

Prisms of Eberron



Supplemental Material

Contained herein are lore and rules for playing the PRISM class, by VORPAL DICE PRESS, in the Eberron campaign setting created by Keith Baker and Wizards of the Coast.

To play these subclasses, you require the Prism class document, also available at DMsGuild.com!

The prism brings a unique gameplay experience to the table. A prism has a pool of influence that restores at the start of each turn in combat, and increases in size steadily as they level. This influence is the fuel for their basic actions—called Projections—each turn and can be spent while using a projection to alter the emotional state of a target. This is done to both punish enemies and to bolster allies.

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.

PRISMS OF EBERRON takes this a step further, introducing subclasses based on the kalashtar, a race descended from human monks from Adar who bonded with extraplanar creatures known as the quori. Their dual nature is well suited for prisms, those who embody the quori spirits and manifest their power through light!

Table of Contents

Credits.....	2
Who Are the Prisms?.....	3
Why Eberron?	3
The Dreaming Dark.....	3
Path of Light	3
Becoming a Prism in Eberron	4
Du'ulora Spirit	5
Hashalaq Spirit.....	6
Kalaraq Spirit	7
Tsoreva Spirit	8
Tsucora Spirit	9

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The following D&D books provided material and inspiration:

Eberron Campaign Setting. Keith Baker, Bill Slavicsek, and James Wyatt. (2004). Wizards of the Coast.
Races of Eberron. Jesse Decker, Matthew Sernett, Gwendolyn F.M. Kestrel, and Keith Baker (2005). Wizards of the Coast.
Secrets of Sarlona. Keith Baker, Scott Fitzgerald Gray, Glenn McDonald, and Chris Sims (2007). Wizards of the Coast.
Faiths of Eberron. Jennifer Clarke Wilkes, Ari Marmell, and C.A. Suleiman (2006). Wizards of the Coast.
Magic of Eberron. Bruce R. Cordell, Stephen Schubert, and Chris Thomasson (2005). Wizards of the Coast

Who Are the Prisms?

A prism is one who understands the nature of souls, the light within, and the power of magic. They rigorously train body and mind, conditioning themselves both to know their own soul and be able to reach into the souls of others. Unlike a monk, mastery of one's own self is only one half of a whole—and to a prism, each part is of equal importance.

Prisms interact with a force known to them as **inner light**, which is an analog for the intangible soul. They manifest it in multiple ways, such as a radiant aura or a beam of forceful light. They also influence the inner light of others, drawing their strength to the surface or filling their being with dread.

Why Eberron?

When talking about souls and their effect on body and mind, one is inevitably drawn to the power of psionics. While the base prism class is not strictly a psion and its default flavor is one of divine magic, many of their powers and abilities are similar to traditional psionic magic and can be easily used to reflect psionic potential. In the world of Eberron, psionic magic is widespread on the continent of Sarlona, where Adaran and kalashtar monks employ it for good—and the Inspired do so for evil—while duergar also have latent psionic abilities. Psions are far rarer on the continent of Khorvaire, primarily seen in kalashtar settlements. The extraplanar daelkyr and their twisted creations also can have psionic potential, including mind flayers, intellect devourers, and doppelgangers.

The Dreaming Dark

The psionic power of the Inspired comes from an extraplanar entity known as a quori. These evil creatures from Dal Quor, the Plane of Dreams, cannot directly walk the Material Plane, but execute their plots through the dreams of mortals and possessing those creatures that allow them. The Dreaming Dark (used to refer to the combined forces of Dal Quor) even bred a line of humans, mixed with elvish and fiendish blood, as perfect vessels for the quori to possess.

So despite their limited access to the Material Plane, the quori hold a large foothold on Eberron through their control of Riedra. Though few know of their evil machinations, they are embroiled in a never-ending conflict with the kalashtar, who act as the antithesis of their plot to establish the dominance of the Inspired throughout Eberron.

Path of Light

The kalashtar stand in direct contrast to the Inspired. 1,800 years ago, a group of 67 quori rebelled against the evil of the Dreaming Dark and fled to the Material Plane. A group of Adaran monks agreed to serve as lifelong hosts for the rebel quori, merging the two into one body and creating the first kalashtar, a name that translates as “wandering dreams.” This bond granted the kalashtar new abilities that they can manifest through a physical, emotional, and mental bond with the quori. This is accomplished through a lifetime of disciplined training, starting from a very young age.

All kalashtar know of the Dreaming Dark, and actively seek to fight the influence of Dal Quor in the Material Plane. While every kalashtar follows the religious practice known as the Path of Light, seeking to usher in a new age of light in Dal Quor, some take their usual training a step further, becoming agents against all darkness. This conflict is waged not simply on a battlefield between two foes, but is a constant physical, mental, and spiritual struggle of light versus dark.

The kalashtar who excel in this training can become powerful psions, and one might choose the path of the prism, mastering the empathetic connection with other's souls. They dedicate themselves to rooting the agents of the Dreaming Dark and to understanding the true intentions that lie within the hearts of others.

To become a prism, one must know what lies within their own heart, and a prism kalashtar is likely to understand the nature of their bond moreso than most other kalashtar. In doing so, they learn to better manifest the abilities unique to their quori.





Becoming a Prism in Eberron

The traditional prism is simply a master of a type of magic. Eberron, and the kalashtar's unique duality of mind, take this a step further. Any psionically gifted character in Eberron could play a psion. The gift of psionics is rare outside of those races naturally predisposed to it, but an exceptional character of any race could manifest psionic power.

When looking at the core prism subclasses, the Halo Facet might represent a champion of the Silver Flame, channeling its power to fight supernatural evil and bring light in darkness. Alternatively, they could operate as the clergy of most any faith, adapting their power as a prism to offer guidance and counseling to those who seek it.

The Armament Facet might represent a master of the invisible arts, a soulknife and martial artist who reads their opponent's true intentions and acts decisively in response.

The Void Facet could be used for planetouched characters who are influenced by the energies of Mabar, the Endless Night, perhaps born in a manifest zone to Mabar. They have honed their connection to the entropy of that plane and can snuff out the faintest light. Alternately, a more sinister character could channel power from Tul Oreshka, an overlord known as the Truth in the Darkness.

In addition to these options, this supplement presents the PRISMS OF EBERRON, five subclasses designed for the kalashtar race—each representing one of the five different quori types who bonded with the Adaran monks millennia ago. While these subclasses have been designed specifically for use with the kalashtar race, they could be adapted for any follower of the Path of Light that has honed mind and spirit—in this case, though you do not have a quori bond, you have been inspired

by the kalashtar and their quori, and patterned your psionic manifestations to mimic their abilities.

Similarly, a DM might choose to use these subclasses to create non-player characters such as an Inspired villain. In doing so, the DM should consider altering the damage types of all projections to psychic and making liberal use of the mind-altering effects of the Empathy feature to disrupt and control others.

Prisms and Quori Lineages

One of a prism's primary abilities is to understand the nature of their own existence without fault. The nature of the kalashtar race is that their mind is intrinsically fused with an extraplanar being known as a quori. The entire kalashtar race was propagated from a small group of 67 individual quori bonded with human monks. As a result, many living kalashtar share a quori lineage with other kalashtar.

Each kalashtar's identity is shaped by the quori's influence, but also by their experiences as an individual. As a result, should two kalashtar prisms from the same quori lineage ever meet, they would have a unique bond of shared emotion and subconscious experience. This might take the form of empathy, telepathy, or something more. A DM could consider introducing this as a plot point to an Eberron campaign that includes kalashtar prisms.

Du'ulora Spirit

Defined by battle, the du'ulora are warlords and mighty soldiers among the quori, wielding the embodiment of rage as their weapon of choice. The actions of a du'ulora quori, or a kalashtar who is bonded with one, are deliberate and precise. The rage they incite in others is meant to create openings for them and their allies to exploit. When all else fails, they can incite a burning rage so violent that their foe's mind boils.

Du'ulora Spell List

Spell Level	Spell
1st	<i>hellish rebuke</i>
2nd	<i>mind spike</i> ^{XGE}
3rd	<i>fly</i>
4th	<i>wall of fire</i>
5th	<i>immolation</i> ^{XGE}

Burning Rage

At 2nd level, your quori's power manifests as a rage of empathic tendrils. A number of inky black tentacles equal to half your proficiency bonus (rounded up) appear surrounding your form. You can choose to dismiss these or cause them to reappear at any time (no action required). These limbs have a reach of 30 feet. As a bonus action, you can use one to attempt to grapple a creature you can see that is your size or smaller. The target must make a Strength saving throw against your prism spell save DC, or become grappled. Additionally, you gain the following Project Light option:

Project Rage. As an action, you deal 1d4 psychic damage and 1d4 fire damage to each creature grappled by your manifested limbs. This damage increases to 2d4 psychic damage and 2d4 fire damage once you reach 11th level in this class. Only 1 influence can be spent to manifest this projection.

Aura of Fury

Starting at 6th level, each creature within 10 feet of you that is under the effect of the Fury empathy option has advantage on attack rolls against the nearest hostile creature, and must succeed on a Wisdom saving throw against your prism spell save DC at the start of each of its turns or be unable to cast spells that turn. At 15th level, the range of this empathic presence increases to 30 feet.

Swift Pursuit

At 11th level, after a creature under the effect of your Fury empathy option leaves the range of your Aura of Fury feature, you can use your reaction to move up to your speed closer to it.

Blackfury

Upon reaching 15th level, you can call on your quori to shroud those around you in a veil of black flame. As an action on your turn, you create a sphere of magical darkness that extends from you in a 30-foot radius and lasts for 1 minute, ending early if you fall unconscious. This darkness does not impede your vision. Any creature other than you within this sphere is affected by the Fury empathy option for as long as they remain inside it. Once you use this feature, you can't use it again until you finish a long rest.



Hashalaq Spirit

The hashalaq are the least direct of all the quori, preferring to avoid conflict when possible. They operate as lorekeepers, extracting knowledge and using it as power against others. They do this through guile and deceit, both of which are greatly enhanced by the abilities of a prism. The ability to know another's true heart gives them leverage, the ability to pull on their individual heartstrings like a marionette.

Hashalaq Spell List

Spell Level	Spell
1st	<i>command</i>
2nd	<i>alter self</i>
3rd	<i>hypnotic pattern</i>
4th	<i>compulsion</i>
5th	<i>synaptic static</i> ^{XGE}



Empathic Response

At 2nd level, your bond manifests with a sense of self-preservation and a drive to gain the upper hand before engaging. As a reaction to rolling initiative, you can use your reaction to attempt to diffuse a creature's will to fight you. Choose a hostile creature you can see within 60 feet that also rolled initiative. The target must make a Wisdom saving throw against your prism spell save DC. On a failed save, it becomes charmed by you. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a successful save, the charm ends.

Quick Wit

Also at 2nd level, you hone your natural abilities to read a creature's state of mind. You can use your Read Light feature as a bonus action, instead of an action. When you do so, in addition to learning the emotional state of the target, you also steal knowledge from a creature, learning one fact or secret about the target.

You also become proficient in Deception and add double your proficiency bonus to any ability check you make that uses Deception, instead of your normal proficiency bonus.

Hostile Empathy

Starting at 6th level, your barriers can assault the mind of creatures who damage them. Whenever a creature deals damage that reduces the temporary hit points granted by your projection barrier, you can cause that creature to make a Wisdom saving throw against your spell save DC. On a failed save, it takes psychic damage equal to the amount of temporary hit points reduced, up to an amount equal to your Prism level. On a successful save, it takes half as much damage instead.

Responsive Positioning

At 11th level, your flight response to combat allows you a quick escape from danger. When a creature moves within 15 feet of you, you can use your reaction to teleport to an empty space you can see within 15 feet of you.

Additionally, whenever you teleport, your first attack roll before the end of your next turn is made with advantage.

Wave of Thought

Starting at 15th level, you can suffuse the air around you with a thought that takes root in the minds of others. You can cast *mass suggestion*, either as an action or as a reaction to rolling initiative, without expending a spell slot. Charisma is your spellcasting ability for it.

You can cast this spell once using this feature, and must complete a long rest before you can do so again.

Kalaraq Spirit

The kalaraq are beings of shadow and nightmare. They are the most ambitious of the quori spirits and well-positioned in their hierarchy. Those that rebelled and became kalashtar still have this ambition and drive to rule, but in the pursuit of vanquishing evil, drawn to the Path of Light. Kalashtar from a kalaraq lineage are extremely rare, and many believe them to be wiped out at this point. But those few who might remain that have a particularly strong bond with their quori know the power that fear has over one's soul. The teachings and methods of the prism help them to harness this power.

Kalaraq Spell List

Spell Level	Spell
1st	<i>command</i>
2nd	<i>crown of madness</i>
3rd	<i>enemies abound</i> ^{XGE}
4th	<i>arcane eye</i>
5th	<i>seeming</i>

Soul Strip

Starting at 2nd level, you can call upon your quori spirit's power to sunder a creature's soul and manifest it. As a bonus action, choose a creature you can see within 60 feet of you. The target must make a Charisma saving throw against your prism spell save DC. On a failed save, a spectral image of that creature manifests within 5 feet of you. This image mimics the target's appearance and movements, but does not move from the spot it was created.

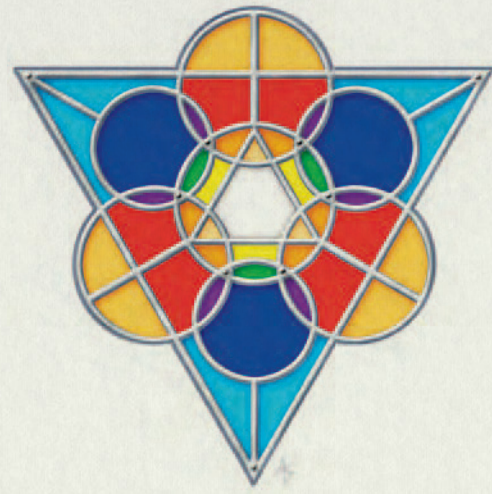
Any attack or spell that targets the spectral image, which is considered a creature for this purpose, is treated as though it targets the original creature.

The creature can repeat the Charisma save at the end of each of its turns, ending this effect early on a success. The creature makes this saving throw with advantage if it is within 5 feet of the spectral image, or with disadvantage if it is more than 30 feet away. If it is ever more than 120 feet from the image, the effect ends immediately and it takes psychic damage equal to your prism level. The spectral image disappears immediately if the creature dies.

A creature without a soul, such as some constructs, undead, and magically animated objects, is immune to this effect.

True Seeming

At 6th level, your quori has shown you the knowledge that fear is a true subjugating power in this world, and given you the ability to wield it. When you influence a creature with panic, as described in your Empathy feature, you can choose to show that creature the true form of your quori. To that creature, your form loses all definition and becomes a shadowy mass of swirling eyes. The panic effect lasts until the end of your next turn. While under the effect of this feature, the target has disadvantage on Intelligence, Wisdom, and Charisma saving throws against spells and effects you create.



Eyebinding

Starting at 11th level, you can bind your sight to creatures that you influence. Immediately after hitting a creature with a projection attack or granting it temporary hit points with a projection barrier, you can use your bonus action to see through the target's eyes until the start of your next turn. You gain the benefits of any special senses that the creature has, as well as truesight within 10 feet. During this time, you are blind with regard to your own senses.

Soul Binding

At 15th level, you've learned to not only tear a soul from a creature's being, but to bind it to yours. If a creature is reduced to 0 hit points while under the effect of your Soul Strip feature, its spectral image remains on your plane of existence for 1 minute. As an action, you can touch this image and make a contested Charisma check. If you succeed, you gain the following benefits:

- You gain one trait from that creature's stat block, along with one action or other feature from its stat block that requires an action or bonus action to use. The DM determines which, and has the information for you. If a feature has a saving throw, it uses your prism spell save DC as the DC. If a feature is an attack, your attack bonus is equal to your Charisma modifier + your proficiency bonus. Some features might require a physiology you do not have, or equipment you are not wielding. When you use these features, your quori spirit manifests and acts for you, replicating the creature as it was in life.
- If the creature was a Medium or smaller humanoid, as an action, you can unerringly assume its physical form, though none of your statistics change. Your equipment and belongings change shape to fit your new form. You share the memories of the creature and know everything that it knew in life. Unless a creature sees you make this change, it will be unable to discern your true identity. You can revert back to your original form as an action.

The benefits of this feature last until you complete a long rest, at which point the soul leaves your being and passes on, and you regain the ability to use this feature. You retain the knowledge you learned from the creature even after this effect ends.

Tsoreva Spirit

Considered disposable in Dal Quor, the tsoreva quori are plentiful, loyal, and fierce. Among the kalashtar, those who come from a tsoreva lineage often find themselves in familiar company among others of their race due to their numbers. Despite that, they seek to carve their own place into legend and are drawn to the Path of Light and the fight against the Dreaming Dark. Tsoreva, and many of their kalashtar who harness their quori spirits by training as prisms, fight with two blades of psionic energy and tear their foes' bodies and minds asunder.

Tsoreva Spell List

Spell Level	Spell
1st	<i>compelled duel</i>
2nd	<i>shadowblade</i> ^{XGE}
3rd	<i>haste</i>
4th	<i>staggering smite</i>
5th	<i>far step</i> ^{XGE}

Mindblade

Starting at 2nd level, two blue blades of pure light protrude from your hands, known as mindblades. Each blade is a simple melee weapon with which you are proficient. They deal 1d6 psychic damage on a hit and have the finesse and light properties. These weapons can't be dropped or disarmed, but you can dismiss them or cause them to reappear at any time (no action required).

Additionally, you gain the following Project Light option:

Projection Blade. As an action, make a melee weapon attack with one of your mindblades. This attack deals 1d4 additional damage for each influence you expended. On a hit, you can immediately use your bonus action to make another melee weapon attack; on a hit, you roll half as many d4s of additional damage as you did for the previous attack.

Skittering Step

Also at 2nd level, you gain a climbing speed equal to half your walking speed.

Dissolving Strike

At 6th level, you can alter the physical composition of your mindblade. Once per turn, when you hit a creature with a melee weapon attack with a mindblade, you can deal acid damage instead of psychic damage, and the target must make a Dexterity saving throw. On a failed save, the acid corrodes one weapon or set of armor of your choice that is being held or worn by the target. If the equipment is armor, it takes a permanent –1 penalty to the AC it offers. If the equipment is a weapon, it takes a permanent –1d4 penalty to damage rolls.

Ceiling Stalker

When you reach 11th level, your climbing speed becomes equal to your walking speed and you can climb on vertical surfaces such as ceilings. While climbing 10 or more feet above the ground, you have advantage on Dexterity (Stealth) checks. When you make an attack with advantage gained from hiding and both of the rolls would have hit, your attack becomes a critical hit.

Death in Service

At 15th level, a glorious death can bring your foes to heel. If you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to delay falling unconscious, and immediately make a melee weapon attack with your mindblade against a creature you can see. On a hit, the target must make an Intelligence saving throw against your prism spell save DC. On a failed save, you regain 1 hit point and the target becomes frightened of you until you are reduced to 0 hit points. If the target is the creature that reduced you to 0 hit points, they automatically fail this save. A creature frightened in this way can repeat the save at the start of each of their turns, ending this effect early on a success.

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



Tsucora Spirit

The most common of the quori spirits, tsucora seek to set themselves apart and elevate their status at every opportunity. Kalashtar of a tsucora quori lineage learn that sowing doubt and fear into the minds of their adversaries gives them the tools to manipulate a desired outcome. This ability is held in reserve by those prisms who manifest it, except when faced by an evil threat that is deemed deserving of such invasive tactics.

Tsucora Spell List

Spell Level	Spell
1st	<i>cause fear</i> ^{XGE}
2nd	<i>misty step</i>
3rd	<i>vampiric touch</i>
4th	<i>phantasmal killer</i>
5th	<i>dream</i>

Spirit Sting

At 2nd level, as a bonus action, you can manifest a spectral scorpion-like stinger and make a melee spell attack against a creature within 10 feet of you. On a hit, the target takes 1d4 piercing damage.

Fear Itself

Also at 2nd level, your quori's affinity to fear and panic provides you a defense against it. You have advantage on saving throws against being frightened. At 15th level, you become immune to being frightened.

Terrifying Strike

Starting at 6th level, you can choose to have your sting affect the mind of your target rather than its body. When you deal damage to a creature with your Spirit Sting, you can choose to have the target become frightened of you for 1 minute, or until you lose concentration (as if you were concentrating on a spell). At the end of each of the target's turns before this effect ends, the target must succeed on a Wisdom saving throw against your prism spell save DC or take 2d10 psychic damage. On a successful save, the effect ends.

Once you use this feature, you must finish a short or long rest before you can use it again.

Chitinous Defense

At 11th level, you can use your reaction to manifest a barrier of ectoplasmic plates when you are targeted by an attack. You gain a +4 bonus to AC against all subsequent attacks for the rest of the turn.

Compelled by Fear

Starting at 15th level, once you've sown fear into the heart of a creature, you can compel it to your whims. You can cast the *command* spell, targeting a creature that is frightened of you, without expending a spell slot. When you cast the spell in this way, you communicate the command telepathically and the target does not need to understand you. A creature that succeeds on the saving throw to resist this spell automatically succeeds on saving throws against it for the next 24 hours.



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