



## PSIONIC ARCHETYPE

### ILLUSIVE MIND

An Illusive Mind is a psion whose power shifts, conceals itself, and evades definition. Their abilities may have been sparked by any event, but manifest in slippery powers to deceive and manipulate others. They share some skills in common with telepaths or shapers, but lie in the grey area in between - rather than manifesting their thoughts as physical objects, Illusive Minds manifest their thoughts in the minds of others.

### ILLUSIVE MIND FEATURES

#### Psion Level Feature

1st	Psychic Manipulation, Flavor Feature
3rd	Uncanny Illusions
6th	Empowered Psionics
10th	Illusory Armor
14th	Army of Illusions

### PSYCHIC MANIPULATION

At 1st level when you select this archetype, you are able to create constructs in the minds of others, granting you the psionic discipline of Mesmerism.

### INFLUENTIAL IMAGERY

Also at 1st level, you gain the ability to cast *minor illusion* with your psionic powers. When you cast it to distract or confuse a creature contesting or targeted by a Charisma (Deception), Charisma (Persuasion), or Dexterity (Stealth) check, the creature making the check can add your Intelligence modifier to the roll.

### REFLECTED AGONY

At 3rd level, your illusions bedevil your foes. When a creature fails a saving throw against one of your psionic powers, you can create a reflection of itself to torment it. At the start of each of your turns, any creature with such a reflection takes psychic damage equal to your proficiency bonus. A creature may destroy its reflection as an action, or by expending one attack when it takes the Attack action. If not destroyed, a reflection lasts for 1 minute, until the target creature falls unconscious, or until you fall unconscious.

### EMPOWERED PSIONICS

Starting at 6th level, when a creature suffers damage from one of your psionic discipline powers you can add your Intelligence modifier to the damage dealt.

### ILLUSORY ARMOR

At 10th level, you can construct a set of illusions that gives a creature the appearance of indomitable strength. As an action, you can enrobe one creature you can see within 30 feet in this imaginary armor. While they possess illusory armor, their armor class is 22 + your Intelligence modifier. The illusory armor lasts until the target is hit by an attack, after which it vanishes.

Only one creature can possess your Illusory Armor at a time, and once they receive it, they can't receive it again until after a long rest.

## ARMY OF ILLUSIONS

At 14th level, you can conjure a veritable forest of false images, utterly confusing your foes. As an action, choose a point you can see within 60 feet. You create illusory doubles of every creature of your choice within 30 feet of that point. While a target has an illusory double, they gain the following benefits:

- Attack rolls against them have disadvantage.
- They make the first attack roll on their turn each turn at advantage.
- All their attacks deal 1d4 bonus psychic damage.

A creature's illusory double evaporates when they are hit by a weapon attack, or after 1 minute.

You can create an illusory army in this way once, regaining the ability after a long rest.

## MESMERISM DISCIPLINE

Mesmerism is the ability to project your own images and thoughts into the minds of others, creating illusions and temporary projections with your psionic powers.

### MENTAL PROJECTION

When you gain this feature, you can project simple images in an empty space or on a fixed surface within 30 feet. The images are obviously harmless illusions, but can illustrate objects, convey simple ideas, or show items you have previously seen.

### ILLUSORY IMAGE

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You plant a construct in the mind of a creature you can see within range. The target must succeed on a Wisdom saving throw or be disoriented by the sudden appearance of the construct. The construct can take any appropriate form and affect any senses you wish, but doesn't affect the target except as described below. Select one of the following:

- The next attack roll against the target has advantage. If the attack hits, it deals an additional 1d6 damage.
- The target's next attack roll is made at disadvantage. If the attack misses, the target suffers 1d6 psychic damage.

You can spend Psi Points up to your per use limit to add the following modifiers to Illusory Image (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Traumatizing** (*1+ psi points*): If the target takes damage from this power, it takes 1d6 additional damage for each additional point spent.

**Disorienting:** (*1 psi points*): The target can't make opportunity attacks for the duration.

**Enveloping** (*2 psi points*): The target cannot make sense of the world beyond your illusory construct. It is blinded until the end of its next turn.

**Intrusive:** (*2 psi points*): The target's saving throw is Intelligence instead of Wisdom.

### ALTERNATE EFFECTS

Additionally, when you learn the Mesmerism psionic discipline you can use your Psionics feature to cast the following spells as per the rules defined in the feature:

Point Cost	Alternate Effects
1	<i>disguise self, silent image</i>
2	<i>invisibility, mirror image, phantasmal force</i>
3	<i>hypnotic pattern, major image</i>
4	<i>greater invisibility, mirror army<sup>K</sup>, phantasmal killer</i>
5	<i>mislead, seeming</i>

If a spell can be cast at a higher level, you can spend an additional psi point to cast it at that higher level.

## MESMERIC TALENTS

### ADVANTAGEOUS ASSAULT

When you use your Illusory Image power as an action, you can make one weapon attack as a bonus action.

### IMAGINARY ALLY

*(Prerequisite: Projected Self Talent)*

You can project an illusion so real it cannot be differentiated from reality. As a bonus action, select one Large or smaller creature you can see within 60 feet. An illusory double of it appears within 30 feet of the target. This illusory double has the same AC and saving throws as the original, but has 1 hit point, and disappears if it is the target of any spells. It lasts for 1 minute.

While it exists, you can use your bonus action to command it to move up to its speed and make one attack. This attack uses your spell attack modifier and does 1d8 + your Intelligence modifier psychic damage on a hit. You can create a number equal to your Intelligence modifier, regaining all uses after a long rest.

### MENTAL BROADCAST

*(Prerequisite: Illusory Mind subclass)* When you replicate the effects of *minor illusion*, you can choose for the resulting illusion to be visible to any number of willing creatures within 300 feet.

### PROJECTED SELF

As a bonus action, you can create a perfect illusion of yourself. This illusion requires concentration (as if you were concentrating on a spell) and lasts for 1 minute. It initially appears at a space you can see within 30 feet. As a bonus action on your turns, you can cause this illusion to move up to your speed to any space you can see within 120 feet. You can cause spells or psionic powers to appear to originate in the illusion's space, though they must still be within normal range from you. The illusion has your AC and 1 hit point, and disappears if it takes damage or is the target of any spell.

As a bonus action or as a reaction before you would take damage, you can swap places with the illusion. After you do so, the illusion disappears.

You can create an illusory duplicate in this way once, regaining its use after a long rest.

## RAMPANT ILLUSIONS

(Prerequisite: 17th level Psion)

You add the spell *weird* to your alternate effects list, costing 9 psi points. You can cast it once without expending any psi points, regaining the ability to do so after a long rest.

### WEIRD IS TERRIBLE, THOUGH?

Check out [Spells That Don't Suck](#) to find *phantasmal nightmares*, which is *weird* but good. It's also got improved alternatives for *mislead* and *phantasmal force*, too.

## SHADOW PSIONICS

You gain the ability to make your illusions so real other creatures suffer real damage from them. The spells *illusionary fireball*<sup>K</sup> and *illusory pit*<sup>K</sup> are added to your Mesmerism Discipline alternate effects list, costing psi points equal to their spell level.

In addition, when you complete a long rest, you may select one evocation spell of 5th or lower that calls for a saving throw and deals damage, which you can replicate as a shadow spell. When you cast it, the spell's damage becomes psychic, its school becomes illusion, and creatures take no damage on a successful save. It costs psi points equal to its spell level.

## ILLUSIVE MIND QUIRKS

The following are some optional quirks for a player of this subclass to choose from.

### d6 Quirk

- 1 You refuse to answer when asked "Are you the real one?"
- 2 You sometimes answer questions with simple pictures.
- 3 You were switched at birth.
- 4 Your dreams project themselves above your head while you sleep.
- 5 Sometimes you and your illusions point at each other.
- 6 You like to give people illusions of their favorite things.

# APPENDIX 1: SPELLS

## ILLUSIONARY FIREBALL

3rd-level illusion

**Classes:** Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (something that looks like bat guano)

**Duration:** Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an illusionary explosion of flame. Each creature of your choice within a 20-foot radius sphere centered on that point must make a Wisdom saving throw. A target takes 6d6 psychic damage on a failed save. A creature that passes their saves realizes the fire is illusionary and takes no damage.

You can make the illusory effect an explosion of ice, lightning, or pure force energy.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

### TARGETS OF YOUR CHOICE

Unlike a fireball of actual fire, the illusionary version only hits targets of your choice, making it safe to use among allies, though it deals less damage and does no damage on a passed save (as the target realizes its illusory nature).

## ILLUSORY PIT

1st-level illusion

**Classes:** Bard, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You create a 5 foot radius illusory pit at a point you can see on the ground. Creatures within the radius when the spell is cast must make a Wisdom saving throw. A creature that fails their saving throw, believes they have fallen into the pit, and falls prone, cannot stand up, and is blinded beyond 5 feet of the illusory pit.

A creature can spend its action to attempt to climb out of the pit, repeating its Wisdom saving throw. On success, it spends all of its movement to stand up, and realizes the pit is an illusion, ending the spell for them. On failure, it cannot get out of the pit and continues to believe it is stuck in a pit. A creature can move within the spaces covered by the pit while under the effect.

Creatures with a flying speed are unaffected. Each time a creature under the effect takes damage, the target can make another Wisdom saving throw.

**At Higher Levels.** When you cast the spell using a spell slot of 2nd level or higher, the radius of the pit increases by 5 feet for each level above 1st, to a maximum of a 20 foot radius with a 4th level spell slot.

## MIRROR ARMY

4th-level illusion

**Classes:** Bard, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Self (30 feet)

**Components:** V, S

**Duration:** 1 minute

An illusory duplicate of every allied creature of your choice within 30 feet appears. Until the spell ends, the duplicates move with the creature they are a duplicate of and mimic their actions, making it impossible to track which is real.

Each time a creature targets an affected creature with an attack during the spell's duration, roll a d20 to determine whether attack instead targets the duplicate. With a roll of 11 or higher, the duplicate is targeted.

A duplicate's AC equals 10 + the affected creature's Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all duplicates are destroyed.

A creature is not affected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false (as with truesight).

## CHANGE LOG

### V0.7

- Added Spells Appendix

### V0.6

- Cleaned up a little language
- Fixed missing duration on Army of Illusions

### V0.5

- Added subclass prereq to Mental Broadcast
- Added SDS note
- Alphabetized talents

### V0.4

- Replaced Uncanny Illusions with Reflected Agony

### V0.3

- Finished first draft

### V0.2

- Created draft subclass abilities

### V0.1

- Rough Draft

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