PHILOSOPHY OF CHAOS

True Neutrality discipline

Some guys (aka the guy who writes this Sigil Prep nonsense) will tell you that Chaotic people act on impulse, rarely thinking about their actions beforehand, but that doesn't mean they're necessarily reckless. WRONG! Chaotic people act randomly all the time! This Discipline will help you get into their heads.

Psychic Focus. While your focus is on this discipline, you have advantage with Charisma (Deception) checks.

Chaotic Wandering (3 psi) Use your reaction to force a creature within 30 feet of you that is moving to make an Intelligence saving throw. If it fails, that creature suddenly turns in a random direction (1- continue forward, 2- turn right, 3- turn left, 4- turn around). They will continue their move in that direction, even if they collide with a wall, tree, or hungry dragon.

Chaotic Weapon (2 psi) The weapon you are using is a chaotic weapon for one attack, and does an extra 2d6 damage to Lawful creatures (roll d4; 1- fire damage, 2- cold damage, 3- force damage, 4- cheese damage (lightning damage if you don't use cheese damage in your campaign))

Chaotic Conk (2 psi) Use your reaction to force a creature that is attacking to make an Intelligence saving throw (you must do this before the attack roll is made). If it fails, the creature instead attacks a different randomly determined target within its range.

Chaotic Junk (1 psi) Use your reaction to force a creature that is pulling something from a bag, pack, or other container to make an Intelligence saving throw. If it fails, instead of the correct item, it pulls out a useless item such as a turkey leg or a handful of jacks, determined by the DM.

Chaotic Kaboom (7 psi) Use your reaction to force a creature that is casting a spell to make an Intelligence saving throw. If it fails, instead of the intended spell effect, it rolls on the *Wand of Wonder* table.

PHILOSOPHY OF EVIL

True Neutrality discipline

Evil, by its nature, according to some (that is, according to the Sigil Prep author), is a disregard for the safety and sanctity of the lives of others (possibly excluding some close friends or a favored goldfish). But WRONG! Evil people kill all the time and hate everything always. Geez, it's like this Sigil Prep author believes in complexity and subtlety.

Psychic Focus. While your focus is on this discipline, you have advantage with Charisma (Intimidation) checks.

Crit! (1 psi) Use this ability as a reaction when a creature has struck another creature in combat. That attack becomes a critical hit.

Injurious Healing (5 psi) Use this ability as a reaction when someone is casting healing magic. The caster must make an Intelligence saving throw, or it does damage equal to the healing roll instead. If the healing is being done by a potion, the drinker makes the saving throw.

Evil Weapon (2 psi) The weapon you are holding counts as an evil weapon for one attack, and does 2d6 extra necrotic damage to good-aligned creatures.

What an asshole! (3 psi) Everything being held by a child (12 years or younger; or the equivalent age for nonhuman races) in a 30 foot radius of you vanishes. Each child who lost an item in this manner must make an Intelligence saving throw or cry for one minute, or until a kind adult gives them candy.

PHILOSOPHY OF GOOD

True Neutrality discipline

If the author of Sigil Prep has any say, Good-aligned people are basically altruistic, and tend to put the welfare of others ahead of themselves. BULL-HOCKEY! Good people are namby-pamby losers who give all their stuff away to churches and won't kill innocent gibbering mouthers even if they're eating puppies. But they'll kill orc babies, because orc babies are innately evil. That's how alignment works, dammit!

Psychic Focus. While your focus is on this discipline, you have advantage on Wisdom (medicine) checks.

Good Weapon (2 psi) The weapon you are using is treated as a good weapon for one attack, and does an extra 2d6 radiant damage to Evil creatures.

Healing (1-7 psi) For each psi point spent, you heal 1d6 damage to a creature you touch.

Exorcism (3-5 psi) Force an undead creature (3 psi) or fiend (5 psi) within 30 feet of you to make an Intelligence saving throw. If it fails, it flees from you, as if turned by a cleric, at its full movement rate for one minute.

Helping the hungry (3-7 psi) You create enough food and water for one person, plus 1 per psi point over 3 you spend.

PHILOSOPHY OF LAW

True Neutrality discipline

The general idea, as presented by that Sigil Prep author, is that lawful people tend to be organized and come at problems with a plan. Think "orderly" more than "law-abiding." And that is WRONG!!! Lawful people always obey the law, no matter how ridiculous and hazardous those laws are. If you're Lawful Good in a town where people are shackled and tortured in the streets, if that's the law, you're cool with it! Idiots.

Psychic Focus. While your focus is on this discipline, you have advantage on Wisdom (insight) checks.

Lawful Weapon (2 psi). A weapon you are using is treated as a lawful weapon for one attack, and does an extra 2d6 math damage to Chaotic creature. (Psychic damage if you don't have math damage in your campaign).

Organize (1 psi) You cause a pile of papers, books, or other small objects to organize themselves in a manner you see fit (alphabetical, by size, by color, etc)

Mother May I (3 psi) A language-using creature you select within 50 feet of you must make an Intelligence saving throw. If it fails, it must ask you for permission to perform any action (excluding involuntary acts such as breathing or blinking, and of course, the act of asking for permission, for you rules assholes) for one minute. It may only ask permission for one action a round. If the creature does not share a language with you, it gets frustrated asking for permission, but it still does.

All Part of My Plan (1-7 psi) Choose one ally per psi point you spend. That ally gets advantage on the next attack roll, saving throw, or ability check it makes. The roll must be made before your next turn. *However!* If you disagree with the action they're using advantage on, you can choose to make it disadvantage instead. Don't let that asshole ruin your plan!

PHILOSOPHY OF UNALIGNED

True Neutrality discipline

I mean, there's really no arguing here. Unaligned creatures have no innate moral or ethical values. They just are. Because unaligned creatures are idiots. DID YOU HEAR THAT, SQUIRREL!? YOU'RE AN IDIOT!

Psychic Focus. When your focus is on this discipline, you have advantage on Dexterity (stealth) checks.

Moral Choices on Your Behalf (1-7 psi) An unaligned creature with CR 1 or less you select within 30 feet must make an Intelligence saving throw. If it fails, you choose its next action. For each psi point you spend above 1, you can add 1 to the maximum CR you can affect.

Fight or Flight (3 psi) A creature you select within 30 feet must make an Intelligence saving throw. If it fails it either attacks (1-3 on d6) or runs from (4-6) the creature it most perceives as a threat.

Invisible Alignment (2 psi) A creature you select no longer has a recognizable alignment. Its behavior doesn't change, but anything dependent on alignment (such as a magic item that only responds to Good wielders) no longer recognizes the requisite alignment.

Unaligned Wheels (2 psi) Choose a wheeled land vehicle you can see, which must have at least one axle. That vehicle's wheels become unaligned and it loses 10 feet of movement until it can be repaired. It... Hm? *Misaligned?* Whatever, it's staying in.

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 PROFESSOR WHY 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 (Professor Why 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 Professor Why 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 Professor Why 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 Professor Why 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 Professor Why 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 touch a container that is large enough for you to fit in (a coffin, a carriage, a telephone booth, a grand piano) and create a larger space inside. 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 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 10 feet to the movement of any vehicle you are piloting, per 2 psi spent, until the end of the current turn.

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