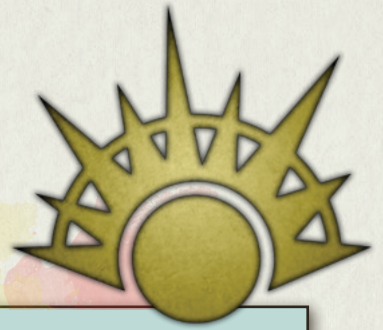


TRIO OF LIGHT

THREE NEW PRISM SUBCLASSES







DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by VORPAL DICE PRESS (unless otherwise stated) and published under the Community Content Agreement for Dungeon Masters Guild.

Dedicated to Mereya and Loxleigh, whose light brightens my every day and darkest nights.



CREDITS

Designer and Producer. Steve Fidler

Mechanical Editor. Isreal Moreira

Copy Editor. Ryan Langr of Realmwarp Media

Layout Template Base. Nathanael Roux

Cover Illustrator. Lluís Abadias, modified by Steve Fidler

Page Art.

Page 4. "Twins sleeping in hair among the stars" by warmtail (Adobe Stock)

Page 5. "Woman in yoga poses in universe" by quick-shooting (Adobe Stock, background)

Page 6. "Little Fairy" by Bob Greyvenstein

Page 7. "Woman" by Alexandra Haynak (pixabay)

All other artwork used without attribution under CC0 licenses or as Public Domain.



ALLY FACET

To become a prism, one must learn about themselves from deep within. On rare occasions, those who can control this are able to draw from within an illusory double - a physical reflection of their inner self. Others who view this practice see the prism and their reflection as two separate and distinct entities; but to the prism, the reflection is an extension of their true self.

ALLY FACET SPELLS

Prism Level	Spells
2nd	<i>sanctuary</i>
5th	<i>mirror image</i>
9th	<i>blink</i>
13th	<i>hallucinatory terrain</i>
17th	<i>mislead</i>

REFLECTION

Starting at 2nd level, as a bonus action, you can draw from within you an illusory image created from pure light. This form occupies the same space as you, and shines dim light in a 5-foot radius around it. Its appearance is a perfect duplicate of your own, and it mimics your every movement. It ignores all damage, conditions, and effects, but if it is hit with an attack (AC equal to yours) it disappears until you use your bonus action to manifest it again. At the start of each of your turns, you can suppress the image and hide it or choose to show it if it was suppressed (no action required).

On each of your turns, you can move your reflection up to 30 feet to a spot you can see, including spaces occupied by other creatures. As part of this movement, you can use the reflection to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. The reflection can't attack, activate magic items, or carry more than 10 pounds. At the end of each of your turns, the reflection teleports back to the space you are occupying, dropping anything it is holding or carrying in the space it teleported from.

If you target your reflection with a Projection Attack, the light refracts within it and splits into an array of beams, targeting up to three creatures of your choice within 15 feet of the reflection. Each target must make a Dexterity saving throw against your prism spell save DC. On a failed save, they take half the damage that would have been dealt by the attack.

ENTANGLED SOUL

At 6th level, your reflection's form becomes an extension of your body. You gain the following benefits:

- When you cast a spell, you can have that spell originate from the space occupied by your reflection, including spells with a range of touch.
- Once per turn, you can have an item being held by your reflection teleport, disappearing from its hand and reappearing in your hand, or vice versa.

- You can swap places with your reflection as a bonus action on your turn. You teleport to the space it occupies, and it teleports to where you were. If your reflection was occupying the same space as a creature, that creature must make a Dexterity saving throw against your prism spell save DC. On a failed save, the target takes force damage equal to your Prism level and is moved to the nearest unoccupied space. On a successful save, the target takes no damage and instead you are moved to the nearest unoccupied space.

You can swap places with your reflection a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

PROTECTOR

Starting at 11th level, when a creature you can see within 30 feet would be damaged by an attack, you can use your reaction to teleport your reflection into their space. This grants the creature resistance to all damage against the incoming attack, but your reflection is also hit by the attack and takes an equal amount of damage.

SENTIENCE

At 15th level, you can temporarily loosen the connection between you and your reflection as an action, granting it its own free will. Its form becomes less illusory and more tangible.

- Its ability scores are equal to yours. It benefits from all your Prism class features, and it manifests with a number of hit points equal to five times your Prism level. The reflection no longer disappears if an attack roll hits it.
- It is no longer immune to damage, but has resistance to psychic and radiant damage and immunity to all conditions, and it does not teleport back to your space at the end of your turn.
- It gains its own turn in combat, which it takes immediately after yours. It can take any action but can't cast spells.
- It can speak, and shares all of your personality traits and knowledge.

Your reflection can maintain this form for 1 minute. This form ends early if the reflection is reduced to 0 hit points. Once you manifest this form, you must complete a long rest before you can do so again.

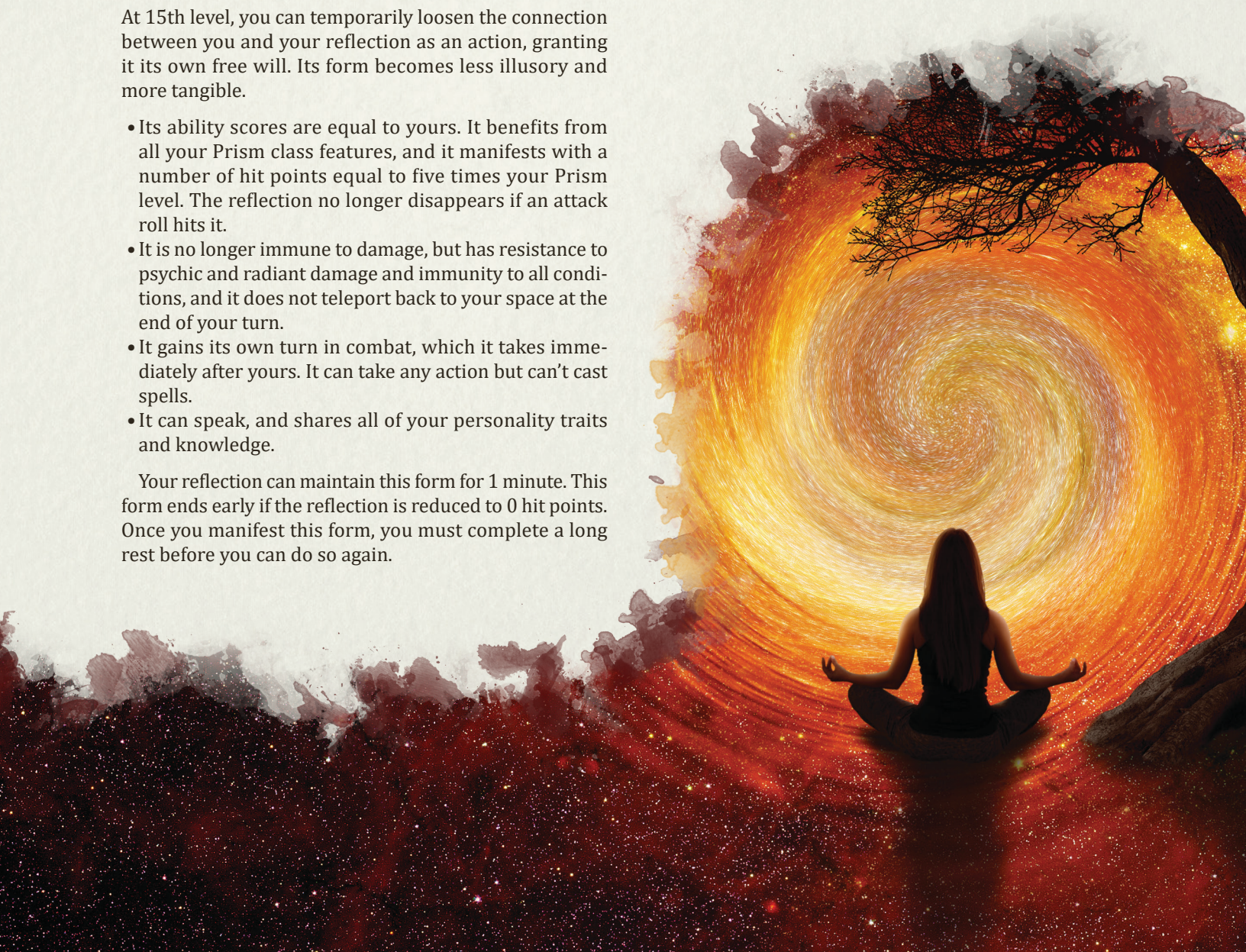
FLAME FACET

Fire is spoken of as the progenitor of life through light. Those celestial bodies that burn constantly, bathing us with their warm rays. At night, life huddles around burning campfires to bask in an effigy of the sun, and those that don't find solace in the moon's reflection of the sun's beauty. Even creatures who live beneath the surface, sheltered from the light from above, will inevitably gather around luminescent fungi and minerals or create arcane flames to brighten their halls.

Prisms of the flame train to manipulate the light within fire the way other prisms manipulate the light within living beings. At the height of their power, flame facets can bring life to the flames.

FLAME FACET SPELLS

Prism Level	Spells
2nd	<i>burning hands</i>
5th	<i>heat metal</i>
9th	<i>melf's minute meteors</i>
13th	<i>wall of fire</i>
17th	<i>immolation</i> ^{XGE}



EVERBURNING FLAME

Starting at 2nd level, you learn to manifest your soul as a flickering flame. This can be in the form of a small flame at your fingertips, a flamelicked weapon, or using your prismatic focus like a candle. This light shines bright light in a 10-foot radius, and dim light for another 10 feet. At the start and end of each of your turns, you can suppress the flame and hide it or choose to reignite it if it was suppressed (no action required).

While this flame is manifested, you can choose to have your projection attack deal fire damage instead of radiant, and you roll d8s when determining damage instead of d6s. In addition, you gain a new Project Light option called project shield, detailed below.

Project Shield. As an action, choose a friendly creature you can see within 30 feet of you. The target becomes wreathed in a barrier of flames. The target gains resistance to fire damage, and if a creature within 5 feet of the target hits them with a melee attack, the attacker takes fire damage equal to 1d4 + the influence you spent.

FIRESIDE PRACTICES

At 6th level, you can conduct one of several fireside practices while taking a short rest. You, and any creature that wishes to benefit from the ritual, must spend at least 30 minutes of the short rest within 30 feet of an open flame such as a campfire. Only one practice can be performed during a short rest, and each practice can only be performed once before completing a long rest.

Home Hearth. You and any other creatures within range are reminded of the comforts of where you call home. Each target can choose one of the following benefits:

- You can spend a hit die to remove a level of exhaustion
- You can recover an expended hit die
- You regain additional hit points equal to your level when you spend your first hit die as part of this rest.

Share Memory. You and up to four other willing creatures within range can share a memory in perfect detail. One character involved in this practice can choose an event

that transpired within the last 24 hours that lasted no longer than 10 minutes. Each other character involved in the practice experiences this memory from a first person perspective.

Spirit Recovery. You or one other creature within range can recover expended spell slots. The spell slots can have a combined level that is equal to or less than one quarter your prism level (rounded up). For example, when you are an 8th-level prism, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

SOULFLARE

Starting at 11th level, as an action, you can pour your light into your everburning flame and cause it to erupt into a brilliant blast of color. When you do, choose an emotion of your choice from the options presented in your Empathy feature. Your flame, and any other open flames within 60 feet of you, flare up, becoming colored to match the chosen emotional state. This lasts 1 minute, or until you lose your concentration (as if you were concentrating on a spell). Any creature within 5 feet of one of these flames falls under the effect of the emotional state chosen until the start of their next turn. For the duration, any creature who begins their turn within 5 feet also falls under the effect of the emotional state until the start of their next turn.

Once you use this feature, you must complete a short or long rest before you can do so again.

ANIMATE FLAMES

Starting at 15th level, you can commune with the inner light of flames, drawing out its spirit to aid you. As an action, you point to an open flame you can see within 60 feet. The flame dies out, but its light continues to shine. In its place, an **archon** appears. The archon is friendly to you, rolls its own initiative, and acts in your best interest unless you or your companions do anything harmful to it. It remains in existence for 1 minute, after which its light is absorbed into the world around it. The archon also fades early if you use your action to produce another.

ARCHON

Medium celestial, lawful good

Armor Class 13

Hit Points 13 (2d8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	11 (+0)	6 (-2)	15 (+2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Celestial Protection. The archon's AC includes its Charisma modifier.

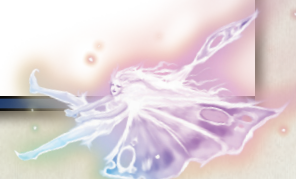
Illuminating Form. The archon produces an aura of bright daylight in a 30-foot radius around it, and dim light for an additional 30 feet.

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

ACTIONS

Project Radiance. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 4 (1d4 + 2) fire damage and the target is blinded until the start of its next turn.

Guiding Touch. The archon touches a creature, granting it the effects of the *bless* spell for 1 minute.



FRACTURED FACET

While rigorously training to become a prism, you find the concept of an ultimate state of being is present in all the different teachings of the world. This state is described as a being of pure light, shedding its material form and becoming unburdened by the world around them. Prisms can unlock this power through training, but those who can maintain this state indefinitely become something more than a simple adventurer.

FRACTURED FACET SPELLS

Prism Level	Spells
2nd	<i>hellish rebuke</i>
5th	<i>prayer of healing</i>
9th	<i>dazzling soul*</i>
13th	<i>dimension door</i>
17th	<i>circle of power</i>

SUNDERED FORM

Starting at 2nd level, your earthly form begins to split and sunder. In the cracks, a radiance shines through. This light shines dim light in a 5-foot radius around you. At the start and end of each of your turns, you can suppress the light and hide it or choose to show it if it was suppressed (no action required). When a creature you can see attacks you, you can use your reaction to further sunder your form, revealing a brief but blinding light that imposes disadvantage on the attack roll. A creature that is blinded, immune to being blinded, or that has blindsight is unaffected.

LAMBENT HEART

At 6th level, your exposed form leaves your heart and soul in plain view. When you damage a creature with a projection, grant it temporary hit points, or use your Read Light feature on them, you can choose to have that creature make a Wisdom saving throw against your prism spell save DC. On a failed save, the target becomes charmed by you for 1 minute or until you or your companions do anything harmful to it.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

SOLARIUM

At 11th level, you can project a golden orb of sunlight as an action by expending all your unspent influence. This creates a sphere of bright light with a radius of 15 feet centered on you, and shines dim light for an additional 15 feet. The orb acts as a ward, with a number of hit points equal to the number of influence spent \times your Charisma modifier. Whenever you or an allied creature within the radius of the orb would take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. The orb lasts for 1 minute, or until you end it early as a bonus action.

When you create this ward, creatures within its area can choose to contribute their lifeforce into its protective energy. If they do, they take 2d8 necrotic damage and the ward gains additional hit points equal to the amount of damage taken.

Once you create the orb, you can't create it again until you finish a short or long rest.

UNBOUND FORM

Beginning at 15th level, you've reached a point where you can untether your radiant soul from your body. Using your action, your body crumbles like dust, leaving a form made of pure light. For 1 hour, you gain the following benefits:

- You shine bright sunlight in a 30-foot radius around you, and dim light for an additional 30 feet. If this area of bright light overlaps with an area of darkness created by a spell of 5th level or lower, the spell that created the darkness is dispelled.
- You gain a flying speed equal to your current speed.
- You have immunity to radiant damage, and are immune to the charmed, frightened, petrified, prone, and stunned conditions.
- You can cast the spell *bless* at will, without expending a spell slot or material components. Your concentration on this spell can't be broken as a result of taking damage.

