



PRISM



**LIGHT
&
MAGIC**

**STEVE
FIDLER**



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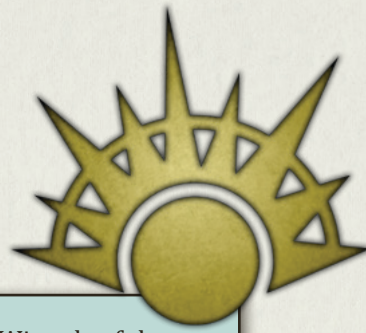
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**Dedicated to Mereya and Loxleigh,
whose light brightens my every day and
darkest nights.**

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PRISM

The defiant looking halfling appears shrouded in a miasma of menacing red light. As he grips his longsword in each hand, a shockwave bursts forth, engulfing the room in his light. It permeates you, leaving you with the same defiant anger you saw in him, compelling you to fight.

The armored elf wields two mithril blades, a crown of golden light rests above his head as he wades into the fray. A bolt of lightning trails each strike of his sword, crashing thunderously against his foe. After the engagement concludes, a robed figure steps from behind a nearby tree. Beneath her hood glimmers a glowing gold circlet that mirrors the elven knight's. They nod knowingly towards one another, and strike out into the night.

As the goblin reveler finishes lighting a hooded lantern, a figure moves in her periphery, catching her attention. She turns the light upon the darkness to her left, though it reveals nothing. A figment of her imagination? Certainly. As she goes back on her merry way, the path she was traveling becomes engulfed in darkness, and her lantern light is snuffed out. The joy she had moments ago is siphoned away, leaving an emotionless husk with no care for self-preservation. The figure passes in front of her, giddily laughing with her stolen glee.

Whether they're a furious warrior channeling their passion and rage, an impressive figure acting as a beacon of hope, or a mischievous cretin gathering all that light touches, a prism acts as a focusing crystal for the ambient energy and emotion in any situation.

THE MAGIC OF LIGHT

Inner light is both the source and product of our emotions. What defines a prism is their ability to manifest their own inner light and touch the light of others to create projections and spells. Generally speaking, a prism is a spiritual person but not devoted to a specific deity. They seek divine power from within, from the world around them, and from the light within others.

Most of a prism's magic is focused on the manipulation of light, energy, and emotions. As a prism grows in power, they specialize into an aspect of the light known as a facet--a single way of interacting with the prismatic world. Some specialize in manifesting hardened light into weapons and tools. Some seek to manipulate the ambient light of the area around them to align everyone to the same emotions. Others selfishly seek to drain the light from the world around them to bolster their own radiance.

When I returned home, my mother scolded me for ever having spoken to that man. She thinks that he corrupts the souls and minds of children for nefarious reasons.

I know that can't be true. I... felt as though I could see into him, and feel as though I truly know him... more than I know anyone else.

His routine starts with sliding into his plain old garment and worn sandals. After which, he makes his way to the fountain at the center of town. His ragged and unkempt hair matches his sun-bronzed skin and clothes to illustrate an impoverished figure.

At midmorning each day, the fountain bursts to life with a spray of cool water. The chill lets the man know it is time to begin. He reaches his arms wide and a small crystal around his neck begins to shine. Simultaneously, the fountain's previously mundane water illuminates. Each time a jet of water breaks the shimmering surface, it brightly shines a new colour: Yellow, then purple, followed by green, then blue. Over the duration of the display, every colour short of one imaginable lights the fountain behind the man. Notably, since he began this ritual long ago, never once has the water taken on a shade of red.

One memorable day, a young boy who sat mesmerized by the display rushed after the man as he headed home. Tugging on his garment he said, "Excuse me sir, thank you for the wonderful display, but I must ask. Why do you stop short of the colour red?" The old man pondered for a moment and said to the boy, "What I showed you today was everything that is in my soul. I suppose in my many years... I have lost all sense of passion, lust, and anger. It is simply no longer a part of me."

— Vesuvius T'aughn, a regular observer

WHERE THERE IS LIGHT, DARKNESS

Most adventurers encounter good and evil, law and chaos, and similar dichotomies in their travels. This is also true for prisms. But when they encounter light and dark it is in a very real sense. In many places of the world, manifest as both natural and magical, there are areas of absolute darkness; a place where light goes but no light leaves. This is known as a void, and to most prisms it is considered the ultimate profanity.

However, not all voids are places. Often times they are concepts, such as an oppressive regime that snuffs out the will and souls of their citizens. Alternatively, some people have a void inside them that consumes the light of others in a vain attempt to feel fulfilled.

A prism does not shape its life around the pursuit and extermination of such profanities, however. They are simply the yin to a prism's yang: while both exist and recognize the existence of each other as counterparts, a balance must be maintained. Instead, a prism will often spend their life seeking to enlighten people about mastery over their inner lights in an attempt to enable the world to feel and experience to its fullest.

CREATING A PRISM

When making a prism, consider how your character came to understand the nature of souls, the effects of light, and the power of magic. Perhaps your character was born into an order that teaches such discipline from birth, or experienced an emotionally enlightening event that spurred them to pursue that feeling. Perhaps, while training as a magician in the magical arts, they were enraged at a failure and conjured a devastating spell effortlessly.

Did you always seek adventure, or was adventure thrust upon you by circumstance? Perhaps your birthplace was ravaged by dark forces and you seek to use your power to mend the souls of those affected and snuff out the darkness that caused it.

QUICK BUILD

You can make a prism quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution or Dexterity. Second, choose the sage background.

INDEPTH BUILD

While you could make a prism quickly using the above method, you might want to consider some additional aspects of what lead you to become a prism and how it differentiates you from another adventurer, or even other prisms. You can use the sections that follow to flesh out your character, regardless of how they came to a life of adventure.

PRISMATIC FOCUS

A focusing crystal is a key part of how a prism functions, but its appearance and shape is ill defined. In fact, it is very personal to each prism. Below are some examples of how a prism might carry their focus.

When you decide on a focus, think about how your character might have come to possess it. Did they create it themselves? Was it handed down to them as a rite of completion for their training?

d6 Prismatic Focus

- | | |
|---|---|
| 1 | A small piece of glass amongst other baubles in a set of prayer beads |
| 2 | Two pieces of crystal, one light and one dark, implanted in your skin |
| 3 | A large piece of quartz mounted on the end of a staff |
| 4 | A set of six small balls, that you can swirl in the palm of a single hand |
| 5 | A gem-and-quartz-inlaid ceremonial dagger |
| 6 | A golden ring worn on both the middle and ring fingers of one hand, with one large crystal between them |

PREFERRED LIGHT

A prism's light is a reflection of their soul, and when manifesting light they often choose to bare a specific color to reflect their nature. If you choose to have a preferred color, consider how you came to that decision, and how others might have preconceptions about your intentions because of it.

d8 Preferred Light

- | | |
|---|---------------------|
| 1 | Red |
| 2 | Orange |
| 3 | Yellow |
| 4 | Green |
| 5 | Blue |
| 6 | Indigo |
| 7 | Violet |
| 8 | White or Black (d2) |

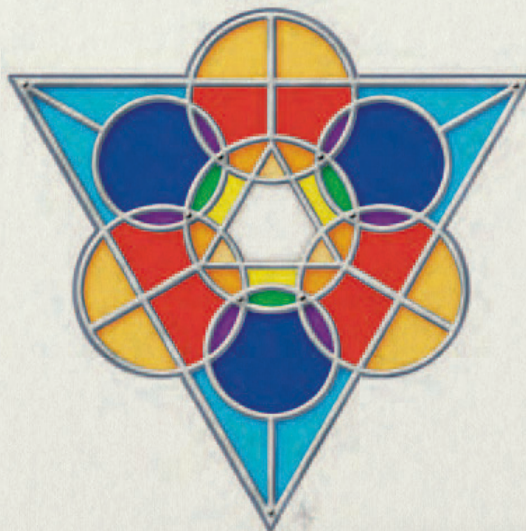
INFLUENCING OTHERS

All prisms can use their powerful inner light to influence the emotions of others, inducing states of rage or extreme calm. Some view this as an act of aggression or manipulation. As a result, a prism may have a strict code of ethics on how and why they influence others.

There are no detriments for breaking this code, but each option below provides the prism with some guidelines for such a powerful tool.

d6 Influential Code of Ethics

- | | |
|---|--|
| 1 | I use my influence to mend the souls of those afflicted by great tragedy |
| 2 | Under few circumstances will I ever influence someone who is incapable or unwilling to provide consent |
| 3 | I am powerful, and no light is safe from my influence |
| 4 | When I sense darkness in people, I will not risk profaning my own inner light by influencing them |
| 5 | A child is always safe from my power |
| 6 | I will always return a soul to the form I found it, even if I choose to influence it |





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PRISM CLASS TABLE

Level	Proficiency Bonus	Features	Influence	Spells Known	—Spell Slots per Spell Level—				
					1st	2nd	3rd	4th	5th
1st	+2	Project Light, Read Light, Unarmored Defense	1	—	—	—	—	—	—
2nd	+2	Facet, Spellcasting	1	3	2	—	—	—	—
3rd	+2	Empathy	2	4	3	—	—	—	—
4th	+2	Ability Score Improvement	2	4	3	—	—	—	—
5th	+3	Refraction	3	5	4	2	—	—	—
6th	+3	Facet feature	3	5	4	2	—	—	—
7th	+3	Guiding Light	4	6	4	3	—	—	—
8th	+3	Ability Score Improvement	4	6	4	3	—	—	—
9th	+4	—	5	7	4	3	2	—	—
10th	+4	Know Yourself	5	7	4	3	2	—	—
11th	+4	Facet feature	6	8	4	3	3	—	—
12th	+4	Ability Score Improvement	6	8	4	3	3	—	—
13th	+5	—	7	9	4	3	3	1	—
14th	+5	Know Others	7	9	4	3	3	1	—
15th	+5	Facet feature	8	10	4	3	3	2	—
16th	+5	Ability Score Improvement	8	10	4	3	3	2	—
17th	+6	—	9	11	4	3	3	3	1
18th	+6	Mass Empathy	9	11	4	3	3	3	1
19th	+6	Ability Score Improvement	10	12	4	3	3	3	2
20th	+6	Cosmic Unity	10	12	4	3	3	3	2

CLASS FEATURES

As a prism, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per prism level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per prism level after 1st

PROFICIENCIES

Armor: none

Weapons: simple melee weapons

Tools: Choose one from: calligrapher's supplies, glass-blower's tools, jeweler's tools, or painter's supplies

Saving Throws: Wisdom, Charisma

Skills: Choose three from Deception, History, Insight, Medicine, Perception, Performance, Persuasion, or Religion

EQUIPMENT

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

- (a) a quarterstaff and two daggers or (b) any two simple melee weapons
- (a) an entertainer's pack or (b) a scholar's pack
- a prismatic focus and your choice of one artisan's tool that you are proficient with

MULTICLASSING PREREQUISITES

A Charisma score of 13 or higher.

MULTICLASSING PROFICIENCIES

Simple melee weapons, one tool from the prism tool list, and one skill from the prism skill list.

Alternatively, you can ignore the equipment here and in your background, and buy 5d4 × 10gp worth of equipment.

PROJECT LIGHT

As a prism, you've mastered the ability to project your inner light as a beam. This can be used in different ways, called Projections which are detailed below. When you use a projection, you must expend one or more influence. Influence is the power of your inner light to affect the light of others. You start with 1 influence and gain more influence as you gain levels in this class, as shown in the Influence column of the Prism table. You regain all spent influence at the start of each of your turns.

PROJECTION ATTACK

As an action, make a ranged spell attack against a creature you can see within 60 feet of you. You are proficient with this attack, and it uses your Charisma modifier for the attack and damage rolls. On a hit, you roll a number of d6 equal to the influence you spend and deal that much radiant damage to the target + your Charisma modifier.

PROJECTION BARRIER

As an action, choose a friendly creature you can see within 30 feet of you. The target becomes enshrouded in a barrier of light. Roll a number of d6 equal to the influence you expended. The target gains that many temporary hit points, which last until the end of your next turn.

In addition, after rolling initiative, you can use your reaction to immediately spend up to influence maximum to project a barrier onto a creature of your choice within range.

READ LIGHT

Your connection to the light of others allows you to divine their emotional state. As an action, you can attempt to see into the inner light of a creature within 60 feet of you. If that creature is willing, you know the emotional state of the target at that time. If the creature is unwilling, you must make a Charisma check contested by the target's Charisma or Wisdom check (the target chooses whether to resist your intrusion, or attempt to hide its emotions). If you succeed, you know the emotional state of the target. Whether you succeed or not, the target is aware of your attempt and could regard it as a hostile action.

UNARMORED DEFENSE

Your presence can dismantle your assailant's attacks. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

FACET

At 2nd level, a single facet of your being shines brighter than others, giving you a unique place in the world. Your choice grants you features at 2nd level and again at 6th, 11th, and 15th levels.

Facet Spells. Each facet has a list of associated spells. You gain access to these spells at the levels specified in the facet description. Once you gain access to a facet spell, you always know it. Facet spells don't count against the number of spells you know.

If you gain a facet spell that doesn't appear on the prism spell list, the spell counts as a prism spell for you.

SPELLCASTING

By 2nd level, you have learned to draw on the magic that suffuses the world around you. The prism spell list is located at the end of this document.

SPELL SLOTS

The Prism table shows how many spell slots you have to cast your prism 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 *animal friendship* and have a 1st-level and 2nd-level spell slot available, you can cast *animal friendship* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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

The Spells Known column of the Prism table shows when you learn more prism 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.

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

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your prism spells, since their power derives from the strength of your soul. 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 prism 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

Prisms harness the light around them and the magic it holds and focus it through a glass gem known as a prismatic focus.

EMPATHY

Starting at 3rd level, when you manifest a projection you can expend 1 influence to alter the emotional state of a single creature targeted by that projection. Choose one of the following options. This effect lasts until the start of your next turn, and a creature can only be under the effect of one empathy option at a time. You can't influence a creature this way if it is incapable of emotion.

Calm. The first time the target would deal damage, the damage dealt is reduced by half. In addition, the first time damage would be dealt to them, that damage is reduced by half.

Excite. The target can't take reactions. In addition, their movement does not provoke opportunity attacks from any creatures.

Fury. The target can't willingly move further away from the nearest creature hostile to it. In addition, the target gains advantage on Strength checks.

Languor. The first time the target would deal damage, they take psychic damage equal to your Charisma modifier. In addition, the first time damage would be dealt to them by a creature, that creature takes psychic damage equal to your Charisma modifier.

Panic. For every 1 foot of movement the target uses to move closer to the nearest hostile creature, it must spend 2 feet of movement. In addition, for every 1 foot of movement it uses to move away from the nearest hostile creature, it can move twice as far.

ABILITY SCORE IMPROVEMENT

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.

REFRACTION

Starting at 5th level, when you use your action to manifest a projection, you can manifest two projections instead of one as part of that action. You can manifest the same projection twice, or two different projections.

GUIDING LIGHT

Beginning at 7th level, your interactions with the light of others leaves a trace of your own light behind, a sensor of divination magic. Whenever a creature is affected by a projection you use, or your Read Light feature, a trace of your light is left within them for the next hour and acts as a personal beacon to their location, granting you advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find that creature. You also always know the location of a creature that bears your trace, but only while the two of you are on the same plane of existence.

KNOW YOURSELF

At 10th level, your awareness of yourself and the light within you provides a ground point to resist effects that would confound your perception of reality. You gain proficiency in Intelligence saving throws. In addition, Intelligence (Investigation) checks you make to discern the nature of magical illusions, such as the *minor illusion* spell, are made with advantage as the nature of their light betrays their origin.

KNOW OTHERS

Starting at 14th level, your ability to read the auras of those around you acts as a sixth sense. You always know where a creature within 60 feet of you is located as long as that creature bears a soul, and it can't be hidden from you. If the creature is invisible, it gains no benefit from that condition against you. This sight is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Constructs, undead, and other magically animated objects can't be detected this way. In addition, the *mind blank* spell hides a creature from this form of detection.

MASS EMPATHY

At 18th level, you have mastered your control over the light around you in such a way that you can alter the emotional state of a crowd to diffuse or incite a situation. As an action on your turn, you expend all your influence to project a wave of empathy centered on yourself. Choose one of the emotional states described in your Empathy feature and up to 10 creatures within 120 feet of you. Each creature chosen becomes affected by the emotional state you chose until the start of your next turn.

COSMIC UNITY

Upon reaching 20th level, your soul transcends the cosmic limits of the world around you. You are permanently under the effects of the *mind blank* spell. As an action, you can touch a creature to transfer the benefits of this spell to that creature for 1 hour, losing the effect on yourself for the duration. At the end of the duration, the benefits transfer back to you. This ends early if you use your action to end the effect, if the target dies, or if the target starts or ends its turn on a different plane of existence.



I spent my childhood as a dredge on society. It wasn't until the day that I saw his demonstration that I recognized the light within me. From that day forward I trained my mind, body, and most of all my soul. To experience what he did, and to truly know the heart of the world around us.

HALO FACET

A prism whose halo facet shines brightest can wreath themselves in light, acting as a beacon in the dark. They choose to follow this path because it most directly shares their light with others. It is the most personal connection that a Prism can form. Allies seek them out on a battlefield to gain their blessings and enemies know to avoid their aura of influence.

HALO FACET SPELLS

Prism Level	Spells
2nd	<i>cure wounds</i>
5th	<i>enhance ability</i>
9th	<i>crusader's mantle</i>
13th	<i>aura of purity</i>
17th	<i>skill empowerment</i> ^{XGE}

RING OF LIGHT

Starting at 2nd level, your inner light manifests as a ring of light around your head. The color of its light shifts and changes as your emotions ebb and flow. This ring shines dim light in a 5-foot radius around you. At the start and end of each of your turns, you can suppress the ring and hide it or choose to show it if it was suppressed (no action required).

As a bonus action on your turn, you can choose a friendly creature within 120 feet of you that you can see and establish a link between your souls. The target gains its own ring of light, which mirrors your own. A target that bears your halo is always considered within range of your projections and spells you cast with a range of touch, as long as it remains within 120 feet of you. In addition, if you cast a prism spell with a range of self, you can choose to have it target the linked creature instead.

While this link is active, you and the target can communicate telepathically, even if you do not share a language.

The link lasts 1 minute, until you link to another creature as a bonus action, or until you choose to end the effect early. If you and the linked target are ever on a different plane of existence, the link is severed immediately. When the link ends, any spells you cast with a range of self that are also affecting the target end.

AURA OF RADIANCE

At 6th level, the halo that rests upon on your head becomes a true beacon to others. While your halo is not suppressed, your proficiency bonus is doubled on Charisma checks directed at creatures who are not hostile toward you within 10 feet.

In addition, as an action on your turn you can cause your halo to burst into a blinding wave of light. Choose a number of creatures up to your Charisma modifier that you can see within 30 feet. Each target must make a Charisma saving throw against your prism spell save DC or become blinded until the end of their next turn.

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

UNIFIED BODY

Starting at 11th level, your halo bonds your body to those that bear it, as well as the light within you. When the creature who bears your halo takes damage, you can use your reaction to halve the amount of damage taken by that creature. You take the same amount of damage.

BASTION OF RESOLVE

At 15th level, your light invigorates the souls of the allies you fight alongside. Friendly creatures within 60 feet of you that can see you and fail a saving throw can use their reaction to succeed on that save instead. A creature can't use their reaction in this way again until it finishes a short or long rest.

ARMAMENT FACET

Prisms whose armament facet shines brightest can manifest weapons of pure light to strike down their foes. It is an aggressive and evangelical path, as those who follow it seek to impose their light on others. The blade they wield can pass through flesh and cut deep into the soul of its target.

ARMAMENT FACET SPELLS

Prism Level	Spells
2nd	<i>protection from evil and good</i>
5th	<i>branding smite</i>
9th	<i>spirit guardians</i>
13th	<i>banishment</i>
17th	<i>steel wind strike</i> ^{XGE}

BLADE OF LIGHT

Starting at 2nd level, you can manifest your light as a singular weapon. This takes the form of a slender-bladed sword. Its color changes to represent the emotions being felt by the wielder. The light of the weapon shines dim light in a 5-foot radius around it. At the start of each of your turns, you can dismiss the weapon, or choose to reignite it if it was dismissed.

The weapon counts as a simple melee weapon with which you are proficient. It deals 1d4 radiant damage on a hit, and has the light property. Attacks made with your blade of light use your Charisma modifier for the attack and damage rolls. If you are ever disarmed of this weapon, it disappears immediately and you can use your bonus action to manifest it again in your hand. After taking an action on your turn that involves making a weapon attack with your blade of light, you can use your bonus action to make another melee weapon attack with your blade.

While wielding this weapon, you learn an additional Project Light option called projection strike, detailed below.

Projection Strike. As an action, make a melee weapon attack with your blade of light. This attack deals 1d6 additional damage for each influence you expended.

CIRCLE OF EMPATHY

At 6th level, you've learned to channel all your emotion into your weapon by gripping it with two hands, creating a circle between it and your soul. Your blade of light gains the versatile property and, while wielded in two hands, deals 1d8 damage instead of 1d4.

In addition, when you grip this weapon in two hands, you can use a bonus action to project an emotion of your choice from the Empathy feature in a 10-foot radius aura centered on you until the start of your next turn. Each creature that starts its turn in this area must make a Charisma saving throw against your prism spell save DC or succumb to that emotion as if you had influenced it. This effect lasts until the end of their next turn. You can choose to also be affected by this emotional state until the end of your next turn when you use this feature.

ENTWINED SOULS

Starting at 11th level, your blade can cut deep into the souls of those who share your spirit. You have advantage on weapon attacks made against creatures with whom you share an Empathy feature effect. In addition, when you roll a 1 or 2 on a damage die for a weapon attack against such a creature, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

SURGE OF SPIRIT

At 15th level, you can choose to enter a state of focus at the start of one of your turns. When you do, you regain twice your maximum influence. In addition, you can take two additional actions this turn, but these actions must be used to manifest a single projection each.

Once you enter this state, you must finish a long rest before you can do so again.

VOID FACET

The void prisms act as a dark reflection of any other prism. One of their prime tenets is that the light belongs to them, and should not be shared with others. It is their goal and pursuit to absorb the light into themselves, corrupting it for their own strength. If a creature's light cannot be taken, a void prism will seek to extinguish it for good.

VOID FACET SPELLS

Prism Level	Spells
2nd	arms of hadar
5th	darkness
9th	hunger of hadar
13th	shadow of moi ^{XGE}
17th	enervation ^{XGE}

He wouldn't teach me... so I was left to find my own teacher. I used what little I had learned to read people and detect those who knew their heart; but nobody would train me. They saw something inside me, I think. When I met Del'rinn, I couldn't read him... how curious I thought. That he must know something of the magic of light. He accepted my pursuit, and we spent the next five years honing my craft. He spoke a lot about the power of light, and the strength one could wield when they mastered it. I didn't think much of it at the time.



DARK HEART

Starting at 2nd level, you've learned to manifest a vacuum that absorbs light. You summon a globe of absolute darkness, which fits in the palm of your hand. It is completely void of color, and turns bright light in a 5-foot radius around it into dim light. At the start of each of your turns, you can suppress the globe or recall it into your hand if it was suppressed (no action required).

When you use your projections, you can choose to drain the light from the target as opposed to imbuing it with your own. As a result, your projection attack deals psychic damage instead of radiant, and your projection barrier drains all color from the area around the target, lightly obscuring the target.

As long as you are holding the globe, you can take the Hide action as a bonus action. Creatures without darkvision have disadvantage on Wisdom (Perception) checks to notice you while hiding in this way.

LIFE IN THE PERIPHERY

At 6th level, you've operated in the shadows for so long you seemingly become one with them. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

While in total darkness, a creature that relies on sight can't see you (as if you were invisible), as you are able to bend the light and darkness around you to function as camouflage. In addition, when you are hidden from a creature and miss it with a ranged attack, making the attack doesn't reveal your position.

EVENT HORIZON

Starting at 11th level, you can trap unfortunate souls in the grasp of your globe of darkness. As a bonus action on your turn, you can throw your globe at a creature you can see within 60 feet, detonating it into a singularity that can ensnare the target's soul within it. Make a ranged spell attack using your Charisma modifier for the attack roll. On hit, the creature is restrained by the vacuum left by the globe, feeling its soul pulled into the void. A creature that is restrained in this way can use its action to make a Charisma saving throw against your prism spell save DC, breaking its soul free on a successful save or taking 2d10 psychic damage on a failed one.

You can return the globe to your hand in its normal form as an action, which breaks free any creature restrained by it.

ENGULFING VOID

At 15th level, you can touch your globe and command it to project a void space as an action. A 30-foot-radius sphere of blackness and bitter cold appears, centered on you. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded. Any noise heard by creatures within the void is muffled and distant, nearly inaudible.

In addition to creating a void, this area drains the inner light from creatures within it. At the start of each of your turns, you gain 1 additional influence for each other creature inside (maximum of your Charisma modifier). This additional influence must be spent this turn, and can exceed your maximum influence.

This void space lasts for 1 minute, or until you touch your globe and dismiss it as an action. Once you create a void this way, you must complete a long rest before you can do so again.



After all these years, I never became the person I set out to be... I've trained my entire life to touch the souls of people and brighten them. I don't know how or where I lost my way, but when I reach into the hearts of others, I leave behind a vacuous hole. I am strong, I am capable, but I am the truest evil in this world, for I steal dreams and desire to bolster my own being. She was right, I am lost.

- Vesuvius T'anghn

PRISM SPELL LIST

1ST-LEVEL

- animal friendship
- bless
- bright strike ☼
- cause fear ^{XGE}
- charm person
- color spray
- command
- detect evil and good
- detect magic
- faerie fire
- guiding bolt
- healing word
- heroism
- muddle ☼
- prismatic brand ☼
- ribbon ☼
- sleep

2ND-LEVEL

- aid
- brilliance ☼
- blur
- calm emotions
- continual flame
- detect thoughts
- gentle repose
- hold person
- invisibility
- mind spike ^{XGE}
- mirror image
- pass without trace
- pyrotechnics ^{XGE}
- see invisibility
- suggestion
- zone of truth

3RD-LEVEL

- beacon of hope
- clairvoyance
- counterspell
- daylight
- dazzling soul ☼
- dispel magic
- fear
- hypnotic pattern
- major image
- revivify
- speak with plants
- tongues

4TH-LEVEL

- charm monster
- compulsion
- confusion
- dominate beast
- fire shield
- greater invisibility
- hallucinatory terrain
- otiluke's resilient sphere
- phantasmal killer

5TH-LEVEL

- dawn ^{XGE}
- dominate person
- hallow
- holy weapon ^{XGE}
- modify memory
- prismatic rain ☼
- synaptic static ^{XGE}
- wall of light ^{XGE}

BRIGHT STRIKE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You imbue your spells with the burning light of your soul. The next time you hit with a spell attack during this spell's duration, your attack deals an extra 2d6 radiant damage. Additionally, you cause the target to shine bright light in a 15-foot radius and dim light for another 15 feet beyond that for the duration of this spell.

BRILLIANCE

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your soul ignites in a brilliant light. Until the spell ends, creatures that start their turn within 5 feet of you, or move to within 5 feet of you for the first time on their turn, must make a Constitution saving throw or be blinded until the end of their turn.

☼ denotes a spell at the end of this supplement

^{XGE} denotes a spell from Xanathar's Guide to Everything

DAZZLING SOUL

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You imbue your spells with the dazzling light of your soul. The next time you hit with a spell attack during this spell's duration, roll a d8 to determine which color affects it. If you roll an 8, you can choose any of the other effects. Regardless of the result, the target takes extra damage and must make a Wisdom saving throw to resist its effects.

1. Red. The target becomes filled with an insoluble rage. This attack deals an extra 3d8 fire damage. On a failed save, the target becomes enraged until the spell ends. A creature enraged this way has advantage on all weapon attacks it makes, and all attacks made against it have advantage. In addition, they have disadvantage on Dexterity saving throws.

2. Orange. The target becomes overjoyed and energetic. This attack deals an additional 3d8 acid damage. On a failed save, they become charmed by you until the spell ends. This effect ends early if the creature is damaged by you or one of your allies.

3. Yellow. The target is overcome with a paralytic happiness. This attack deals an additional 3d8 lightning damage. On a failed save, the target becomes restrained until the spell ends.

4. Green. The target becomes filled with disarming calm. This attack deals an extra 3d8 poison damage. On a failed save, the target loses the will to fight. A creature affected by this will immediately drop any weapons it is holding, and cannot take actions that include attack rolls until the spell ends.

5. Blue. The target becomes overwhelmed by dour sadness. This attack deals an extra 3d8 cold damage. On a failed save, the target becomes incapacitated until the spell ends.

6. Indigo. The target becomes consumed with an inner darkness. This attack deals an extra 3d8 necrotic damage. On a failed save, the target becomes blinded until the spell ends.

7. Violet. The target's mind becomes swollen with nightmarish imagery. This attack deals an extra 3d8 psychic damage. On a failed save, the target becomes frightened of you until the spell ends.

A creature that fails a saving throw against one of these effects makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends.

MUDDLE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a creature in range of this spell and attempt to flood its mind and soul with a series of confusing and nonsensical thoughts and feelings. The target must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A creature that fails this saving throw must roll a d6 and subtract the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on a success.

PRISMATIC BRAND

1st-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You emanate an aura of shifting hues and brilliant light, a visible manifestation of the depths of your soul. The next attack you hit with extends this aura to the target of the attack, shrouding them in the hue of light you were emanating as you strike. Roll a d8 to determine which color effects it.

1. Red. The attack deals an additional 2d6 fire damage.

2. Orange. The attack deals an additional 2d6 acid damage.

3. Yellow. The attack deals an additional 2d6 lightning damage.

4. Green. The attack deals an additional 2d6 poison damage.

5. Blue. The attack deals an additional 2d6 cold damage.

6. Indigo. The target is restrained. It must then make a Constitution saving throw at the start of each of its turns, ending this effect early on a successful save.

7. Violet. The target is blinded. It must make a Wisdom saving throw at the end of its next turn. A successful save ends the blindness. If it fails the save, it takes 1d6 psychic damage and is no longer blinded.

8. Special. The emanating light was caught between two colors. To determine which colors, roll twice more, rerolling any 8.

PRISMATIC RAIN

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point towards the sky, and a cloud made of a myriad of colors forms at a point in the sky within range. A column of light showers down from the cloud covering 20-foot radius area directly beneath the cloud. When you cast this spell, and at the start of each of your turns afterwards, roll a d8 to determine the color of the light. A creature that starts its turn within the area of this spell, or enters it for the first time on its turn, must make a Constitution saving throw. On a failed save, the creature takes 5d10 damage of a type associated with the color of the rain, as shown on the Prismatic Color table below.

PRISMATIC COLOR TABLE

d8	Color	Damage Type
1	Red	Fire
2	Orange	Acid
3	Yellow	Lightning
4	Green	Poison
5	Blue	Cold
6	Indigo	Necrotic
7	Violet	Psychic
8	Special	A color of your choice

RIBBON

1st-level illusion

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a piece of brightly colored cloth)

Duration: 10 minutes

You manifest a ribbon of light, invisible to any creature other than you, that extends from you to a creature of your choice within range. This ribbon wraps around corners, and will always show the shortest path between you and the target. This ribbon remains in place for the duration, or if the target remains more than 300 feet away from you for longer than 1 minute.

A creature that can see the ribbon (such as a creature benefiting from see invisibility or true seeing) sees a luminous, shimmering ribbon of light connecting you together.



CHARACTER NAME

RACEBACKGROUNDALIGNMENTEXPERIENCE POINTS

PRISM

FACET

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOR

SIMPLE WEAPONS

MEDIUM ARMOR

MARTIAL WEAPONS

HEAVY ARMOR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d8

DEATH SAVED

SUCCESS

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

5th

INFLUENCE

Level

SPILLS KNOWN

PROJECT LIGHT

LEVEL 1

You regain all spent influence at the start of each of your turns.

PROJECTION ATTACK

Action. Ranged spell attack against a creature you can see within 60 feet of you. You are proficient with this attack, and it uses your Charisma modifier for the attack and damage rolls. Hit: roll a number of d6 equal to the influence you spend and deal that much radiant damage to the target + your Charisma modifier.

PROJECTION BARRIER

Action. Choose a friendly creature you can see within 30 feet of you. The target becomes enshrouded in a barrier of light. Roll a number of d6 equal to the influence you expended. The target gains that many temporary hit points, which last until the end of your next turn.

Reaction. After rolling initiative, you can immediately spend up to influence maximum to project a barrier onto a creature of your choice within range.

READ LIGHT

LEVEL 1

Action. You can attempt to see into the inner light of a creature within 60 feet of you. If that creature is willing, you know the emotional state of the target at that time. If the creature is unwilling, you must make a Charisma check contested by the target's Charisma or Wisdom check (the target chooses whether to resist your intrusion, or attempt to hide its emotions). If you succeed, you know the emotional state of the target. Whether you succeed or not, the target is aware of your attempt and could regard it as a hostile action.

UNARMORED DEFENSE

LEVEL 1

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

FACET SPELLS

Level

Spells

2nd

5th

9th

13th

17th

EMPATHY

LEVEL 3

You can alter the emotional state of creatures you target with projections. Immediately after using your Project Light feature, you can expend 1 influence to alter the emotional state of a creature with one of the following options. This effect lasts until the start of your next turn. You can't influence a creature that is incapable of emotion in this way, such as a construct.

REFRACTION

LEVEL 5

When you manifest a projection as an action on your turn, you can take one additional action that can only be used to manifest another projection.

FACET FEATURE

LEVEL 6

GUIDING LIGHT

LEVEL 7

Whenever a creature is affected by a projection you use, or your Read Light feature, a trace of your light is left within them for the next hour and acts as a personal beacon to their location, granting you advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find that creature. You also always know the location of a creature that bears your trace, but only while the two of you are on the same plane of existence.

KNOW YOURSELF

LEVEL 10

You gain proficiency in Intelligence saving throws. In addition, Intelligence (Investigation) checks you make to discern the nature of magical illusions, such as the *minor illusion* spell, are made with advantage as the nature of their light betrays their origin.

FACET FEATURE

LEVEL 11

KNOW OTHERS

LEVEL 14

You always know where a creature within 60 feet of you is located as long as that creature bears a soul, and it can't be hidden from you. If the creature is invisible, it gains no benefit from that condition against you. This sight is blocked by 1 ft of stone, 1 in of common metal, a thin sheet of lead, or 3 ft of wood or dirt. Constructs, undead, and other magically animated objects can't be detected this way. In addition, the *mind blank* spell hides a creature from this form of detection.

FACET FEATURE

LEVEL 15

MASS EMPATHY

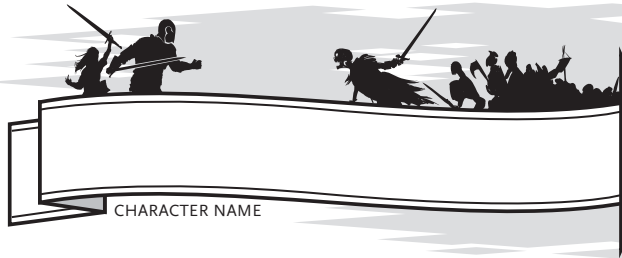
LEVEL 18

Action. On your turn, you can expend all your influence to project a wave of empathy centered on yourself. Choose one of the emotional states described in your Empathy feature and up to 10 creatures within 120 feet of you. Each creature chosen becomes affected by the emotional state you chose until the start of your next turn.

COSMIC UNITY

LEVEL 20

You are permanently under the effects of the *mind blank* spell. As an action, you can touch a creature to transfer the benefits of this spell to that creature for 1 hour, losing the effect on yourself for the duration. At the end of the duration, the benefits transfer back to you. This ends early if you use your action to end the effect, if the target dies, or if the target starts or ends its turn on a different plane of existence.



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD

AMULET

CLOAK

ARMOR

HANDS/ARMS

RING

RING

BELT

BOOTS

Attuned

CP

SP

EP

GP

PP

MAGIC ITEMS

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

BACKPACK/STORAGE

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