

METAPHYSICIST

THIS IS PLAYTEST MATERIAL

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Power Level. Material offered by Therin Creative is aimed to be on par with officially published options. I respond to feedback and test results to hone the material until it is in such shape that any D&D campaign can use it just as it could official content, with the confidence that the material is balanced and worthy.

It is said that the metaphysicist is capable of shaping imagination into reality. True or not, these psychics are capable of manifesting psychic energy into an incarnation – a physical embodiment of energy or emotion.

Many metaphysicists serve as scholars or members of the clergy, preferring contemplation and research to uncover the vast mysteries of the multiverse. Other metaphysicists prefer the open road to meet new people and experience all the world has to offer.

Metaphysicists are capable adventures, having mastered a range of psionic powers and through the power of summoning an incarnation. In combat, a metaphysicist combines its various talents, able to exploit weaknesses in form and position. These talents are equally apt while navigating the world: incarnations prove useful as tools as they do for battle, and psionic

powers can always be tapped to enhance skills or subvert obstacles.

CLASS FEATURES

As a metaphysicist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per metaphysicist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per metaphysicist level after 1st

PROFICIENCIES

Armor: Light armors, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Insight, Investigation, Medicine, Perception, and Performance

EQUIPMENT

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

- (a) a mace or (b) any simple weapon
- (a) a shield and any simple weapon or (b) a shortbow and 20 arrows
- Padded armor and an explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 2d4 x 10 gp to buy your equipment.

THE METAPHYSICIST

Level	Proficiency Bonus	Planar Essence	Class Features	Powers Known	Power Points	Conceits Known
1st	+2	4	Power Manifesting, Summoning	2	1	—
2nd	+2	5	Amalgamated Energy, Psychic Sense	3	1	—
3rd	+2	5	Summoner Calling	3	3	—
4th	+2	6	Ability Score Improvement	3	3	—
5th	+3	6	Summoner Calling Feature	4	5	—
6th	+3	7	Instill Conceit	4	5	2
7th	+3	7	Elusion	4	7	2
8th	+3	8	Ability Score Improvement	4	7	3
9th	+4	8	Swift Summons	5	10	3
10th	+4	9	Summoner Calling Feature	5	10	3
11th	+4	9	Greater Instill Conceit	5	12	4
12th	+4	10	Ability Score Improvement	5	12	4
13th	+5	10	—	6	14	4
14th	+5	11	Summoner Calling Feature	6	14	5
15th	+5	11	Incarnate Will	6	16	5
16th	+5	12	Ability Score Improvement	6	16	5
17th	+6	12	—	7	19	6
18th	+6	13	Psychic Vision	7	19	6
19th	+6	14	Ability Score Improvement	7	22	6
20th	+6	15	Conceited Recall	7	22	6

MULTICLASS METAPHYSICISTS

If your group uses the multiclassing rules in the *Player's Handbook*, here's what you need to know if you choose Metaphysicist as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in Wisdom, to take a level in this class or to take a level in another class if you're already a Metaphysicist.

Proficiencies Gained. If Metaphysicist isn't your initial class, you gain proficiency with simple weapons, light armor, and shield when you take your first Metaphysicist level.

POWER MANIFESTING

1st-level metaphysicist feature

Via tapping esoteric energies, you gain the ability to shape psychic energies into psionic powers. See chapter 2 of the *Psychic and Spiritual Handbook* for the general rules of power manifesting.

POWERS KNOWN

You know two powers of your choice from the metaphysicist power list.

The Powers Known column of the Metaphysicist table shows when you learn more metaphysicist powers of your choice. When you gain a level in this class, you can choose one of the powers you know and replace it with another power from the metaphysicist power list.

POWER POINTS

The Metaphysicist table shows how many power points you have to augment your metaphysicist powers. When you manifest a power, you can expend power points to enhance the power. You can expend a number of power points no greater than half your metaphysicist level (rounded up) on a single power manifestation. You regain all expended power points when you finish a short or long rest.

Psionic powers differ from spells in that powers can have different expressions when augmented by power points. These different expressions have a similar theme, but the scope and scale can change. For example, the *suspension* power includes expressions that can affect single targets or an area with different measures of control.

MANIFESTING ABILITY

Charisma is your manifesting ability for your powers.

You use Charisma whenever a power refers to your manifesting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a metaphysicist power you manifest and when making an attack roll with one.

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

Power attack modifier = your proficiency bonus + your Charisma modifier

METAPHYSICIST POWER LIST

Here's the list of powers you consult when you add a metaphysicist power to your list of known powers. Each

power is in the *Psychic and Spiritual Handbook*, unless it has an asterisk, in which case it is in appendix A.

<i>Accelerated healing</i>	<i>Mind probe</i>
<i>Bastion of thought</i>	<i>Mind tap</i>
<i>Biomorphic skin</i>	<i>Muddle</i>
<i>Blood tendril</i>	<i>Molecular agitation</i>
<i>Crystalline construct</i>	<i>Mystic arms</i>
<i>Dislocation</i>	<i>Psychoactive trajectory*</i>
<i>Dreamstate</i>	<i>Remote sight</i>
<i>Ectoplasmic creation</i>	<i>Shadow of the grave*</i>
<i>Energy blast</i>	<i>Shadow shape</i>
<i>Energy cloak</i>	<i>Shimmer*</i>
<i>Energy whip*</i>	<i>Spectral armament</i>
<i>Extrasensory perception</i>	<i>Starcall</i>
<i>Ghostly force</i>	<i>Stasis</i>
<i>Glimmer</i>	<i>Suspension</i>
<i>Hypercognition</i>	<i>Telekinetic flight</i>
<i>Inertial barrier</i>	<i>Telekinetic grasp</i>
<i>Insubstantiate*</i>	<i>Telepathic projection</i>
<i>Martial insight</i>	<i>Weather manipulation</i>

SUMMONING

1st-level metaphysicist feature

Through a connection to the planes, you can channel energy to give form to your resolve. This is represented by your Planar Essence. You have a count of 4 Planar Essence, and you gain more as you reach higher levels, as show in the Planar Essence column of the Metaphysicist table. You can never have more Planar Essence than shown on the table for your level.

You regain all spent Planar Essence when you finish a long rest. You can also use an action to expend power points or a spell slot to regain Planar Essence at a rate of one point of Planar Essence for every two power points or for each slot level expended this way.

As an action, you can summon an incarnation by spending an amount of Planar Essence no greater than your proficiency bonus to transfer to the incarnation. This Planar Essence sustains the incarnation. Once summoned, the incarnation remains for 10 minutes or until you use an action to dismiss it. It is dismissed early if it runs out of Planar Essence or its hit points are reduced to 0. When it is dismissed, you regain half of its remaining Planar Essence, rounded up.

Each time you summon an incarnation, choose one of the following options. You determine the appearance of the incarnation.

ASTRAL HALO

You create an aura of light at a point within 60 feet of you that sheds bright light in a 20-foot radius and dim light for additional 20 feet. As a bonus action, you can dismiss or restore its light or move it up to 30 feet. If you are even more than 120 feet from the incarnation, its light is immediately dismissed and the halo is moved to your space.

As an action, including the one you use to summon the incarnation, you can cause it to shoot energy at any number of creatures and objects you can see within 60 feet of the incarnation. Each target you attack depletes one point of Planar Essence from the incarnation, and

you can't attack the same target more than once with an action unless a class feature allows it. Make a ranged power attack for each. On a hit, that target takes 1d10 + your Charisma modifier lightning damage. The damage increases as you reach certain levels in this class: at 5th (2d10), 11th (3d10), and 17th level (4d10).

In addition, when creatures within 20 feet of the incarnation take acid, cold, fire, lightning, or thunder damage, you can take a reaction and expend one or more of the incarnation's Planar Essence to diminish the energy. For each Planar Essence expended, targets take 1d10 less damage, to a minimum of 0 damage.

CACOPHONIC BURST

The incarnation shrouds you in a field of sonic energy. While shrouded, you double the distance you can jump and take half damage from falling or damage from being slammed into an object, such as from telekinetic force.

Whenever you hit a target with a melee attack, you can expend one Planar Essence to deal an extra 1d6 + your Charisma modifier thunder damage to it. This damage increases when you reach certain levels in this class: at 5th (2d6), 11th (3d6), and 17th level (4d6).

If you are hit by an attack, you can take a reaction and expend one Planar Essence to increase your AC by an amount equal to your Charisma modifier (minimum of +2) against that attack, potentially turning a hit into a miss.

ENMITY ENTITY

Small aberration

Armor Class 10 + your Charisma modifier

Hit Points 10 times the Planar Essence used to create the entity (the entity has no Hit Dice)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
*	14 (+2)	15 (+2)	10 (+0)	14 (+2)	13 (+1)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge — **Proficiency Bonus** (PB) equals your bonus

Created Strength. The entity's Strength score equals your Charisma.

Manifested Bond. You can add your proficiency bonus to any ability check or saving throw the entity makes.

Dreamlike. The entity takes only half of the damage from effects that don't require an attack roll. The entity can't regain hit points except when you fuel it with Planar Essence.

ACTIONS

Slam. Melee Weapon Attack: your power attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + your Charisma modifier acid damage.

ENMITY ENTITY

You fashion a Small creature under your control in an unoccupied space within 10 feet of you. The incarnation uses the Enmity Entity stack block. As an action, you can infuse an Enmity Entity with additional Planar Essence to heal it for 10 hit points for each point of Planar Essence you spend. If the incarnation is dismissed early, it is treated as having 1 Planar Essence for every 10 hit points it has remaining.

In combat, the entity shares your initiative count, but takes its turn immediately after yours. It can move and take reactions on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action to direct it to take another action. That action can be one from its stat block, the Dash or Disengage action, or some other action it is physically capable, such as pushing or pulling an object. Regardless of its form, the entity can't wield weapons.

The damage the entity deals with its slam attack increases as you reach certain levels in this class: at 5th (1d8), 11th (1d10), and 17th level (1d12). In addition, when you reach 11th level, it gains flying and swimming speeds equal to its walking speed and can hover.

STYGIAN BARRIER

You summon an incarnation that shrouds one creature or object you touch in soothing mists. A shrouded target is immune to the ravages of time and decay and can ignore the effects of exhaustion and extremes of heat and cold (but takes fire and cold damage normally).

Whenever the target takes damage, you can take a reaction and expend one of the incarnation's Planar Essence to grant the target resistance to that damage type until the end of the turn. In addition, if the attack was made within 5 feet of the shrouded target, the attacker must make a Constitution saving throw. It takes 1d8 cold damage on a failed save or half as much damage on a successful one. The cold damage increases when you reach certain levels in this class: at 5th (2d8), 11th (3d8), and 17th level (4d8).

AMALGAMATED ENERGY

2nd-level metaphysicist feature

When you summon an incarnation, you gain an energy type of your choice which must be acid, cold, lightning, or thunder. As long as the incarnation is summoned, whenever you deal acid, bludgeoning, cold, fire, lightning, or thunder damage with a power or spell, you can choose to deal the chosen damage type instead.

In addition, whenever the incarnation deals damage, you can choose to have it deal its normal damage type or one matching the chosen type.

PSYCHIC SENSE

2nd-level metaphysicist feature

You are attuned to the psychic currents that surround you. As an action, you can open your senses to detect these currents. Until the end of your next turn, you can sense magical emanation from any power or spell effect within 60 feet of you that is not behind total cover. You know the effective level of each effect, its discipline or school, and what the effect does. If the effect requires concentration and the manifester or caster is within 60 feet of you, you know who is maintaining the effect.

You can use this feature twice and regain all expended uses when you finish a short or long rest.

SUMMONER CALLING

3rd-level metaphysicist feature

Choose the calling of your summoning potential: Amalgamated Armament, Empyrean Agent, or Spirit Entreaty, each of which is detailed after the class's description. Your choice grants features at 3rd, 5th, 10th, and 14th level.

For this playtest, only **Amalgamated Armament**, **Empyrean Agent**, and **Spirit Entreaty** are available. Other subclasses will be available in future playtests. The class will launch with at least 6 subclasses.

ABILITY SCORE IMPROVEMENT

4th-level metaphysicist feature

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

INSTILL CONCEIT

6th-level metaphysicist feature

Through practice and experience, you have developed certain tricks to instill spiritual energy into your summoned incarnation.

You gain two conceits of your choice. Your conceit options are detailed at the end of the class description. When you gain certain metaphysicist levels, you gain additional conceits of your choice, as shown in the Conceits Known column of the Metaphysicist table. When you gain a level in this class, you can choose one of the conceits you know and replace it with another conceit that you could learn at that level.

While you have a summoned incarnation, you can instill it with a conceit you know as bonus action. The incarnation can only have one conceit at a time. If you instill a different conceit, the effects and benefits of the conceit you replace immediately end.

ELUSION

7th-level metaphysicist feature

Under mental assault, you can slip your consciousness into an alternate meta-spatial reality. When you are subjected to an effect that allows you to make a Wisdom saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SWIFT SUMMONS

9th-level metaphysicist feature

You can summon an incarnation without using an action.

GREATER INSTILL CONCEIT

11th-level metaphysicist feature

You can instill up to two conceits into an incarnation.

INCARNATE WILL

15th-level metaphysicist feature

When you fail on an Intelligence or Charisma saving throw while you have a summoned incarnation, you can take a reaction to dismiss the incarnation to succeed instead.

PSYCHIC VISION

18th-level metaphysicist feature

Your Psychic Sense feature lasts for one minute, and you gain truesight to a distance of 60 feet while using it.

CONCEITED RECALL

20th-level metaphysicist feature

Immediately after your incarnation is dismissed, you can take a reaction to summon it again with one conceit you know. The incarnation is summoned with the same amount of Planar Essence you spent to summon it originally. Summoning the incarnation cost you no Planar Essence unless you choose to infuse the incarnation with additional Planar Essence above its original amount.

After using this feature, you can't use it again until you finish a long rest.

CONCEITS

If a conceit has a level prerequisite, you must be that level in this class to learn it. You can learn the conceit at the same time that you meet its prerequisite.

ABYSSAL MIGHT

Prerequisite: 14th level

Your incarnation or its target has advantage on Strength checks. The Astral Halo incarnation treats you as its target for the purpose of this effect.

Moreover, when the incarnation damages a creature, you can choose to force the target make a Strength saving throw against your power save DC. On a failed save, the target is pushed 10 feet away from the incarnation and knocked prone.

ACHERON'S FRENZY

Prerequisite: 11th level

Once during each of your turns, the incarnation can make one additional attack when it is used to attack without expending Planar Essence, or it can deal twice as many damage dice when it triggers. The Astral Halo incarnation can strike one target twice using this conceit.

ARCADIAN RHYTHMS

As long as the incarnation has at least one Planar Essence or 1 hit point remaining, it remains summoned until you finish a long rest. As an action, you can transfer your Planar Essence to the incarnation to refill its essence, but it can never have more essence than your proficiency bonus.

BELLOWS FROM LIMBO

When the incarnation damages a creature, the target is deafened until the end of its next turn. The target of the Stygian Barrier incarnation is only deafened on a failed saving throw against the incarnation's damage.

CARCERI BINDINGS

Prerequisite: 8th level

When the incarnation deals damage to a creature, you can forgo the damage to enthrall the creature instead. The target must succeed on a Wisdom saving throw against your power save DC or become incapacitated until the end of its next turn or until it takes damage.

Only one creature can be enthralled by this conceit at a time. If you enthrall a different creature, the effect ends for the prior one.

CHARM OF THE TWIN PARADISES

The incarnation can empower each weapon you hold. As long as it is active, these weapons counts as a magical weapons, allow you to use your Charisma modifier instead of your Strength for weapon attack and damage rolls, and always deals at least 1d8 damage.

DEMESNE OF HADES

Prerequisite: 8th level

The area within 20 feet of the incarnation becomes difficult terrain for creatures other than you and your allies.

ETHEREAL REALITY

Prerequisite: 14th level

The incarnation fades from view and can only be perceived on the Ethereal Plane, making it invisible. It still exists on the plane you occupy, as well as on the Ethereal Plane, and can interact with creatures and objects on both planes. If the plane you occupy doesn't border the Ethereal Plane, this conceit can't be instilled.

FOCUS OF THE GREAT HUNT

While the incarnation is active, both you and it score a critical hit on a 19 or 20 and deal 1d10 extra damage on a critical hit with any attack.

HEAVEN'S TRUTH

The incarnation ignores illusions and effects that confuse the senses, such as the muddle power, and grants you advantage on saving throws and ability checks to resist and disbelieve them. A target gains no benefit from the invisibility condition against attacks made by or with the incarnation.

INNER PLANAR ESOTERY

You infuse the incarnation with elemental energy form the Inner Planes. When a target takes damage from the incarnation, you can also deal 1d6 acid, cold, fire, or lightning damage (your choice when you instill this conceit) to that target. Once you deal this damage, you can't use this conceit's effect again until the start of your next turn.

LOGIC FROM MECHANUS

Prerequisite: 8th level

As a bonus action, you can teleport the incarnation or its target 10 feet in any direction. The Astral Halo incarnation treats you as its target for the purpose of this conceit. After teleporting the Enmity Entity incarnation's speed increases by 20 feet until the end of its turn.

MARK OF SHADOWS

Prerequisite: 11th level

When the incarnation damages a creature, the target must make a Charisma saving throw against your power save DC. On a failed save, the target is blinded until the end of its next turn unless it can see in magical darkness. On a successful saving throw, the target is immune to this conceit for 24 hours.

PANDEMONIUM BLESSINGS

Prerequisite: 11th level

Each time the incarnation makes an attack, you make an attack with it, or a creature makes a saving throw against its damage, roll a d6. The number rolled is subtracted from the attack roll or save DC. On a hit or failed save, the incarnation deals 2d6 additional damage of its type.

Moreover, when you manifest a power or cast a spell that deals damage, roll a d6. The number rolled is subtracted from your attack roll or save DC. On a hit or failed save, you deal 2d6 additional damage of your energy type.

ROOTS OF THE WORLD TREE

Prerequisite: 11th level

The incarnation or its target can't be moved against its will. Effects that would teleport or push it automatically fail unless you choose otherwise. The Astral Halo incarnation treats you as its target for the purpose of this conceit.

STEPS OF THE FEY

The incarnation or its target leaves no tracks and has a +5 bonus on Acrobatics and Stealth checks. The Astral Halo incarnation treats you as its target for the purpose of this conceit.

As an action, you can also grant this benefit to each of your allies within 20 feet of the incarnation, but the bonus to ability checks decreases to +2.

TEARS OF ELYSIUM

Prerequisite: 14th level

After the incarnation or its target takes damage, it regains 1d6 hit points at the start of your next turn unless it has 0 hit points. The Astral Halo incarnation treats you as its target for the purpose of this conceit. This effect doesn't stack with itself, and the target can't regain more hit points than it lost since the end of your last turn.

TRANSITIVE ENERGY ESOTERY

Prerequisite: 8th level

Each time the incarnation spends one Planar Essence, one creature within 30 feet of it gains 1d8 + your Charisma modifier temporary hit points.

VISIONS OF ARBOREA

Prerequisite: 14th level

As an action you can cast the *major image* spell centered at a space the incarnation occupies. When cast this way the spell doesn't require components or concentration, but it ends early if the incarnation is dismissed or you cast the spell using this conceit again. If the incarnation is used to make an attack or otherwise harm any creature, the spell also ends.

WEIGHT OF HELL

Prerequisite: 11th level

After the incarnation deals damage to a creature, you can cause it to become supernaturally burdened. The target must succeed on a Strength saving throw or become heavily encumbered until the end of its next turn. If the target is already heavily encumbered, its speed is reduced to 0 ft. Once you force a target to make this save, you can't use this conceit's effect again until the start of your next turn.

WRATH OF GEHENNA

When the incarnation deals damage, you can choose to reduce its damage by half, rounded up, to make this damage ignore resistance and immunity and to bypass any effect that reduces or redirects damage, including temporary hit points. Moreover, a target's regeneration trait doesn't function at the start of its next turn. Once you deal damage this way, you can't use this conceit's effect again until the start of your next turn.

SUMMONER CALLINGS

Each metaphysicist is called to adopt a certain methodology to pitch its incarnations and summoning skills. These methodologies are collectively called Summoner Callings, and represent a host of advanced summoning abilities and further training.

AMALGAMATED ARMAMENT

To many summoners, the incarnation is a tool to reach forth and affect the world. For metaphysicists of the Amalgamated Armament calling, the incarnation becomes their literal armor and weapons. The transformation from psychic to armored warrior can be subtle or flashy, but once the armature is summoned, the metaphysicist becomes a spectacle to behold.

ALLIED ARMS

3rd-level Amalgamated Armament feature

You gain proficiency with martial weapons and medium and heavy armors. In addition, while your incarnation is active, you suffer no penalty to ability checks or speed from wearing armor, worn armor only weighs half as much for you, and weapons with the heavy property can be wielded normally by you if you are Small.

ARMATURE

3rd-level Amalgamated Armament feature

You can summon a special incarnation called the armature. The armature is comprised of one suit of armor and one two-handed weapon or two one-handed weapons. You can choose to replace a one-handed

weapon with a shield. You decide the gear created by the armature when you summon it and decide what it looks like.

Weapons and shields created by the armature use the item's normal stats. When you attack with the armature's weapons, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. If you throw one of the armature's weapons, it instantly returns to your hand after hitting or missing its target. The armature produces its own ammunition, automatically creating one piece of magical ammunition when you make a ranged attack with it, but any ammunition it creates vanishes the instant after it hits or misses a target.

The armature's weapons are magical. For every 2 Planar Essence you transfer to the incarnation, the armature gains a +1 bonus to AC, attack rolls, and damage rolls; these bonuses don't stack with a weapon or armor's magical bonus. Even if you expend the armature's Planar Essence, this bonus doesn't decrease, but is lost if the armature is dismissed, such as when it is reduced to 0 Planar Essence.

Attacks from weapons created by or incorporated into the armature count as if the incarnation makes them for the purpose of your metaphysicist class features. Attacks from weapons and weapon-like effects created by powers and spells, such as from the *mystic arms* power or *flame blade* spell, are treated as the armament's weapons while it is summoned regardless of when you manifest the power or cast the spell, gaining the incarnation's bonus on attack and damage rolls.

You can incorporate a magic weapon or armor into the armature, but must still attune to it normally if required. The item retains any bonus it possesses when the armature is summoned. When the incarnation is dismissed, you can choose to dismiss the incorporated magic item into the recesses of your mind until you summon the armature again or you use your action to withdraw it. When you summon the armature, you automatically equip its weapons and armors, replacing any worn armor and held items at the time it's summoned, returning the displaced gear when the incarnation is dismissed.

EXTRA ATTACK

5th-level Amalgamated Armament feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

FINAL BULWARK

10th-level Amalgamated Armament feature

When you take damage, you can take a reaction to expend one Planar Essence from the armature to gain damage resistance against that damage type until the start of your next turn.

VISION OF AWE

14th-level Amalgamated Armament feature

Your incarnations can be terrifying or inspiring. While the incarnation is summoned and you or it score a critical hit or reduce a foe to 0 hit points, you can expend one of the incarnation's Planar Essence to create awe in each creature that can see the incarnation within 30 feet of it. Each of your allies gains 3d10 temporary hit points and can't be charmed or frightened as long as it remains

within 30 feet of the incarnation. Each foe must make a Wisdom saving throw against your power save DC or become frightened of the incarnation. These effects end after a number of rounds equal to your Charisma modifier (minimum of one round), including any temporary hit points granted by the feature.

EMPYREAL AGENT

Sworn to a higher power, an Empyrean Agent takes on a divine mantle. These agents serve as ministers and proselytizers, and summon incarnations shaped of their faith. In times of war, Empyrean Agents join the front as defenders and healers, using their incarnations and abilities to turn battles to their side's favor.

AID FROM ABOVE

3rd-level Empyrean Agent feature

You gain proficiency in Medicine. While you have a summoned incarnation, it can aid you when you make any Medicine check by generating bandages or other tools, giving you advantage on the ability check. Items generated by the incarnation vanish in 1 round after they stop providing benefit to a creature you aid with the Medicine skill, such as when an injury heals or you no longer need a particular tool.

In addition, when a creature within 20 feet of you fails on an ability check, you can take a reaction and roll a d6. The creature adds the number rolled to its check, possibly turning failure into success. After taking this reaction, you can't take it again until you finish a short or long rest or transfer at least 2 Planar Essence to an incarnation.

EMPYREAL FORCE

3rd-level Empyrean Agent feature

You can convert the energy of an incarnation into invigorating waves. As a bonus action, one creature within 30 feet of the incarnation regains 1d8 + your level in this class hit points.

You can convert energy this way a number of times equal to your Charisma modifier (minimum of once), and regain all expended uses when you finish a long rest. During your turn, you can expend one of the incarnation's Planar Essence to use this feature if you are out of uses.

SUBLIME EMPOWERMENT

5th-level Empyrean Agent feature

Immediately after a creature takes damage from one of your powers, spells, or incarnations, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

When you reach 14th level in this class, the damage increases to 2d8.

BEACON OF LIGHT

10th-level Empyrean Agent feature

Your incarnation becomes a shining vessel of light. You add radiant damage to the energy types available through your Amalgamated Energy feature.

In addition, if a creature regains its maximum hit points from your Empyrean Force feature, you can

convert any excess healing into temporary hit points for that creature.

DIVINE BLESSING

14th-level Empyrean Agent feature

After summoning an incarnation, you can cast one cleric spell as if using a slot level equal to half of the Planar Essence you transfer to it, rounded down. The spell must be of a level no greater than its slot level. If you only transfer 1 Planar Essence, you can only cast a cantrip. The chosen spell can't deal damage. You must provide any material components for the spell, but can treat having a summoned incarnation as a divine focus in hand for the purpose of casting the spell, regardless of the distance the incarnation is from you and if your hands are otherwise occupied.

You can only cast a single spell this way unless you summon a new incarnation. If you summon a new incarnation before casting the spell, you forfeit the spell, but you can cast a new spell based on the Planar Essence you transfer to the new incarnation. You can cast the spell even if the incarnation is dismissed early.

SPIRIT ENTREATY

The calling of Spirit Entreaty fosters a relationship with a particular spirit, binding it to the metaphysicist and its incarnation. When the metaphysicist summons such a possessed incarnation, it takes on an otherworldly guise. As a symbiotic relationship, the spirit teaches the metaphysicist and uses it as a vessel to gain further experience.

SPIRIT ENTITY

3rd-level Spirit Entreaty feature

You elicit and bind a particular spirit: celestial, fey, or fiend. Whenever you summon an enemy entity, its type and shape becomes that of the spirit. The incarnation also gains a number of temporary hit points equal to twice your level in this class. This incarnation sports a number of advantages:

- It remains for up to 1 hour.
- It can be Small or Medium.
- Its AC increases by 2.
- It can use any weapon of your choice instead of its slam attack. The incarnation's damage is 2d6 regardless of the chosen weapon or your level in this class. The incarnation generates the desired weapon and if the weapon leaves its hand, the weapon vanishes but can be reformed at will.
- It has resistance to acid, cold, fire, lightning, poison, and thunder damage.
- It can't be charmed, frightened, or poisoned.

When you gain the Ability Score Improvement feature, you can replace a bound spirit with a different one from this feature. If your spirit is somehow destroyed or unbound from you, you automatically rebind a new spirit of the same type as part of a long rest. Until that time, your enemy entity retains all of the advantages granted by this feature except it can't be Medium or wield weapons.

TUTELAGE OF THE PLANES

3rd-level Spirit Entreaty feature

You gain proficiency with martial weapons and medium armors, and you learn to speak, read, and write two exotic languages of your choice.

In addition, you have a +2 bonus on Intelligence checks pertaining to the Upper or Lower Planes.

EMPOWERMENT

5th-level Spirit Entreaty feature

You can spur your enmity entity into action. Once during your turn when you command the entity to attack, you can infuse it with power allowing it to make one additional attack on its turn. On a hit, this additional attack deals 2d6 extra weapon damage to the target of the attack.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest. You can also expend 2 Planar Essence to use it again if you are out of uses.

SECOND CHANCES

10th-level Spirit Entreaty feature

When you or your incarnation are reduced to 0 hit points, you can choose to regain a number of hit points equal to twice your level in this class.

After using this feature, you can't use it again until you finish a long rest.

CONCEITED BINDINGS

14th-level Spirit Entreaty feature

You can instill a third conceit into an incarnation.

APPENDIX A: NEW POWERS

NEW POWERS

Power	Discipline	Class
Energy Whip	Psychokinesis	Metaphysicist, Savant, Transcendent, Monk (Way of Insight)
Insubstantiate	Protean	Channeler, Metaphysicist, Savant, Transcendent, Monk (Way of Insight), Rogue (Shadowmind)
Psychoactive Trajectory	Dimension	Metaphysicist, Savant
Shadow of the Grave	Clairsentience	Channeler (Medium), Metaphysicist, Savant
Shimmer	Dimension	Channeler (Shaper), Metaphysicist, Savant, Transcendent

The powers are presented in alphabetical order. Other classes can use these powers if the DM chooses, as shown on the New Powers table. If a subclass is listed in parentheses, only that subclass gains access to the power.

ENERGY WHIP

Psychokinesis

Manifesting Time: 1 action

Range: Self (10-foot radius)

Maintenance: None

Detection: Psychic, Visual (overt)

You create a strand of psychokinetic force that lashes out a creature or object within 10 feet of you. Make a melee power attack against the target. On a hit, you deal 1d8 bludgeoning damage.

This is an energy power; you can substitute your energy type's damage in place of the bludgeoning damage if you have a feature that permits this.

0. The damage the power deals on a hit increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

1. The damage the power deals on a hit increases by 2d8. If you augment the power to have a maintenance time, this augmentation increases the damage by only half as many dice.

Empower. For every 2 additional power points you spend, the damage increases by 2d8.

2. The power's maintenance becomes concentration, up to 1 minute, and it counts a weapon with the finesse and reach properties that can benefit from features that affect a whip. You use your power attack modifier on attack rolls with this weapon and it deals 1d8 + your manifesting ability modifier bludgeoning damage on a hit. As long as the power is in effect, you can dismiss or recreate the whip without needing an action. The energy whip can't be disarmed.

Empower. When you spend 4 power points (6), you can automatically grapple a creature you hit with the weapon, provided it is no more than one size larger than you. A grappled target is restrained. While the creature is grappled, you can't attack another creature with the power.

2. The power's range becomes self (30-foot radius) unless it has a maintenance time, in which case the weapon's reach increases to 20 feet.

2. When you first manifest the power, you can target any number of creatures you choose within the power's radius or reach. Make a melee power attack against each target.

4. A Large or smaller creature hit by the power is pushed 10 feet or knocked prone (your choice).

8. After hitting a target with the power, you can make the energy explode in one 20-foot line originating from the target. Each creature within the line must make a Dexterity saving throw. A target takes the 4d12 bludgeoning damage on a failed save or half as much damage on a successful one. Each object you choose in the area automatically takes this damage. You and targets hit by this power this turn take no damage from being within a line. If the power has a maintenance, the damage is reduced to 4d6.

For every 2 additional power points you spend to augment the power, the damage from an explosion increases by 1d12 (or 1d6 if the power has a maintenance time), and you can create one additional 20-foot line. Additional lines can come from the same target or a different one you hit with the power this turn.

INSUBSTANTIATE

Psychometabolism

Manifesting Time: 1 action

Range: Self

Maintenance: Concentration, up to 1 minute

Detection: Psychic, Visual (glow, overt)

You transform into a semi-corporeal state which is semi-transparent.

While this power is in effect, when you are hit by a weapon attack you can take a reaction to gain damage resistance to nonmagical damage of the same type as the weapon's damage until the start of your next turn.

0. When you augment the power with at least 5 power points, the power's range becomes touch; a creature you touch gains the benefits of the power instead of you.

1. Your physical existence flickers in and out while you move. Your movement doesn't trigger opportunity attacks and other reactions.

Empower. When you spend 2 power points (3), you have advantage on Strength, Dexterity, and Constitution saving throws. If you augment the power with at least 7 power points, when you are subjected to an effect that allows you to make a Strength, Dexterity, or Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

4. You can move through other creatures and objects as if they were difficult terrain. If you end your turn inside an object, you are forced back to the nearest unoccupied space.

Empower. When you spend 6 power points (**10**), other creatures and objects are no longer treated as difficult terrain and you can end your turn inside an object. If the power ends while you are inside an object, you are moved to the nearest unoccupied space without harm.

5. You or one creature you touch becomes insubstantial; as long as the power is in effect, the target is restrained, but has damage immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks. An unwilling creature must succeed on a Constitution saving throw or become insubstantial.

9. You can become insubstantial at will. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. While the power is in effect, when you take damage except psychic damage, you can use your reaction to disincorporate your form, gaining damage immunity to that damage.

Empower. When you spend 4 power points (**13**), you gain damage immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

PSYCHOACTIVE TRAJECTORY

Psychoportation

Manifesting Time: 1 action

Range: 10 feet

Maintenance: None

Detection: Psychic, Gesture

You accelerate a target to unnatural speeds.

You send one unattended object which weighs no more than 5 lbs. flying in a straight line up to 50 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. When the object enters the space of a creature, make a ranged power attack. If the attack hits, the target takes 1d10 bludgeoning damage and the object stops moving. If the attack misses, the object continues until it enters the space of another creature where it makes another attack roll or impacts a solid surface. If the object impacts a surface, it deals damage to the surface and makes an audible sound.

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

0. When you spend at least 1 power point to augment the power, the distance the object travels increases by up to 50 feet.

Empower. For every 2 power points you spend to augment the power, the distance the object travels increases by up to 50 feet.

1. A creature hit by the flung target is knocked prone, provided it weighs no more than 20 times the flung target.

2. The power's damage increases by 1d10 and the maximum weight of an object that can be sent flying increases by 15 lbs. You can take this augmentation multiple times.

3. You can forgo dealing damage with the power to instead fling one willing Medium or smaller creature in a straight path up to the power's distance. When the creature approaches the end of its path, it slows down so it can land safely. If the creature is in the air at the end of its path, it falls.

If you augment the power with at least 9 power points, you can target an unwilling creature and deal damage. The target must succeed on a Strength or Dexterity

saving throw (its choice) or be flung like an object. If it impacts a creature or object, it takes the same damage as that target.

Empower. By spending 4 power points (**7**), you can target a Large creature, by spending, 6 power points (**11**), you can target a Huge creature, and by spending 12 power points (**15**), you can target a Gargantuan creature.

4. The target's speed is accelerated. You have advantage on attack rolls with the power.

5. A target flung by this power continues after hitting a non-solid surface, able to hit each potential target in its path. When a flung object impacts a solid surface, it inflicts five times its normal damage to that surface.

6. When a flung object prematurely hits a solid surface, it ricochets instead of stopping, provided it has any distance remaining. You choose a new path for the object, but that new path can't trace the same path the target just followed. An object can ricochet multiple times if distance allows.

SHADOW OF THE GRAVE

Clairsentience

Manifesting Time: 1 action

Range: 60 feet

Maintenance: None

Detection: Psychic, Visual (Glow)

You reach into the Collective Conscious to force a creature you can see with range to witness the memories of its death or destruction, including those that have yet to occur. An undead has disadvantage on its saving throw. The DM may rule a creature that is especially fearful of death or one which has had a near-death experience also has disadvantage on its saving throw.

The target must succeed on a Wisdom saving throw or take 1d12 psychic damage.

A creature immune to the frightened condition is unaffected by doom and gloom augmentation effects, and it only takes 1d6 psychic damage instead of 1d12.

0. The power's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

0. When you augment the power with at least 1 power point, a target which succeeds on its Wisdom saving throw takes only half of the damage from the power.

1. The power's damage increases by 1d12. You can select gloom augmentations, but can't select doom augmentations. For every 4 power points you spend on a gloom augmentation, the power's damage increases by 1d12.

Empower. For every 2 additional power points you spend, the power's damage increases by 1d12.

3 (Doom). The target is unsettled for 1 minute on a failed saving throw.

Empower. When you spend 4 power points (**7**), the target is also frightened for 1 minute on a failed saving throw. Each time the frightened creature takes damage, except psychic damage, it makes a new saving throw, ending the frightened condition for it on a success.

4. The power's maintenance becomes concentration, up to 1 round. The target is paralyzed with fear until the end of its next turn on a failed saving throw. If the creature is immune to the frightened condition, it is not paralyzed.

Empower. When you spend 4 power points (8), the power's maintenance becomes concentration, up to 1 minute. A paralyzed target must make a Wisdom saving throw at the end of each of its turns. On a failed save, the target takes the power's damage and is paralyzed until the end of its next turn, provided the power remains in effect.

4 (Gloom). A target has its movement speed reduced by half for 1 hour. At the start of each of its turn during this time when it is within 30 feet of you and can see you, it must succeed on a Wisdom saving throw or be unable to move on its turn.

While the target's speed is reduced, you know in what direction and how far away it is. This effect ends early if the target is targeted by any effect that can remove the frightened condition or a curse or one which can dispel magical effects or disrupt psionic powers.

8 (Gloom). At the end of each of its turns for 10 minutes, the target must make a Wisdom saving throw or take 1d12 psychic damage. Each time the target takes this damage, it has disadvantage on ability checks and attack rolls until the end of its next turn. If the target succeeds on three Wisdom saving throws against this effect, the effect ends for it. The damage from this augmentation isn't increased by other augmentations.

13 (Doom). After taking psychic damage from the power, at the end of the target's next turn, it must succeed on a Wisdom saving throw or fall unconscious. If its last saving throw against this power was successful, it has advantage on this save. A target with at least 100 hit points automatically succeeds on its save.

SHIMMER

Psychoportation

Manifesting Time: 1 action

Range: Touch

Maintenance: None

Detection: Psychic, Gesture

You strike a target with psionic force. Make a melee attack which deals 1d8 force damage. A target hit by this power has its substance disrupted, causing its form to shimmer as if dislodged from space. Until the start of your next turn, it can't teleport.

0. The power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

1 (Distort). A creature hit by the power has limited control of its movements until the end of its next turn. When it moves, it must move in 10-foot increments, each in a straight path. Moreover, each time the target moves, it provokes opportunity attack regardless of its abilities or magic items.

Empower. When you spend 2 power points (3), the target is also forced to move 5 feet back the way it came each time it moves 10 feet. If the target is flying and can't hover, it falls.

2. The power's damage increases by 1d8. You can take this augmentation multiple times.

4. The power's maintenance becomes concentration, up to 1 minute. The power's effects from distort augmentations persist as long as it is in effect.

5. After you hit the target, ripples of spatial distortion strike at up to two creatures or objects you choose within 10 feet of the target. A creature must make a Dexterity

saving throw. The target takes the power's damage on a failed save, or half as much damage on a successful one.

Empower. When you spend 4 power points (9), you create two additional ripples each time a creature fails on its saving throw against a ripple. A target only takes damage from the power once in a turn. If the power is augmented to have a distort effect, each secondary target that fails its saving throw also suffers the distort effect, provided it is a valid target for the augmentation.

7 (Distort). A Medium or smaller unattended object or a 5-foot cube section of a larger object or surface, such as a wall, fades from space, leaving only a translucent image of it until the end of your next turn. A target fully subjected to this effect can't be held or carried. The target can be passed through as if it doesn't exist.

You can choose to forgo dealing damage to the target. If the damage from the power destroys the object, it ceases to exist, and when the power ends, the target's image vanishes without a trace. Otherwise, the target returns to normal when the power ends. If the target was suspended in the air, it falls. If an object or creature occupies the target's space when it returns, that object or creature is shunted to the nearest unoccupied space. A creature in the same space as an object that can be held in the hands can use its reaction to grab an object as the power ends.

If a creature or object is standing on or embedded within the target, that creature or object falls as normal.

Empower. For every 2 additional power points you spend, you can target one additional Medium or smaller object or 5-foot cube of a larger object or surface.

APPENDIX B: SPELLCASTING METAPHYSICIST

OPTIONAL FEATURE

You gain class features as above. This section offers an alternate feature that you can gain as a metaphysicist. Unlike the prior features, you don't gain this feature automatically. Consulting with your DM, you decide whether to gain the feature in this section.

SPELLCASTING

1st-level metaphysicist feature, which replaces the Power Manifesting feature

Manipulating the magic of creation, you gain the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting.

Metaphysicist Level	Cantrips Known	Spells Known	— Spell Slots Per Spell Level —				
			1st	2nd	3rd	4th	5th
1st	2	2	2	—	—	—	—
2nd	2	3	2	—	—	—	—
3rd	2	4	3	—	—	—	—
4th	2	5	3	—	—	—	—
5th	2	6	4	2	—	—	—
6th	2	6	4	2	—	—	—
7th	2	7	4	3	—	—	—
8th	2	8	4	3	—	—	—
9th	2	9	4	3	2	—	—
10th	3	9	4	3	2	—	—
11th	3	10	4	3	3	—	—
12th	3	11	4	3	3	—	—
13th	3	12	4	3	3	1	—
14th	4	12	4	3	3	1	—
15th	4	13	4	3	3	2	—
16th	4	14	4	3	3	2	—
17th	4	15	4	3	3	3	1
18th	4	16	4	3	3	3	1
19th	4	17	4	3	3	3	2
20th	4	18	4	3	3	3	2

CANTRIPS (0-LEVEL SPELLS)

You know two cantrips of your choice from the metaphysicist spell list. At higher levels, you learn additional metaphysicist cantrips of your choice as shown in the Cantrips Known column of the Metaphysicist Spellcasting table.

When you gain a level in this class, you can replace one of the metaphysicist cantrips you know with another cantrip from the metaphysicist spell list.

SPELL SLOTS

The Metaphysicist Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell entangle and have a 1st-level and a 2nd-level spell slot available, you can cast entangle using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the metaphysicist spell list.

The Spells Known column of the Metaphysicist Spellcasting table shows when you learn more metaphysicist spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

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

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your metaphysicist spells; you draw power through your imagination. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a metaphysicist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (see chapter 5, "Equipment" in the *Player's Handbook*) as a spellcasting focus for your metaphysicist spells.

METAPHYSICIST SPELL LIST

Here's the list of spells you consult when you add a metaphysicist spell to your list of known spells. The list is organized by spell level, not character level. Each spell is in the *Player's Handbook*, unless it has one asterisk (a spell in appendix B), two asterisks (a spell in *Xanathar's Guide to Everything*), three asterisks (a spell in *Tasha's Cauldron of Everything*), or a dagger (a spell the *Psychic and Spiritual Handbook*).

CANTRIPS (0 LEVEL)

*Amelioration**
Blade ward
Dancing lights
Guidance
*Gust***
*Infestation***
*Magic stone***
Mending
Message
Minor illusion
Prestidigitation
Ray of frost
Spare the dying
Thorn whip

*Thunderclap***
True strike

1ST LEVEL

Arms of Hadar
*Catapult***
Chromatic orb
Comprehend languages
Conceal thoughts†
Detect magic
Detect psionics†
Entangle
Faerie fire
Feather fall
Fog cloud

Goodberry
Grease
Guiding hand*
Ice knife**
Mage armor
Shield
Silent image
Tenser's floating disk
Thunderwave

2ND LEVEL

Barkskin
Blindness/deafness
Blur
Calm emotions
Darkvision
Detect thoughts
Earthbind**
Find traps
Flame blade
Focus†
Gust of wind
Heat metal
Hold person
Inflict pain†
Levitate
Mind spike**
Misty step
Phantasmal force
Protection from energy
Ray of enfeeblement
See invisibility
Shadow blade**
Shatter
Spiritual weapon
View dream†
Warding wind**
Web

3RD LEVEL

Beacon of hope
Catnap**
Clairvoyance

NEW SPELLS

The spells are presented in alphabetical order. Other classes can use these spells if the DM chooses, as shown on the New Spells table.

Conjure barrage
Detect aura†
Enemies abound**
Fly
Gaseous form
Intellect fortress***
Locate traps*
Nondetection
Otiluke's resilient sphere
Sending
Shadow walk*
Sleet storm
Slow
Spirit shroud***
Stinking cloud
Water walk
Wind wall

4TH LEVEL

Arcane eye
Cyclone barrier*
Detect possession†
Dimensional anchor*
Evard's black tentacles
Fire shield
Grasping vine
Psalm of martyrs*
Shadow of moil**
Stoneskin

5TH LEVEL

Bigby's hand
Brain melt†
Contact other plane
Control winds**
Creation
Dawn**
Dream
Hold monster
Skill empowerment**
Spectral sheen*
Wall of stone

NEW SPELLS

Level	Spell	Class
0	Amelioration	Cleric
1st	Guiding Hand	Cleric, Paladin
3rd	Locate Traps	Cleric, Ranger
3rd	Shadow Walk	Sorcerer, Warlock, Wizard
4th	Cyclone Barrier	Druid, Sorcerer, Wizard
4th	Dimensional Anchor	Sorcerer, Wizard
4th	Psalm of Martyrs	Cleric, Paladin
5th	Spectral Sheen	Warlock, Wizard

AMELIORATION

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and restore its recently lost stamina. The target regains 1d4 hit points, up to the amount of damage it has taken since the end of your last turn.

The hit points restored by the spell increase by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

CYCLONE BARRIER

4th-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

Winds shroud you, as four small cyclones surround you. For the duration, whenever a creature moves within 5 feet of you, you can use your reaction to use one of these cyclones to blast the creature, consuming the cyclone used. The target must succeed on a Strength saving throw or be pushed 20 feet away from you. A pushed target must spend a 3 feet of movement per foot moved toward you until the end of its turn.

Once you have used all of your cyclones, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create an additional cyclone for each slot level above 4th.

DIMENSIONAL ANCHOR

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a miniature lead anchor)

Duration: Concentration, up to 10 minutes

A green beam strikes one creature or object. The target is bound to its current plane of existence and can't be teleported. A creature must make a Charisma saving throw, which it can choose to fail. On a failed save, the creature can't be transported to another plane, nor can it teleport through any means. Additionally, the target can't be the target of spells and powers which attempt to relocate the target, such as the *banishment*, *imprisonment*, and *maze* spells.

GUIDING HAND

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Through the grace of divinity, your perceptions are enhanced. You have advantage on Intelligence (Investigation) and Wisdom checks for the duration.

Once before the spell ends, you can roll a d8 and add the result to one attack roll you miss or ability check you fail, possibly turning failure into success. Whether the attack or check succeeds or not, attack rolls made against you until the end of the turn have disadvantage.

LOCATE TRAPS

3rd-level divination

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 10 minutes

Describe or name a kind of trap or similar hazard, such as a pitfall or shooting trap. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would aid you in sensing an area affected by the *alarm* spell, a glyph of warding, a mechanical pit trap, or even aid you in finding a natural weakness in the floor or an unstable ceiling. If the trap or hazard is within 120 feet of you, you know its location and triggers, if any.

The spell locates the nearest trap or hazard of its particular kind.

This spell can't locate a trap or hazard if any thickness of bronze, even a dusting, blocks a direct path between you and the trap or hazard.

PSALM OF MARTYRS

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (an ofuda or prayer bead, which the spell consumes)

Duration: 1 minute

You and each willing creature within 15 feet of you that you choose when you cast the spell are warded against harm by for 1 minute. A warded target takes 2d4 less damage each time it takes damage. Once the spells ends, each warded target takes 6d4 psychic damage.

SHADOW WALK

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

You separate your shadow, allowing it to move on its own. During your turn, you can move the shadow with your speed options as a bonus action. Additionally, your shadow can move through objects and surfaces, but must spend 2 feet of movement for every foot moved. You can sense through your shadow with blindsight up to 20 feet.

As an action, you can teleport to the position of the shadow, provided its space is unoccupied, ending the spell.

SPECTRAL SHEEN

5th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of ectoplasm)

Duration: 1 minute

You take on a ghostly appearance. For the duration, you have damage resistance to bludgeoning, piercing, and slashing damage made from nonmagical weapons.

In addition, when you take damage from a weapon attack, you can choose to take no damage instead, ending the spell.

UPDATE NOTES

0.3 PLAYTEST VERSION (APRIL, 2024)

- Revised starting equipment options
- Unified uses of summons to a Planar Essence system. You summon an incarnation with a set amount of planar essence, and once consumed, the summon ends early.
- Design vision regarding incarnations:
 - Astral Halo is intended to be the superior damage option.
 - Cacophonic Burst is the melee or melee support option
 - Enmity Entity should last longer on average, being the reliable damage option.
 - Stygian Barrier is the defensive option.
 - Based on what powers you use and are concentrating on, you will want a different incarnation. There should be strategic interplay between the incarnation and powers you manifest.
 - Expending power points to regain Planar Essence should be done in more desperate circumstances, not used as a routine battery.
 - Conceits often align stronger with one or two particular incarnations, but should always be usable for any of them.
- Astral Halo (formerly Astral Motes)
 - Can now be used on the turn you summon it.
 - Defensive aspect changed to intercept energy (acid, cold, fire, lightning, thunder) for multiple allies.
- Cacophonic Burst
 - Now adds your Charisma modifier to its damage.
 - AC bonus is now equal to your Charisma modifier, last until the end of the turn, and can trigger on any hit.
- Enmity Entity
 - Now uses a stat block for ease of play, which simplified how it is treated.
 - Its speed was increased.
 - Now deals Acid damage to remove the attacks are magical line for incarnations.
 - Can't be healed except by spending Planar Essence.
 - Can now be directed using a bonus action and increases its damage dice with levels, but it no longer gets Extra Attack automatically.
- Stygian Barrier
 - Damage reduced to 1d8 (from 1d10).
 - No longer can be used to grant damage immunity.
- Conceits
 - Updated to work with Planar Essence system.
 - Arcadian Rhythms has a new effect.
 - Bellow from Limbo has a new unique effect so it isn't overlapping with other conceits or casting a spell.
- Demense of Hades moved to 8th level.
- Logic from Mechanus has a secondary effect for Enmity Entity since it can't attack when you teleport it due to action economy.
- Mark of Shadows now blinds the target for simplicity and can't be spammed on targets that succeed on their saving throw.
- Roots of the World Tree now allows using your powers and conceits that move a target so it isn't incompatible anymore.
- Steps of the Fey now provides a passive bonus.
- Visions of Arborea now casts *major image* instead.
- Weight of Hell effect changed and moved to 11th level.
- Wrath of Gehenna has a new function to reduce damage stacking in the core class.
- Psychic Sense redesigned to read closer to the paladin Divine Sense feature.
- Second Summoner Calling feature is now at 5th level, bumping Sophistic Conceits to 6th level. This change was made to give 5th-level metaphysicist the tier 2 power bump at 5th level since it is through their subclass. The change aligns with its nearer-peer the artificer who operation the same way (paladin and ranger get Extra Attack as a class feature).
- Sophistic Conceits renamed Instill Conceit. While sophisticated sounds cool, I was stretching the definition of the word to make it fit. Meanwhile Instill directly refers to the action you do when you use a conceit. So, in the interest of clean and clear language, the feature now uses "instill" in its name.
 - You no longer have to concentrate on a conceit you instill. A-B testing shows it isn't creating interesting choice and makes melee metaphysicist (the default assumption) not as good as they should be.
- Wellspring was replaced with the adoption of Planar Essence mechanic. Recoup Spirit allows you to round up when you regain Planar Essence when you dismiss an incarnation, meaning you can summon an incarnation with 1 Planar Essence for utility purposes and dismiss it without losing any Planar Essence. This bolsters the utility aspect without boosting combat.
- Elusion is now at 7th level and its evasion portion now targets Wisdom saving throws since outside a few powers, there aren't many Intelligence or Charisma saves for half damage.
- Advanced Sophistry renamed to Greater Instill Conceit.
- Ascendency replaced with Incarnate Will which allows sacrificing the incarnation to succeed on a failed Intelligence or Charisma saving throw. *Telekinetic flight* added to its power list (or *fly* to is spell list if you substitute that optional feature).
- Disrupt Energies feature removed.
- Master Sophistry replaced with Psychic Vision.
- Conceited Recall redesigned to work with the Planar Essence system.

- Empyrean Agent
 - Aid from Above reworked to be more useful and not dependent on the incarnation, but it does reward summoning.
 - Empyrean Force now allows you to expend an incarnation's Planar Essence to heal more.
 - Astral Empowerment renamed Sublime Empowerment so it isn't conflated with Astral Halo incarnations. It now deals 1d8 damage (2d8 from 14th level).
 - Savior replaced with Divine Blessing to offer more utility.
- Amalgamated Armament and Spirit Entreaty summoner callings added for testing.
- New powers are included.