

LUMINANCER



MASTERS OF LIGHT AND SHADOW, BENDING causality with each strike.

A hooded figure dances between darkness and light on the battlefield – one moment wreathed in radiant glow, the next cloaked in inky shadow. An orc's blade passes harmlessly through an afterimage of darkness as the Luminancer steps through a beam of light to appear behind their foe. With a crackling causal missile of pure energy, the foe is felled, never fully understanding how fate itself seemed to twist in this warrior's favor. Luminancers are hybrid combatants who blend agile martial skill with arcane "causal powers," harnessing the fundamental forces of radiance and darkness. Through intense training and meditation, they tap into a well of Causal Points – a special spell point pool representing their ability to warp light, shadow, and even probability to their will. In a world on the cusp of a new era (compatible with 2024 D&D rules), the Luminancer stands at the intersection of science-fantasy: equally adept with a dagger or laser pistol, and with one foot in the Shadowfell and the other in the light of the gods.

DESIGN NOTE

The Luminancer uses a spell point system for its powers instead of traditional spell slots. This variant approach (akin to the DMG's optional Spell Points system) gives greater flexibility – the Luminancer can choose which powers to fuel with their pool of points each day, rather than being constrained by a fixed slot progression. However, this flexibility is balanced by the class's mixed ability requirements (Dexterity for martial prowess and Intelligence for power potency) and by limiting how often the most powerful effects can be used. The class draws inspiration from sources like the Arcane Trickster (a rogue who combines agility with wizardry), dunamancy magic (chronurgy and the Echo Knight's manipulation of alternate selves), and the Unearthed Arcana Lore Wizard's ability to transmute spell energies. In forging the Luminancer, we aim for a comprehensive balance between flavor and mechanics, ensuring it feels at home in a 2024 D&D game alongside official classes.

CLASS FEATURES

HIT DICE

- **Hit Dice:** 1d8 per Luminancer level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution mod per Luminancer level after 1st

ARMOR PROFICIENCIES

- **Armor Proficiencies:** Light armor

WEAPON PROFICIENCIES

- **Weapon Proficiencies:** Two martial weapons of your choice, one simple weapon of your choice. (If firearms or energy weapons exist in your campaign, these count as martial weapons for proficiency, and a Luminancer is trained in their use.)

TOOL PROFICIENCIES

- **Tool Proficiencies:** Thieves' tools (reflecting their roguish training)

SAVING THROWS

- **Saving Throws:** Dexterity, Intelligence

SKILLS

- **Skills:** Choose four from Acrobatics, Athletics, Deception, History, Insight, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth. (These are the same skill options available to rogues, and Luminancers are just as versatile.)

EQUIPMENT

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

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a simple firearm with 20 bullets (if firearms exist)
- (a) a burglar's pack or (b) a dungeoneer's pack or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

THE LUMINANCER LEVEL PROGRESSION

Level	Proficiency Bonus	Features	Causal Points	Powers Known	Max Power Level
1st	+2	Causal Powers, Causal Points	4	2	1st
2nd	+2	Balance of Bright and Shadow, Meditative Balancing	6	3	1st
3rd	+2	Balancer Archetype feature	6	4	2nd
4th	+2	Ability Score Improvement	9	5	2nd
5th	+3	Extra Attack	14	6	3rd
6th	+3	Balancer feature	14	7	3rd
7th	+3	—	17	8	4th
8th	+3	Ability Score Improvement	20	9	4th
9th	+4	—	27	10	5th
10th	+4	Balancer feature, Soul Raiment	27	11	5th
11th	+4	Shift Fates	32	12	6th (special)
12th	+4	Ability Score Improvement	32	13	6th (special)
13th	+5	Extra Attack	38	14	7th (special)
14th	+5	Balancer feature	38	15	7th (special)
15th	+5	See Through the Eyes of Gods	44	16	8th (special)
16th	+5	Ability Score Improvement	44	17	8th (special)
17th	+6	—	57	18	9th (special)
18th	+6	Transcendent Soul Raiment	57	19	9th (special)
19th	+6	Ability Score Improvement	64	20	9th (special)
20th	+6	Ocular Apotheosis (Capstone)	71	21	9th (special)

CAUSAL POINTS

This column shows the total Causal Points you have to fuel your powers each level. (If using the optional spell-point variant rules, treat Luminancer as a full caster for points: e.g. 4 points at 1st, 6 at 2nd, 14 at 5th, etc., matching the progression above. Halfcasters like paladins would use half their level for this table, but the Luminancer's focus on causal magic grants them the full progression.) You regain all spent Causal Points when you finish a long rest. Meditative Balancing (see

2nd-level features) also allows limited point recovery on short rests.

EXTRA ATTACKS

At 5th and 13th level, the speed and causal manipulation of the luminancer allows them to make an additional melee attack whenever they activate a power or attack an enemy, once per turn at 5th and then twice at 13th.

POWERS KNOWN

This is the number of Luminancer Powers you have learned. At the levels specified, you gain additional powers of your choice from the Luminancer Powers List (detailed at the end of the class description). You must meet a power's minimum level requirement, if any, to learn it. For example, you cannot learn Translocation (which requires 3rd level) until you are a 3rd-level Luminancer. Whenever you gain a Luminancer level, you may replace one power you know with another power of your choice from the list, as long as you meet its level requirement. Some higher-level powers are marked "(special)" in the Max Power Level column – see Causal Powers below for how those work.

MAX POWER LEVEL

This indicates the highest "spell level" of Luminancer power you can manifest with your Causal Points at a given class level. For example, at 5th level you unlock 3rd-level powers. You cannot spend points to use powers of a higher level than this limit. The progression of max power level for the Luminancer follows that of a full caster (reaching 5th-level powers by 9th class level, and up to 9th-level "special" powers by 17th). However, powers of 6th level and above are extraordinarily taxing – a Luminancer can only use each such high-tier power once per long rest (this mirrors how characters using the Spell Point variant can only cast one 6th+ level spell per day). These high-level powers are noted as "(special)" to indicate this limitation. They still cost Causal Points to use, but after using a 6th, 7th, 8th, or 9th-level power, you cannot use any power of that level again until you finish a long rest.

CAUSAL POWERS

CAUSAL POINTS

At 1st level, you have a pool of Causal Points that you use to fuel your powers. The number of points you have is shown in the Causal Points column of the Luminancer Level Progression table. You regain all spent Causal Points when you finish a long rest. Meditative Balancing (see 2nd-level features) also allows limited point recovery on short rests.

POWERS KNOWN

At 1st level, you know two Luminancer Powers of your choice from the Luminancer Powers List. You learn additional powers as you gain levels, as shown in the Powers Known column of the Luminancer Level Progression table. You must meet a power's minimum level requirement, if any, to learn it. Whenever you gain a Luminancer level, you may replace one power you know with another power of your choice from the list, as long as you meet its level requirement.

MAX POWER LEVEL

This indicates the highest "spell level" of Luminancer power you can manifest with your Causal Points at a given class level. For example, at 5th level you unlock 3rd-level powers. You cannot spend points to use powers of a higher level than this limit. The progression of max power level for the Luminancer follows that of a full caster (reaching 5th-level powers by 9th class level, and up to 9th-level "special" powers by 17th). However, powers of 6th level and above are extraordinarily taxing – a Luminancer can only use each such high-tier power once per spell level per long rest. These high-level powers are noted as "(special)" to indicate this limitation. They still cost Causal Points to use, but after using a 6th, 7th, 8th, or 9th-level power, you cannot use any power of that level again until you finish a long rest.

SPELLCASTING ABILITY – INTELLIGENCE

You have honed your mind to bend light and shadow, so Intelligence is your spellcasting ability for Luminancer powers. Whenever a power refers to your "spellcasting ability," use your Intelligence. Power save DC = 8 + your proficiency bonus + your Intelligence modifier. Power attack modifier = your proficiency bonus + your Intelligence modifier.

USING CAUSAL POINTS

To manifest a Luminancer power, you must spend a number of Causal Points from your pool. The cost corresponds to the power's effective spell level, as shown below. For example, a 3rd-level power like Luminal Motion costs 5 Causal Points to use. You can only use a power at its base level (no upcasting to higher

levels), but some powers have built-in scaling improvements when used at higher Luminancer level. You regain all spent Causal Points after a long rest, and can regain a small amount on a short rest via Meditative Balancing. You cannot spend points on a power if it would bring your total below 0.

CAUSAL POINT COSTS

1st-level power = 2 points; 2nd-level = 3 points; 3rd-level = 5 points; 4th-level = 6 points; 5th-level = 7 points; 6th-level = 9 points; 7th-level = 10 points; 8th-level = 11 points; 9th-level = 13 points. (These costs follow the DMG's spell point table for balance.) Cantrips and minor powers (level 0) do not cost points – the Luminancer can use them freely.

LEARNING POWERS

You start knowing two 1st-level Luminancer powers of your choice. The Luminancer Powers List at the end of this document details all available powers and any level requirements. Each time you gain a level in this class, you can learn one new power (as shown under Powers Known). At certain levels, you also automatically learn specific powers that are integral to the Luminancer (these do not count against your powers known). These fixed powers are: Soul Raiment (gained at 10th level), Shift Fates (11th), See Through the Eyes of Gods (15th), Transcendent Soul Raiment (18th), and Ocular Apotheosis (20th). You cannot replace these fixed powers upon leveling – they represent critical milestones in your mastery of light, dark, and destiny.

COMPONENTS AND CASTING

Unless a power's description says otherwise, using a power requires the same components (verbal, somatic, etc.) as a similar spell would, and it takes the same action, bonus action, or reaction timing as the spell it mimics. For example, Causal Shield is used as a reaction (like the shield spell), Causal Missile is an action (like magic missile), etc. However, no material components are required for Luminancer powers – your manipulation of causal energy replaces material needs. Because these powers are innately fueled, they cannot be easily counterspelled by conventional means; at the DM's option, treat them as spells for interactions like Counterspell or Dispel Magic only if the power's level is 3rd or higher and the Luminancer expended points (a 0-level minor effect can't be countered, similar to a cantrip).

CAUSAL POWERCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your Luminancer powers, if desired, but it is not required – many Luminancers use their weapon or empty hand to channel light or shadow. As long as you have a free hand or a wielded weapon, you can perform the somatic gestures needed.

BALANCE OF BRIGHT AND SHADOW

2ND-LEVEL LUMINANCER FEATURE (UNIQUE ABILITY)

Starting at 2nd level, you can infuse your strikes and spells with the dual energy of radiance or darkness. This reflects the Luminancer's core philosophy of maintaining balance between light and dark. When you activate this feature, choose one of the following effects:

RADIANT OR UMBRAL STRIKE

Once per short rest, when you hit with a weapon attack, you can channel either searing light or chilling darkness into the blow. The attack deals an extra 1d8 radiant or necrotic damage (your choice) to the target. The damage increases as you gain levels in this class: to 2d8 at 5th level, 3d8 at 11th, and 4d8 at 17th. If the target is a creature particularly harmed by radiant or necrotic energy (DM's discretion, e.g. undead for radiant), the effect might be especially noticeable – however, your goal is equilibrium, not obliteration. The next time you use this feature, you are encouraged (but not required) to choose the opposite energy type, preserving the balance.

You may spend up to your proficiency bonus in causal points to add 1d8 radiant or necrotic damage to any strike made while you have advantage or are standing within at least dim light (radiant) or half darkness (necrotic).

ENERGY REBALANCE (SPELL ADAPTATION)

Once per short rest, when you use a Luminancer power that deals acid, cold, fire, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one of the other types from that list. For example, if you cast Causal Missile (which normally might deal force or radiant damage), you could decide it instead deals necrotic damage, or if you use Rock Ensnarement (bludgeoning/force), you might convert it to cold as shards of ice instead of stone. You can change only one damage type per use of a power with this feature. Essentially, you momentarily adjust the “causal wavelength” of the effect. This can also be used to change a power's associated energy aura – for instance, you could cause your Causal Shield to manifest as a shroud of shadow instead of a shimmer of light (purely cosmetic change to damage type force or radiant).

You may spend 2 causal points to initiate this power even if you have already used it once before.

You regain all uses of Balance of Bright and Shadow after a short or long rest. In keeping with your philosophy, using this ability does not inherently “imbalance” you – a true Balancer walks freely in light or darkness as needed. At 6th level and higher, features

from your Balancer subclass will further enhance how you exploit both energies.

DEVELOPER'S NOTES

This feature was inspired by abilities like the Lore Master Wizard's Energy substitution and a homebrew “Reaper's Choice” feature, but balanced for limited use. By making it available once per short rest each for attack infusion and spell element change (effectively two uses if you employ both options), the Luminancer can flexibly respond to enemy weaknesses without trivializing damage-type resistances in the game. It also reinforces their dual nature – you are equally comfortable wielding the holy power of Radiance or the eerie force of Necrosis.

MEDITATIVE BALANCING

2ND-LEVEL LUMINANCER FEATURE (UNIQUE ABILITY)

Also at 2nd level, you gain the ability to recover your mystical energy by entering a balancing meditation during a short rest. During any short rest, if you spend at least 30 minutes in a calm state of attunement with light and dark (often by dimming the lights around you or focusing on a small candle flame and its shadow), you may choose to recover Causal Points instead of Hit Points.

When you do so, roll one of your Hit Dice (a d8) and recover that many Causal Points, up to your maximum. You do not regain those hit points, as you have essentially converted the rejuvenating energy into magical fuel. You can spend additional Hit Dice in this way during the short rest (up to the normal number you could spend for healing), each die you spend either healing you or granting points, your choice for each die. For example, if you have three Hit Dice available and were wounded, you might spend two dice to heal and one die to regain points.

This practice echoes the techniques of monks and mystics who find inner balance to restore their ki or psi energy. You cannot exceed your normal maximum Causal Points through this method – excess points are simply not gained. Most Luminancers reserve this technique for adventuring days when they expect extended exertion, ensuring they can fuel a few extra powers without a long rest.

SOUL RAIMENT

10TH-LEVEL LUMINANCER FEATURE (POWER LEARNED AUTOMATICALLY)

Upon reaching 10th level, you unlock a signature ability without equal on either side of the cosmic balance: the Soul Raiment. This is a special Luminancer power that you master as part of your core progression (you gain it automatically at 10th level, even if you normally would not learn a new power at this level). Soul Raiment does not count against your powers known.

Soul Raiment – “Clothing of the Soul” – allows you to envelop your body in a protective aura drawn from the essence of your soul’s light and shadow. As a bonus action, you spend 6 Causal Points (treat as a 4th-level power) to activate Soul Raiment. For up to 10 minutes (concentration not required), you gain the following benefits:

PROTECTIVE AURA

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, as your aura absorbs part of the impact. In effect, ephemeral armor of shimmering light and swirling shadow deflect blows before they strike true.

EMPOWERED STRIKES

Once on each of your turns when you hit with a weapon attack or Luminancer power that deals damage, you can cause the attack to deal an extra 1d8 radiant or necrotic damage (choose each time). This is in addition to any extra damage from Balance of Bright and Shadow. Essentially, while Soul Raiment is active, you channel a bit of your soul’s energy into every strike.

MAGICAL DEFENSE

You have advantage on saving throws against spells or magical effects that deal radiant or necrotic damage, and you have resistance to radiant and necrotic damage while the Raiment persists. Years of juggling holy and unholy energies have inured you to both. (If you already have resistance to one of those types, this can effectively make you immune, at DM’s option.)

The visual manifestation of your Soul Raiment reflects your character: some Luminancers glow with a soft halo and trailing shadows at their feet; others become cloaked in a half-light, their features hard to discern as if overlaid by a negative-image version of themselves. While active, dim light may radiate from you in a 10-foot radius (or you may seem to dim the light in a similar radius – choose a cosmetic effect that fits your style).

Once you use Soul Raiment, you cannot activate it again until you finish a long rest (you only have the one “suit of soul armor” per day). However, you can end the effect early on your turn (no action required), and you

can still spend Causal Points on other powers while it’s active.

INSPIRATION

This feature is akin to a combination of spells like armor of Agathys (which gives temporary protection and retaliates with cold damage) and class features like the Paladin’s aura or the Fiend Warlock’s Dark One’s Own Shield – but tailored to the Luminancer’s dual nature. It provides a mid-tier defensive boost that helps the Luminancer stand in melee despite only light armor, and it adds extra damage to keep their offense relevant. Note that by granting resistance rather than temporary HP, Soul Raiment is effective for sustained fights, fitting a level 10 feature. Later, at 18th level, this will upgrade to Transcendent Soul Raiment for even greater power.

SHIFT FATES

11TH-LEVEL LUMINANCER FEATURE (POWER LEARNED AUTOMATICALLY)

By 11th level, your understanding of causality deepens to the point where you can nudge the threads of fate itself. Shift Fates becomes a power you can wield – essentially a minor act of temporal manipulation. You automatically learn this power at 11th level (it does not count against your powers known).

Shift Fates – As a reaction when a creature you can see within 30 feet (including yourself) makes an attack roll, ability check, or saving throw, you can spend 5 Causal Points to momentarily alter fate. You force that creature to reroll the d20 and take the new result, regardless of whether it's higher or lower. You can wait until after you see the initial roll's outcome (success or failure) before deciding to use this power. The flow of time briefly splinters, offering a second chance (or a twist of misfortune).

You can use Shift Fates only once per turn (since it uses your reaction), and a given roll can only be shifted one time at most. If multiple effects would force rerolls (e.g. the target also has disadvantage, or another Luminancer tries to shift the same roll), they don't stack – typically the most recent effect takes precedence.

Using Shift Fates on an enemy's roll can turn a hit into a miss or force them to possibly fail a saving throw they would have succeeded on. Using it on an ally (or yourself) can rescue a crucial save or attack from failure – though there's always a chance the new roll is worse. This power is akin to the Chronurgy Wizard's Chronal Shift or the Divination Wizard's Portent (though Portent foresees rather than alters). It highlights the Luminancer's role as a subtle manipulator of probability.

Once you use Shift Fates, you cannot use it again until you finish a short or long rest (this limit represents the strain such meddling places on your Causal Point reserves and psyche). However, starting at 17th level, you are powerful enough to use Shift Fates twice between rests. You regain expended uses on a short or long rest. (If your DM prefers, you can instead treat Shift Fates as a regular power costing 5 points with no per-rest limit beyond your points – but the recommended approach is to limit its uses, as constant rerolling could slow down gameplay and overshadow a Diviner's Portent.)

SEE THROUGH THE EYES OF GODS

15TH-LEVEL LUMINANCER FEATURE (POWER LEARNED AUTOMATICALLY)

At 15th level, you unlock an extraordinary ability to perceive reality on a higher level – glimpsing what only gods and some archmages can. See Through the Eyes of Gods is automatically learned at this level as a Luminancer power (not counting against powers known).

See Through the Eyes of Gods – As an action, you spend 11 Causal Points (treat as an 8th-level effect) to drastically expand your senses for 1 hour. For the duration, you gain Truesight out to 120 feet. With Truesight, you perceive things as they truly are: you can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of shapechangers or creatures transformed by magic. In addition, you can see into the Ethereal Plane out to 120 feet.

While this power is active, your eyes typically shine with a luminous white or deep black (or one of each color) indicating the divine sight you've been granted – it's often obvious to onlookers that you are in an altered state of vision. Some Luminancers report that when using this ability, they see the presence of fate lines connecting individuals or faint auras of light or shadow around people reflecting their moral state, effectively giving them an almost godlike insight. This is up to DM's flavor – mechanically, the key benefit is Truesight.

Once you use this power, you cannot use it again until you finish a long rest. Activating such heightened perception is taxing, akin to casting a 6th-level or higher divination spell. In fact, this can be seen as analogous to the true seeing spell (6th level) cast on yourself, but even stronger due to the extended range and possibly additional cosmic insights (hence the higher point cost).

This feature symbolizes the Luminancer nearing the pinnacle of their journey. For a time, they literally see as the gods do, peeling back shadows and illusions. It comes just before their final transformations (18th and 20th level features), preparing them to act with greater certainty and understanding.

TRANSCENDENT SOUL RAIMENT

18TH-LEVEL LUMINANCER FEATURE (POWER LEARNED AUTOMATICALLY)

By 18th level, the protective Soul Raiment you first manifested at 10th level evolves into its Transcendent form. This power is automatically learned at 18th level. When you use Soul Raiment now, it is significantly enhanced as follows (you effectively have a new 9th-level power version of it, costing 13 points, which you may simply call Transcendent Soul Raiment to differentiate from the base version):

NO CONCENTRATION, NO LIMITATION

Your Soul Raiment no longer requires any focus to maintain – it simply lasts the full duration. Additionally, you can now use it twice per long rest if you wish (though rarely will one need it twice in a day at this power level). Also, activating Transcendent Soul Raiment does not expend your normal Soul Raiment daily use – it is treated as a separate high-level ability.

IMPROVED RESISTANCE

While the Raiment is active, you gain resistance to all damage types except force and psychic. The light and shadow energies enwrap you so fully that they deflect elemental as well as physical harm. (Radiant and necrotic were already covered; this adds acid, cold, fire, lightning, thunder resistance on top.) You also have advantage on all saving throws against spells. Essentially your soul's energy buffers you from magical assault in general.

FLIGHT

You gain a flying speed equal to your walking speed. When you manifest this transcendent aura, either angelic wings of light or demonic wings of shadow (or a Yin-Yang swirling vortex, or any visual you choose) emerge, allowing you to hover and fly with perfect maneuverability. This flight lasts as long as the Raiment does.

AUGMENTED STRIKES

The extra damage on each attack that Soul Raiment provided increases to 2d8 radiant or necrotic (your choice each time). Furthermore, whenever you deal that extra damage to a creature, you can also reduce that creature's speed by 10 feet (as the binding energy of light and dark partially paralyzes them) until the start of your next turn.

Transcendent Soul Raiment still has the base duration of 10 minutes, and you still activate it as a bonus action. It costs 13 points (a 9th-level power), and can be used once per long rest (as with any 9th-level effect). If you have any uses of the base Soul Raiment left, you may still use those separately (perhaps to

conserve points) – but typically at 18th+ level you will favor the transcendent version for its sheer superiority.

Visually, a Luminancer using Transcendent Soul Raiment is a sight to behold: they become a kind of avatar of balance, perhaps half their body glowing bright as day and the other half dark as midnight. Some even appear to take on a translucent, otherworldly form, as if stepping partly into another plane. This is the next-to-final step of your evolution, when you yourself become a bridge between the light and dark realms.

OCULAR APOTHEOSIS

20TH-LEVEL LUMINANCER FEATURE (CAPSTONE POWER LEARNED AUTOMATICALLY)

At 20th level, you achieve Ocular Apotheosis – the “divine eye.” This capstone represents the culmination of your cause-manipulating abilities. Your senses and understanding reach a level of near-omniscience in moments of need, and your mastery of light and shadow is unparalleled.

PERMANENT TRUESIGHT

Your eyes are forever changed by your experiences. You now have Truesight out to 60 feet at all times, even when not using any power. This is a permanent passive benefit – you see through darkness, invisibility, shapeshifting, and illusions automatically within that range. (If you still have See Through the Eyes of Gods available, that can further extend it to 120 ft and beyond temporarily, but your baseline sight is now superhuman.)

OCULAR APOTHEOSIS – FORESIGHT

As an action, you can fully invoke your apotheosis to gain a brief flash of true foresight (as the spell foresight, 9th-level). This costs 13 Causal Points. When you do so, you touch a creature (which can be yourself) and grant it preternatural awareness for 1 minute. For that duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws; and other creatures have disadvantage on attack rolls against it. Essentially, your perfected eyes grant the target a glimpse a few seconds into the future – enough to predict enemy moves and outcomes. Once you use the Foresight aspect of Ocular Apotheosis, you cannot do so again for 1 week (this is an immensely powerful effect, essentially replicating one of the strongest protective spells).

CAUSAL NOVA (LIGHT & DARK UNLEASHED)

Additionally, as a part of activating Ocular Apotheosis or as a separate action when Apotheosis is already active, you can unleash a Causal Nova – a burst of raw light and shadow energy. Choose any number of creatures within 30 feet that you can see. Each target is struck by

either searing radiance or consuming darkness (your choice for each target). Chosen creatures must make a Constitution saving throw against your Power save DC. On a failed save, a creature takes 6d10 radiant or necrotic damage (whichever you chose for that creature) and is blinded (if hit by radiant) or deafened (if hit by necrotic) until the end of your next turn. On a successful save, it takes half damage and isn't blinded/deafened. Creatures of your choice in the area automatically succeed on the save (you can spare allies the effect). This is effectively a 9th-level mass burst akin to sunburst (radiant) or weird (necrotic), but scaled slightly down to not overshadow those spells entirely. You can use Causal Nova once, and you regain the ability to do so after a long rest.

After using any part of Ocular Apotheosis, your eyes may burn with an intense glow or dark haze for days, marking you clearly as something beyond mortal. The week-long recharge on the foresight power ensures this remains a narrative ace-in-the-hole rather than a every-day buff, while the passive Truesight and powerful Nova give you a truly epic presence in the final tier of play.

In summary, at 20th level, the Luminancer has nothing left to fear from the unknown – they literally see all and can bend fate and light to their ultimate will. The Ocular Apotheosis namesake underscores that it is through their Eyes (the lens of causality) that they ascend.

LUMINANCER ARCHETYPE: THE BALANCER

3RD-LEVEL LUMINANCER FEATURE

At 3rd level, you choose a specialization of your Luminancer abilities known as an Archetype. The Luminancer who follows the Balancer path embraces the interplay of light and dark fully. (At the DM's discretion, other archetypes might exist for those who focus purely on Light or purely on Shadow, but the Balancer is presented here as the core subclass.) Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels. These features are detailed under The Balancer below.

THE BALANCER (LUMINANCER ARCHETYPE)

Luminancers who pursue the Balancer archetype are devoted to the principle that light and dark are two sides of the same coin – and true power comes from using them in harmony. Rather than aligning with holy radiance or embracing shadow and necromancy exclusively, a Balancer walks the middle path. They can wield both radiant and necrotic energies interchangeably without prejudice or moral bias. In practical terms, this means a Balancer is adept at switching damage types, combining effects, and maintaining equilibrium so that neither aspect of their power eclipses the other. They might see themselves as guardians of cosmic balance, or simply pragmatic warriors who use every tool available.

EQUILIBRIUM TECHNIQUES

3RD-LEVEL BALANCER FEATURE

When you choose this archetype at 3rd level, you immediately gain two benefits that underscore your ability to wield dual energies in concert:

Umbral and Luminal Channeling: Whenever you use Balance of Bright and Shadow to imbue an attack with extra damage, you can choose to split the damage between radiant and necrotic. For example, if your attack would deal an extra 1d8 and you have this feature, you could have it deal 1d4 radiant and 1d4 necrotic instead (each die still increases with level as normal, just split). This essentially lets you dual-infuse an attack. If a creature has resistance to one of those types but not the other, this split could help some damage get through. Additionally, when you use the Energy Rebalance option to change a spell's element, you can do so without expending the once-per-rest limit – you effectively get one free usage of Energy Rebalance that doesn't count against the base feature's usage. This means you could, for example, change a power's damage type to radiant in one round and to necrotic in

the next, as needed, even if you've already used Balance of Bright and Shadow to buff an attack. The Balancer specializes in fluidly swapping energies.

Balanced Mind: You gain proficiency in Wisdom saving throws (on top of your class's Dex and Int saves). Moreover, if you are subjected to an effect that causes the charmed or frightened condition and it has a connection to either brilliant light (e.g. a unicorn's shimmering gaze) or terrifying darkness (e.g. a shadow dragon's presence), you have advantage on the save to resist. Your exposure to extremes of light and dark has steeled your psyche against emotional manipulation from either. (If you already have Wis save proficiency from another source, you may instead gain proficiency in Charisma saves or a skill of your choice reflecting your centered psyche.)

These techniques ensure that from the moment you become a Balancer, you handle radiant and necrotic forces more deftly than other Luminancers, and you maintain a calm neutrality of mind. Many Balancers describe this state as being “in the eye of the storm,” untouched by the swirling light and shadow around them.

DUALITY STRIKE

6TH-LEVEL BALANCER FEATURE

At 6th level, you learn to follow up a light-imbued attack with a shadow-imbued one (or vice versa) to devastating effect. Whenever you use Balance of Bright and Shadow to add radiant damage to an attack, your next attack (within 1 minute) that adds necrotic damage (either via Balance of Bright and Shadow again if you regain it, or via another class feature or power that deals necrotic) deals an extra +1d8 damage. Similarly, if you first add necrotic and then follow with radiant, the second attack gets +1d8. This extra damage is in addition to the normal extra damage dice from Balance of Bright and Shadow, and does not consume any additional uses – it's essentially a “combo bonus” for alternating your energies.

For example, say a Balancer Luminancer strikes a foe and uses their feature to deal +1d8 radiant. On their very next turn, they manage to hit the same (or another) foe and this time channel necrotic – that second hit would deal +1d8 necrotic from Balance (as normal at this level) plus an additional 1d8 necrotic from Duality Strike's effect. After that, the combo bonus is expended until you set it up again by alternating in the sequence (essentially, you only ever get one bonus die on the “second hit” of a light→dark or dark→light sequence).

In addition, Duality Strike allows you to empower your cantrips or minor powers in a similar way. If you cast a cantrip or use a power that deals radiant damage, the next cantrip/power you use that deals necrotic (within 1 minute) gains a +1d8 bonus damage die, and vice versa. This makes even your low-cost abilities pack a punch when used in alternating fashion.

Finally, Duality Strike subtly improves your Causal Nova (from Ocular Apotheosis): when you unleash your Nova at 20th level, Balancer training lets you mix a blinding flash and a deafening darkness in one wave. Creatures failing vs radiant Nova damage are blinded, and those failing vs necrotic are deafened – a Balancer can choose to impose both conditions on a creature that fails if they desire (though it has no practical extra effect unless the creature somehow would resist one condition but not the other).

EQUILIBRIAL RESILIENCE

10TH-LEVEL BALANCER FEATURE

By 10th level, your constant weaving of light and dark grants you a form of homeostasis in battle. Whenever you take radiant or necrotic damage, you gain a protective boon on the opposite energy type until the end of your next turn. For instance, if an enemy's flame strike spell deals radiant damage to you, you become resistant to necrotic damage until end of your next turn. If a wraith hits you with life-draining necrotic touch, you gain resistance to radiant damage until end of your next turn. This essentially means foes can no longer exploit one type of energy against you repeatedly – hitting you with one only strengthens your defense against the other.

Additionally, if you currently have temporary hit points or a protective ward (like Causal Shield active, or a shield of faith spell, etc.), and you take damage of a type you're resistant to (including those gained from this feature or from Soul Raiment), you can choose to transfer that resistance momentarily to one ally within 10 feet. As a reaction, reduce your own resistance to that damage (for that single instance) and give the ally resistance to that instance of damage instead. Essentially, you can take the full brunt of a hit to spare an ally who wasn't resistant. For example, you and an ally are caught in an enemy cleric's destructive wave that deals necrotic; you have Equilibrial Resilience and/or Soul Raiment granting you necrotic resistance, but your ally does not – you can use your reaction to let them benefit from your resistance for that wave, halving their damage while you take normal damage. This usage consumes no points and is simply an expression of your balanced aura protecting others.

Equilibrial Resilience also amplifies your Meditative Balancing: during a short rest, when you convert Hit Dice to Causal Points, you now also regain a number of hit points equal to your Intelligence modifier for each die you spend for points. It's not as efficient as using the die purely for healing, but it means you don't completely forgo healing when you meditate – your balanced energy mends you slightly even as it fuels your magic.

WARDEN OF THE TWILIGHT

14TH-LEVEL BALANCER FEATURE

At 14th level, you have become a true Warden of the Twilight, an expert at manipulating the threshold between light and dark. You gain several potent abilities:

Twilight Shroud: You can create an aura of twilight around you at will (no cost). This aura extends 20 feet from you and moves with you, lasting up to 1 minute once activated (you can dismiss it early). Within this shroud, dim light prevails (bright light is reduced one step and darkness is raised one step to dim, effectively balancing lighting conditions). Any creature of your choice starting its turn in the shroud regains hit points equal to your Intelligence modifier if it is below half its hit point maximum, thanks to the comforting balance of light and dark empowering their life force. Conversely, any hostile creature in the shroud finds the mixed lighting disorienting – their attack rolls suffer a –2 penalty as long as they are in the area (their eyes can't fully adjust to the constant shift). You can use Twilight Shroud a number of times equal to your Int modifier per long rest. This ability mirrors some effects of the Twilight Cleric's Twilight Sanctuary, though toned down (no temp HP, but minor regeneration and attack debuff instead).

Balance Mastery – Bright to Dark: When you use an ability or power that changes damage types or elements (like Balance of Bright and Shadow's spell adaptation or any similar effect), you can do so without expending that feature's use and you can change two different damage types in the same casting. For example, suppose you have a power that creates both fire and radiant damage in different parts (hypothetically); you could change the fire to cold and the radiant to necrotic in one go. Or more practically, if a spell deals 2 damage types (like flame strike does fire and radiant), you could alter both types to two new types of your choice. This level of fine control is rare even among archmages.

Empowered Causal Flow: Once per long rest, when you roll Causal Points on Meditative Balancing or use Shift Fates, you can choose to maximize the result instead of rolling. For meditating, that means you treat a spent Hit Die as if it rolled an 8 (full points regained). For Shift Fates, it means after forcing the reroll, you can take it a step further and declare the outcome is automatically a success or failure (your choice) – essentially a mini Convergent Future (like the Chronurgy wizard's 14th-level feature that can set a roll to minimum or maximum). However, doing this with Shift Fates is incredibly taxing – after you do so, Shift Fates immediately ends if it was ongoing, and you cannot use Shift Fates again for 24 hours. This is your "ultimate" fate balancing trick, used in dire circumstances.

A 14th-level Balancer stands as a peerless mediator of opposing forces. In battle, they seem to carry a piece of dusk and dawn with them, shielding allies and confounding foes. Their mastery of switching energies makes them unpredictable – an enemy cannot guess whether the next attack will burn with holy light or corrode with fell darkness.

Roleplaying note: Balancers at this level often think of themselves as beyond conventional morality of good/evil – they see the bigger cosmic picture. Some may form orders or brotherhoods dedicated to maintaining equilibrium (perhaps intervening if one faction of celestial or fiend gains too much power). Others might struggle with their identity, walking the knife's edge between two extremes. In any case, their power is respected (and perhaps feared) by those on both sides who don't fully understand the need for balance.

LUMINANCER POWERS LIST

(Listed by ascending level; powers marked with an asterisk * are learned automatically at the specified class level instead of chosen.)

Below is a comprehensive list of Luminancer Powers available to the class. These powers mimic spell effects or unique magical abilities. The list is organized by the equivalent spell level (or power rank). Remember that as a Luminancer, you use your Intelligence for these powers' attack rolls or saving throw DCs. Unless otherwise stated, if a power requires a saving throw, the DC is your Power save DC.

0-LEVEL (CANTRIP-EQUIVALENT) POWERS:

(These minor powers do not cost Causal Points and can be used freely.)

Radiant Spark / Umbral Spark: You know a simple ranged bolt attack that you can flavor as either a mote of light or a shard of shadow. Make a ranged spell attack against a target within 60 ft. On a hit, the target takes 1d8 damage, either radiant (if a radiant spark) or necrotic (if umbral spark), your choice each time you use it. This power's damage increases as you level (scaling like a cantrip: 2d8 at 5th, 3d8 at 11th, 4d8 at 17th). For every extra point spent, increase bonus to hit and damage by +1. You inherently learn this at 1st level, reflecting your basic training (doesn't count against powers known).

Light Bending: You manipulate light around an object or creature. This is similar to the light and darkness cantrips combined in a minor way. You can dim a 10-foot radius of bright light to dim for 1 minute, or increase a 10-foot radius of dim light to bright. Alternatively, you can create small illusions of light and shadow – simple images or silhouettes equivalent to a minor illusion spell (but visual only). Creatures inspecting the illusion can discern it with a successful Investigation check against your power DC. This is useful for small tricks: e.g., create a patch of shadow to hide a small item, or a brief holographic-like image.

Causal Minor Shield: A brief burst of causal energy protects you. When you cast this (reaction to an attack), you gain a +2 bonus to AC against that attack. This is effectively a very weak version of the shield spell. It won't stop magic missiles or multiple attacks, but it might turn a hit into a miss occasionally. You'd use this cantrip when you're low on points but really want to try preventing a single hit. (DM may rule that you must declare this before knowing the attack roll, unlike the full Shield which is after hit, since it's minor.)

Trace Fate: By concentrating briefly, you get a minor insight into immediate outcomes. You perform a tiny divination, like rolling a d20 and recording the number. On your next ability check or attack roll within 1 minute, you can choose to use that recorded number instead of rolling (you must decide before rolling normally). This is

akin to a much weaker Portent (Diviner Wizard) – essentially you “peek” at one possible outcome and can follow it if desired. Once you use the stored number, this cantrip's effect ends. If not used, the glimpse fades after 1 minute. You can only have one Trace Fate “glimpse” at a time.

1ST-LEVEL POWERS:

Causal Missile: You unleash darts of pure causal force that never miss their mark. This functions like the magic missile spell. You create three glowing projectiles of energy (they may appear as slivers of white light or black shadow or twisting yin-yang bolts). Each dart automatically hits a creature of your choice within 120 ft that you can see, dealing 1d4+1 force damage each. You can direct the darts at one target or split them among several. Cost: 2 points. (At higher Luminancer levels, this power creates more darts – following the scaling of magic missile: 1 additional dart for each power level above 1st, so when you unlock 3rd-level powers, you could spend 5 points to cast a stronger version with 5 darts, etc. But normally you'll use it at base level.)

Causal Shield: In the blink of an eye, you raise a ward of causality to foil an attack. This mimics the shield spell. As a reaction when you are hit by an attack or targeted by magic missile, you create an invisible barrier of force. You gain +5 bonus to AC against that triggering attack (and any other attacks until start of your next turn), potentially turning the hit into a miss. You also become immune to magic missile for that moment. The visual of your Causal Shield might be a brief flash of light or a disk of darkness intercepting the blow. Cost: 2 points.

Luminal Motion: You momentarily become light-as-a-photon, blinking out of one spot and into another. This replicates the effect of misty step. As a bonus action, you teleport up to 30 feet to an unoccupied space you can see. You leave behind a slight afterimage or a burst of motes where you were, and appear with a flicker. Cost: 2 points. (Requirement: Luminancer 3rd level, as this is equivalent to a 2nd-level spell.) – Note: At later levels, you may combine this with powers like Umbral Duplication (for example, teleport and swap with your duplicate), but that requires those powers.

Rock Ensnarement: You call upon earth energy to bind a foe's legs. This power causes jagged rocks and earthen spikes to erupt and entangle creatures, similar to a mix of entangle and earthbind. Choose a point on the ground within 90 ft. At that point, the ground in a 20-foot square erupts with stony tendrils. Creatures in that area must succeed on a Strength saving throw or be restrained by the rocky vines. While restrained, their speed is 0 and attacks against them have advantage. They can use an action to attempt a new Str check to break free. The area becomes difficult terrain for the duration (1 minute). Cost: 2 points. (You require 3rd level to learn this, as it's based on a 1st-level spell.)

Elemental Ward: You create a ward to protect against elemental harm. When you use this power, choose one damage type: acid, cold, fire, lightning, or thunder. You (or one creature you touch) gain resistance to that damage type for 1 hour. This mirrors the effect of protection from energy but shorter duration (the original is concentration up to 1 hour; you make it fixed 10 minutes or similar for balance). Alternatively, you can cast this reactionary like absorb elements: as a reaction to taking elemental damage, gain resistance to that instance and deal an extra +1d6 of that type on your next attack. You decide which mode when learning the power (or the DM may allow either mode each use). Cost: 3 points.

Self-Empowerment: You flood your body with balanced energy, boosting your physical capabilities. This power is like a mini haste or enhance ability. As a bonus action, you spend 3 points to gain the following for 1 minute: +10 feet to your movement speed, advantage on Dexterity checks and saving throws, and you can make one additional weapon attack as part of your Attack action on each turn. However, attacks against you have advantage until this effect ends (as your defenses are slightly lowered while pushing your limits). This risk reflects balancing on a razor's edge. When the effect ends, you must succeed a DC 10 Constitution save or gain one level of exhaustion. (Requirement: Luminancer 5th level; this is roughly 3rd-level spell power.)

Umbral or Luminal Duplication: Through either solidified shadow or holographic light, you create a duplicate of yourself. This power functions similarly to an Echo Knight's echo or the mirror image spell, depending on how you use it. You have two modes:

Mirror Images: By spending 2 points, you create three illusory duplicates of yourself that mimic your actions (like mirror image). These images impose a chance for enemies to hit them instead of you. An attacker must roll to see if they hit an image; images are destroyed when hit. This lasts 1 minute.

Echo Duplicate: By spending 3 points, you summon a single semi-real duplicate (made of shadow or light) in an unoccupied space within 15 ft. This duplicate lasts until destroyed (AC equal to 10 + your proficiency, 1 HP) or until you dismiss it. You can move it on your turn (up to 30 ft) and you can mentally swap places with it as a bonus action (teleporting both of you, no limit on uses, akin to Echo Knight's switch). You can also make attacks from the duplicate's position when you take the Attack action (essentially extending your melee reach or angle). Unlike mirror images, this duplicate isn't an illusion but a conjured entity of light/shadow. Only one duplicate can exist at a time from this power. This power costs 2 or 3 points depending on mode. (Requirement: 5th level for Echo mode.) It synergizes with Mutual Substitution (below).

Translocation: You momentarily step through the veil between here and there. This is effectively dimension

door on a smaller scale, or vortex warp style teleportation of others. You have two uses:

Personal Translocation: As in Luminal Motion, you teleport yourself 30 ft (or potentially farther at higher level with more points). At base (3 points) you can do up to 60 ft (like an advanced misty step).

Mutual Substitution: (Requires 5th level, 3 points) Choose two creatures you can see within 60 ft of you. They must each make a Charisma saving throw if unwilling (or automatically fail if willing). If both fail (or are willing), you swap their positions instantaneously – each teleports to where the other was. An unwilling creature that succeeds on the save is not moved. This can be used on yourself and an enemy, yourself and ally, or two other creatures. This is akin to a swap places ability. After using any Translocation, you can't cast another teleport power until your next turn (to avoid chaining infinite teleports). Cost: 3 points.

2ND-LEVEL POWERS:

Veil of Shadows: You wrap an area or a creature in a cloak of shadow. This functions like the invisibility spell when cast on a creature, or like darkness spell when cast on an area. When you learn this power, choose one mode (or learn it twice for both):

- **Invisibility:** One creature you touch (or yourself) becomes invisible for up to 1 hour or until they attack/cast a power. Anything the target is wearing or carrying is also invisible. This costs 3 points (2nd-level).
- **Shadow Sphere:** You create a 15-foot-radius sphere of magical darkness centered on a point within 60 ft, which lasts up to 10 minutes (concentration). No light can illuminate it, and even creatures with darkvision can't see through it. However, you as a Luminancer can see through your own magical darkness normally (thanks to your balancing of light/dark). Costs 3 points. (Requirement: 3rd level.)

Blinding Gleam: You emit a sudden flash of intense light. All creatures in a 20-foot cone or 15-foot radius (your choice) originating from you must make a Constitution save or be blinded for 1 round. Undead and oozes have disadvantage on the save (sensitive to light). This is akin to color spray or a mini sunburst. Costs 2 points. This non-lethal power is great for escapes or setups.

Grasp of Night: Opposite of Blinding Gleam, you can invoke pure darkness to sap a foe's strength. One creature within 60 ft must make a Constitution save or take 3d6 necrotic damage and have disadvantage on strength-based checks and saves until the end of your next turn (fluffed as their strength being "shadow-bound"). If they save, half damage and no disadvantage. Costs 3 points.

Call Forth the Elements: You tap into elemental forces aside from light/dark. This versatile power lets you produce small elemental effects, akin to low-level elemental spells:

Flame Jet: You shoot a streak of fire (like burning hands 15-ft cone, 3d6 fire, Dex save half).

Frost Shards: You fling ice shards (like ice knife or Snilloc's snowball swarm, 3d6 cold in a small radius, Dex save).

Thunderclap: A concussive boom (like thunderwave, 15-ft cube, 2d8 thunder and push, Con save).

Gusting Wind: Push one creature or object with a gust (no damage, but like a strong shove 20 ft, Str save resists). You essentially know a handful of minor elemental attacks under one umbrella power. Each time you use Call Forth the Elements, choose which version. Costs 2 points per use. (This is an exception to the "no material component" rule: if a version would normally cost material (like thunderwave doesn't), ignore them.)

Elemental Infusion: Instead of attacking with elements, you infuse your weapon with an element. Imbue a melee weapon (or a handful of ammo) with acid, cold, fire, lightning, or thunder. For the next minute, that weapon deals an extra 1d6 damage of the chosen type on hit and counts as magical. If you infuse ammo, it applies to up to 20 pieces of ammunition. This mimics elemental weapon spell (3rd level, but that one gives +1 to hit too; we simplified to damage only). Costs 3 points.

Metaconcert: A strange psychic harmonic power that allows coordination with allies. When you activate Metaconcert (cost 3 points, action), choose up to 3 willing creatures within 30 ft. You and the chosen allies form a psychic network until the end of your next turn. During this time, you all gain the following benefits:

- You can communicate telepathically with each other instantly.
- The first time each of you casts a spell or uses a power on your turn that deals damage or forces saves, you can add a +1 bonus to the spell's save DC or attack roll for each other member of the metaconcert who is within 30 ft. (e.g. if 3 of you are linked, one casts a spell, they get +2 DC because two others are "augmenting").
- If two of you target the same creature with an effect in the same round, that creature has disadvantage on the second saving throw (as the combined assault overwhelms them).

Essentially, this encourages teamwork in the round following activation. This is drawn from the concept of psionic metaconcerts (multiple minds combining). It's situational but can turn the tide in a coordinated party. Once used, you cannot use it again for 10 minutes (to avoid constant spam). (Requirement: 5th level.)

Quicken Causality: You momentarily accelerate your personal timeline. This power is like a mini haste on yourself for a single turn. When you use it (bonus action,

2 points), you can take one additional action immediately. You could use this extra action to Attack (one weapon attack only), Use an Object, or even cast another Luminancer power (though not another of cost 2 or higher since that would be two spell-level effects in one turn without special class feature; DMs might limit to cantrip-level power). After using Quicken, you cannot move or take reactions until your next turn (briefly disorienting). This basically allows a quick burst of activity. (Requirement: 5th level.)

3RD-LEVEL POWERS:

Radiant Burst: You conjure a sphere of intense radiance that explodes at a point you choose. Functions like fireball but radiant. 20-ft-radius sphere, deals 8d6 radiant damage, Dex save for half. Undead and fiends have disadvantage on the save vs this. Costs 5 points. (Classic blasting option.)

Umbral Surge: The shadow counterpart to Radiant Burst. You unleash a wave of necrotic shadow in a 20-ft radius sphere at a point. All creatures in area take 6d8 necrotic damage, Con save half. If a creature is reduced to 0 by this, it disintegrates into shadow (or leaves a withered corpse) at your choice. This might prevent certain death effects from triggering (like a zombie's fortitude). Costs 5 points.

Aurora Healing: You create a mingling of light and dark energies that gently rain down on allies in a 30-ft radius centered on you. All allies (yourself included) in the area regain 3d8 hit points, and any one ally you choose in area is also cured of either one disease or one poison (your balanced energy neutralizes it). In addition, up to one undead in the area (if any) must make a Con save or take 3d8 radiant damage (you can choose a specific undead to target if multiple). This is like a mini mass healing word combined with daylight for undead. Costs 5 points. (Requirement: 9th level, as this is healing and extraordinary for non-healer class.)

Shift Probability: (Upgraded Shift Fates for multiple targets) When a group of creatures make a roll (like multiple saving throws against an effect, or multiple attack rolls at once in a volley), you can spend 5 points to impose one reroll on each of up to 3 different creatures' rolls (basically a multi-Shift Fates). Example: three enemies roll to hit your allies, you can reaction Shift Probability—enemy A rerolls attack, enemy B rerolls, enemy C rerolls. Or three allies are rolling saves vs a dragon breath, you can let each reroll. This is like a chain reaction tweak. You must use this after seeing the initial rolls but before outcomes are finalized (like Shift Fates). Requires a reaction. Costs 5 points. (Requirement: 13th level.)

Armament Multiplication: You momentarily duplicate your weapon or create ephemeral copies to strike multiple foes. When you take the Attack action, you can cast this power to conjure spectral duplicates of your wielded weapon. Instead of your normal attacks, choose up to three creatures within your weapon's range (melee or ranged). Make one attack roll against each target (each attack uses your ability mods etc.). Each target hit takes weapon damage as if hit by your weapon (but the damage type can be radiant or necrotic or the weapon's normal type, your choice). After this attack, the duplicates vanish. This effectively lets you hit three different targets with one action, but you do not hit any target more than once. It's like steel wind strike lite (that spell does 5 attacks at 6th level spell, 5d10 force each). Here it's normal weapon damage but up to 3 targets. Costs 5 points.

4TH-LEVEL POWERS:

Soul Sever (Necrotic Blast): You channel a concentrated beam of darkness at a creature's soul. One creature within 60 ft must make a Constitution save. On fail, it takes 6d10 necrotic damage and is paralyzed until the end of its next turn (its body shudders as its soul is partially yanked). On success, half damage and not paralyzed. If this reduces a target to 0, you tear their soul free – they die instantly (or for undead, are destroyed). Costs 6 points. (Requirement: 11th level.)

Prismatic Ray: A swirling ray of multicolored light springs from your hand. You make a ranged spell attack at a creature within 90 ft. On hit, the target is engulfed in unpredictable energies. Roll a d6 to determine the effect (similar to prismatic spray chart but simpler): 1 – acid (6d6), 2 – cold (6d6), 3 – fire (6d6), 4 – lightning (6d6), 5 – poison (6d6 + poisoned condition 1 min, Con save ends), 6 – necrotic and radiant (the target is struck by two rays, one dark one light, each 4d6; effectively 8d6 split). The target takes the damage or effect of the ray type rolled. They can make a Dex save to halve damage (or Con save against poison effect). This chaotic power showcases the Luminancer's whole spectrum. Costs 6 points. (Requirement: 11th level.)

Fate Anchor: You impose a momentary stasis on fate around a creature. Choose one creature within 30 ft. That creature must make a Charisma save. On failure, for the next round, any d20 roll that creature makes cannot have advantage or disadvantage – fate around it is “anchored” to an average path. Also, any attack rolls against it cannot benefit from advantage (and doesn't suffer disadvantage either; essentially everyone's rolls involving it are done with straight d20). This can be helpful to neutralize an enemy's advantage or to protect an ally who is being harried. Additionally, if the creature is under any reroll or luck effects (like fortune's favor, or a Halfling's Lucky), those are suspended for the round. It's a niche but flavorful power. Costs 6 points.

Dawn and Dusk: You create either a brilliant daylight or a deep night in a wide area. This is akin to casting

daylight spell or darkness, but on a grander scale and with the option to switch. When you use this power, you can either flood a 60-foot radius area centered on you with bright light (equivalent to sunlight) for 10 minutes (dispelling magical darkness of lower level), or plunge a 60-foot radius area in magical darkness for 10 minutes (overcoming mundane light). Due to your Balancer nature, you can actually invert an existing effect with this – for example, if an area is under a daylight spell, you can call Dusk to counter it, etc. Also, optionally, you can choose for the effect to alternate every round (flashing between bright and dark) – which might disorient creatures (those relying on darkvision or sensitive to sunlight might be blinded every other round, etc., DM's call). This enforcement of cycle can be potent but also affecting allies. Costs 6 points.

5TH-LEVEL POWERS:

See Through the Eyes of Gods (learned at 15th automatically): As described in class features. (True Seeing and beyond). Cost: 11 points.

Planar Transition: You momentarily slip into another plane to bypass obstacles. You and up to 5 willing creatures adjacent to you phase into the Ethereal Plane for 1 round (like etherealness, but short). During that round, you can move through objects and creatures on the Material Plane as if they weren't there. At the start of your next turn, you return to the Material at your new position. If you end inside an object, you are shunted to the nearest open space (taking force damage). Alternatively, at high cost, you could use this power to cast plane shift (8 points, requires Luminancer 15th, one use for travel).

Chains of Light and Shadow: You conjure binding chains made of solidified radiance and darkness intertwined. Target creature within 30 ft must succeed on a Dexterity save or be restrained. While restrained by these chains, the creature takes 1d10 radiant + 1d10 necrotic damage at the start of each of its turns (the energies sear and sap it). It can repeat a Str or Dex save (its choice) at end of each turn to break free. If it fails three saves in a row, the chains also knock it prone and incapacitate it (as they tighten intensely). This power costs 7 points and lasts up to 1 minute.

Eclipse (Orb of Obliteration): You create a small black orb wreathed in corona of light at a point you can see. This orb creates an effect similar to gravity sinkhole or implosion. Each creature within 20 ft must make a Strength save or be pulled 15 ft toward the orb and take 5d8 force damage (crushed by gravitational/light pressures). On success, half damage and not pulled. Additionally, the area becomes a zone of eerie twilight – attack rolls made into or out of the area have disadvantage (light warping). After the initial pull, the orb fades. Costs 7 points.

Transcendent Soul Raiment (18th level automatic): Improved Soul Raiment, as described.

Pinnacle of Causality (Time Stop): You momentarily step outside the normal flow of time. This functions as the time stop spell: you take 1d4+1 turns in a row during which other creatures cannot act. From their perspective, you vanish or blur; from yours, they're frozen. You cannot affect other creatures directly during these free turns (per the spell's rules – you can move, buff yourself, set up powers that will take effect after time resumes, etc.). Costs 11 points, once per long rest usage (as 9th-level). (Requirement: 20th level, or significant DM approval since messing with time is big.)

Ocular Apotheosis (20th level capstone): The ultimate foresight and nova ability, see class feature.

6TH-LEVEL LUMINANCER POWERS

Refractor Field (Enhanced Light Bending): Upon attaining 6th-level Luminancer power, your Light Bending ability evolves into a powerful defensive illusion. You can bend light around yourself to create a refractive field of illusory duplicates that confuse your foes. This functions like the mirror image spell: three illusory duplicates of yourself appear in your space, moving with you and mimicking your actions so it's impossible to track which image is real. Activating Refractor Field requires significantly less energy than it would to overcharge your basic Light Bending to achieve a similar effect, making it an efficient upgrade. The duplicates last for 1 minute (or until destroyed) and impose the normal mirror image rules on attackers (each attack has a chance to hit an illusion instead of you, destroying a duplicate on a hit). This enhanced power is gained automatically when you reach 6th-level power, reflecting your greater mastery of light manipulation.

Solar Lance: You learn to unleash a concentrated beam of intense light that burns and blinds your enemies. Solar Lance functions similarly to the Sunbeam spell: you project a 5-foot wide, 60-foot-long line of brilliant radiance. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes heavy radiant damage (about 6d8) and is blinded until the start of your next turn. On a successful save, it takes half damage and isn't blinded. Undead creatures and oozes (being particularly vulnerable to daylight) have disadvantage on this save by default. Solar Lance requires concentration to maintain. After casting it, you can use an action on each of your subsequent turns to emit another lance of light. This power lets you sweep the battlefield with searing illumination, cutting down foes with the pure energy of the sun.

Radiant Mirage: Harnessing your illusion skills on a grand scale, you can weave light to create expansive, convincing mirages. Radiant Mirage mirrors the effects of the Mirage Arcane spell: you project an illusion across a vast area (up to a 1-mile square) that alters the

appearance of terrain, structures, and objects within it. You can make open fields look like a dense glowing forest, or turn a cavern into a radiant hall of mirrors. The illusion affects all senses—visual, auditory, even touch and smell—making it remarkably convincing. Creatures moving through the area feel the illusory terrain as if it were real (though obvious impossible effects still can give it away). The Radiant Mirage lasts for up to 10 days, maintaining the deception long-term unless dispelled. This power is primarily gained for narrative and exploration purposes, allowing a Luminancer to conceal entire regions or create spectacular illusions on a massive scale using light.

7TH-LEVEL LUMINANCER POWERS

Prismatic Aegis (Enhanced Luminous Shield): At 7th-level power, the protective light you command intensifies into a swirling multicolored barrier. This Prismatic Aegis surrounds you (and can extend to a few feet around you, protecting adjacent allies) with shifting layers of colored light reminiscent of a prismatic wall. While the aegis is active (up to 1 minute, concentration), you gain strong defensive benefits. You have advantage on saving throws against spells and magical effects, as the barrier disperses and refracts hostile magic. Additionally, once while the Aegis is up, if a creature makes a ranged attack or spell attack against you, you can use your reaction to reflect that attack back. When you do so, the attacking creature must make a Dexterity saving throw. On a failed save, the hostile spell or projectile is bent by the prismatic lights and targets the attacker instead (as though they were the original target). For example, an enemy wizard who hurls a fire bolt at you might suddenly be struck by their own bolt if they fail the save, suffering its effects. After one such reflection, the Prismatic Aegis loses some potency (this one-time reflection can't be used again until you activate a new Aegis in a future encounter). The prismatic field also sheds bright light in a 30-foot radius while active. This enhanced shield power is automatically granted at 7th-level power, further fortifying your defenses with the full spectrum of light's protective power.

Prismatic Burst: You can now unleash the chaotic full spectrum of light as a weapon. Prismatic Burst functions like a Luminancer's version of Prismatic Spray: eight multicolored rays of light flash from your hand, each a different color with a different power and purpose. When you use this power, every creature in a 60-foot cone in front of you must make a Dexterity saving throw. For each creature that fails, roll a d8 to determine which colored ray strikes it (you can also choose specific rays for narrative flair, at your DM's discretion). Each ray inflicts a distinct magical effect, emulating the prismatic energies:

- Red Ray: Searing beam of heat – deals heavy fire damage.
- Orange Ray: Electrifying arc – deals lightning damage.
- Yellow Ray: Blinding flare – deals radiant damage and blinds the target for 1 minute if it fails a Constitution save.
- Green Ray: Venomous glow – deals poison damage and poisons the target.
- Blue Ray: Freezing beam – deals cold damage and restrains the target in ice (strength save ends).
- Indigo Ray: Wavering light – inflicts psychic damage and confusion (as the confusion spell effect for 1 minute).

- Violet Ray: Disintegration ray – deals force damage, and if the damage reduces the creature to 0 hit points, it disintegrates into motes of light.

The GM can use the Prismatic Spray spell's table for exact effects of each color. This burst of rainbow light is an extremely powerful area attack that embodies the unpredictable nature of refracted light. Be cautious, as it affects all creatures in the area – allies caught in the cone could be harmed unless protected (consider using Careful Metapower to shield friends, see Metapowers below). Prismatic Burst gives the Luminancer a potent 7th-level offensive power that can deal with clusters of enemies in spectacular fashion.

Luminescent Step: At this stage, you master turning yourself into pure light for split instants to relocate. When you use Luminescent Step, you momentarily disperse into a beam of light and reappear at another spot you can see within up to 120 feet. This functions as a specialized teleportation, akin to a combination of blink and misty step flavored as traveling as a ray of light. You do not provoke opportunity attacks when you teleport in this way (since you briefly aren't physically present). If there is strong light in the environment, you can flavor that you enter one light source and exit another. For example, you might step into a bright lantern's glow and emerge from a sunbeam across the room. This power can be used in quick bursts – effectively as a bonus action teleport – allowing incredible mobility on the battlefield. You leave behind a brief flash when you vanish and arrive with a swirl of photons. Luminescent Step is not an automatic upgrade but rather a new utility power choice available at 7th-level power, fitting the motif of a Luminancer becoming one with light itself.

8TH-LEVEL LUMINANCER POWERS

Radiant Nova (Enhanced Flare): Reaching 8th-level power, you unlock a devastating area effect by amplifying your earlier flare techniques. Radiant Nova allows you to erupt with blinding sunlight in all directions. This power is essentially the Luminancer's version of the Sunburst spell: brilliant sunlight flashes in a 60-foot radius centered on you (or a point you choose within 150 feet). All creatures in the light must make a Constitution saving throw. On a failed save, a creature takes massive radiant damage (around 12d6) and is blinded for 1 minute. On a successful save, it takes half damage and is not blinded (or blinded for only a brief moment, at the DM's option). Undead caught in the burst suffer greatly – you might rule they have disadvantage on the save or take extra damage, given the lethal nature of true sunlight to such creatures. Radiant Nova is the ultimate expression of your light's offensive power, capable of wiping out hordes of weaker enemies or seriously injuring durable foes with a single flash of divine light. After using this power, the area remains bathed in afterglow: for the next hour, normal darkness is banished in that radius as dim light persists. Note: Allies can be affected as well, so be mindful; you might use a Metapower to exclude allies (see Careful Power under Metapowers) if needed. Gaining Radiant Nova is an automatic feature at 8th-level power, as it's the culminated overpowering form of any smaller light flash you had at lower levels.

Lightform Transcendence: At this high level, a Luminancer can fully transcend their physical form, becoming a being of living light for a short period. As an action, you can transform into pure light – a radiant, incorporeal form – for up to 1 minute (or until you end it early). While in this Lightform:

- You gain a flying speed of 60 feet and can hover. You can move in any direction, including vertically, as a shaft of light.
- You can move through creatures and objects as if they were not there, treating them as difficult terrain. If you end your turn inside an object, you take 5 force damage as the light form destabilizes (just as ghosts do when ending movement inside matter).
- You become resistant to all non-magical damage; mundane weapons pass through your light body harmlessly. You also become immune to the grappled, restrained, and prone conditions, since you can slip through restraints and have no physical feet on ground.
- You cannot attack or manipulate objects in normal ways. You are effectively intangible; however, you can perform actions to use your Luminancer powers (spells) normally, and purely radiant or light-based effects you create can originate from your light form. For example, you could cast Solar Lance or Radiant Nova while in Lightform.

- You shed bright light in a 30-foot radius and dim light for 30 feet beyond that. You can dim this glow to appear as a mere wisp if you wish (for stealth purposes), but complete darkness is impossible – you are literally made of light.

Becoming the Lightform is an incredible utility and defensive ability. It lets you slip through prison bars, evade attackers by zipping through walls, and cross chasms or barriers with ease. It's somewhat akin to the Etherealness spell (which lets you step into the Ethereal Plane and move freely), but your Lightform stays on the material plane as visible illumination. Enemies without special sight may have trouble even perceiving you if you dim yourself to a faint glimmer. Do note that certain foes might harm you with magic – for instance, a dispel magic or darkness effect could potentially end your Lightform early at the DM's discretion, and you might be vulnerable to effects that trap or absorb light. Typically, you can use this transformation once per long rest (or expending a very high amount of energy points) given its potency. This power is an optional choice available at 8th-level power and epitomizes the motif of “becoming light”.

Refraction Dome: Another new power at this tier allows you to create a shelter of light. Refraction Dome creates a hemispherical field of shimmering light with a 30-foot radius centered on you. This dome resembles a glowing version of Leomund's Tiny Hut but is larger and mobile. For up to 1 hour, you and your allies inside are protected from harsh elements and lightly obscured from outside view by a one-way mirage: those inside can see out through the dome, but observers outside see only a sphere of brilliant glare. The dome moves with you as you walk, always centered on you (making it a mobile protective field). It can deflect small projectiles and dampen incoming damage – ranged weapon attacks from outside have disadvantage to hit creatures inside, and area effects from outside have their damage halved against those inside (as the energy is refracted and dispersed by the dome). However, enemies can still physically pass through the dome (it's not a solid wall, more like an aura of light). This power is useful for protecting your party while advancing or for safely resting in dangerous areas (similar to Tiny Hut, though it's not completely impenetrable). The dome emits bright light out to its radius, which could give away your position, but it can be colored or dimmed somewhat. Refraction Dome fits the Luminancer motif as a bastion of light protecting allies, and is available as a power choice at 8th-level.

9TH-LEVEL LUMINANCER POWERS

Prismatic Bastion: At the pinnacle of your luminous power, you can call upon the ultimate defense: a fortress of prismatic light. Prismatic Bastion is inspired by the Prismatic Wall spell. When activated, you create a shimmering, multicolored plane or dome of light up to 90 feet long and 30 feet high (or as a 30-foot radius sphere around a point) that lasts for 10 minutes. This barrier contains seven layers, each a different color of the rainbow, each with a unique property. Enemies attempting to pass through the barrier suffer the effects of each layer in turn – for example, they might take fire damage from red, acid from orange, be shocked by yellow, etc., potentially blinded, poisoned, petrified, or even banished if they push through every layer (mirroring prismatic wall's classic effects). Most creatures will find it nearly impossible to cross unaided. Spells of 5th level or lower cast directly at the Bastion are refracted harmlessly by one of the layers, and even higher-level spells have difficulty penetrating it. You and your allies, however, can designate yourselves to be immune to the barrier's harmful effects, allowing you to pass or shoot ranged attacks out from inside. In effect, Prismatic Bastion can serve as an impenetrable sanctuary for your party or a means to cordon off a powerful foe. For instance, you could trap a deadly monster inside the dome with you and your allies safely outside, or vice versa to protect your allies inside while chaos rages outside. The Bastion shines with every color, shedding bright light out to 100 feet in all directions. This is a demanding power to use – typically you can only invoke it once per long rest (or it might require expending a large number of power points, if using a point system). Prismatic Bastion embodies total mastery over light: you wield it to create something akin to the legendary prismatic wall, a final line of defense no darkness can penetrate.

Apotheosis of Light: Upon reaching the highest level of Luminancer ability, you attain a near-divine command of light. Apotheosis of Light is a transformative ability and ultimate offensive power combined. As an action, you radiate a burst of transcendent illumination and assume an empowered form for 1 minute. In this form, bright sunlight shines from you in a 60-foot radius (and dim light for another 60 feet beyond). You and allies in this daylight are heartened and healed, while enemies are seared by its purity. The effects of this apotheosis could include:

- **Healing Radiance:** At the moment of transformation, allies of your choice within the light regain, say, 50 hit points as wounds are bathed in warm light. Undead or fiendish creatures in the area instead take 50 radiant damage (no save) as the pure sunlight scourges them.

- **Empowered Abilities:** For the duration, all your Luminancer powers are augmented. For example, when you use an offensive power, it might deal maximum damage or affect a larger area. Your Solar Lance might stretch to 300 feet long, your Radiant Nova could trigger twice in a row, etc. This makes you incredibly formidable for that minute.
- **Radiant Immortality:** While in Apotheosis, you are resistant to all damage, and each time you deal radiant damage to a creature, you regain hit points equal to a portion of the damage dealt (like absorbing your own light reflected). You also might be able to ignore one instance of dropping to 0 hit points—e.g., if you would be reduced to 0, you drop to 1 hit point instead as your body of light refuses to be extinguished.
- **Blinding Brilliance:** Creatures of your choice that start their turn within 30 feet of you must make a Constitution save or be blinded until the start of their next turn (you can exempt your allies). Even those that don't look directly at you are squinting due to the ambient glare. Truesight or similar might be needed to see you clearly.

For that minute, you are essentially an avatar of light on the battlefield – akin to an angelic being or a miniature star. This is a truly awe-inspiring power, suitable as a capstone for the Luminancer. It is usually usable only once (maybe once per long rest). When the effect ends, you revert to normal with a gentle fade of the brilliance – possibly with levels of exhaustion or a need to rest as a drawback, since wielding such cosmic power is taxing. Apotheosis of Light is an optional 9th-level power that DMs and players can include if they desire a dramatic capstone ability that fits the Luminancer's motif of ultimate light mastery.

METAPOWERS (METAMAGIC)

Starting at the 6th-level power tier and at each subsequent tier (7th, 8th, 9th), a Luminancer gains one Metapower of their choice from the list below.

Metapowers allow you to modify your Luminancer powers in various ways, much as a sorcerer can twist their spells with metamagic. Unless otherwise noted, you can apply only one Metapower to any single use of a power, and using a Metapower typically requires expending additional energy or power points (analogous to a sorcerer spending sorcery points). Work with your DM to determine the exact resource cost for each Metapower – **usually it's similar to the sorcery point cost for the equivalent metamagic**. The available Metapowers include the following options:

- **Careful Power:** When you unleash a power that forces creatures to make a saving throw (for example, Radiant Nova or Prismatic Burst), you can shield certain allies from its effects. By expending extra energy, choose a number of creatures up to your key ability modifier (e.g. Charisma mod). The chosen allies automatically succeed on their saving throws against your power, and if the power would deal half damage on a success, they take no damage instead. Use this to avoid blinding or harming your friends with your large-area illuminations. (This corresponds to the Careful Spell metamagic, adapted for Luminancer powers.)
- **Distant Power:** You can extend the range of your luminous abilities. If a power has a range of 5 feet or greater, spending extra energy doubles its range. If a power has a range of Touch (e.g., if you had a touch-range light ability), you can instead make its range 30 feet. For instance, a touch-based light heal could be delivered at range, or Luminescent Step could potentially have its teleport range increased. (Equivalent to Distant Spell metamagic.)
- **Extended Power:** You infuse a power with lingering energy, doubling its duration, to a maximum of 24 hours. This is useful for powers like Lightform Transcendence or Refraction Dome which normally have a limited duration – you could extend Lightform to 2 minutes, or Dome to 2 hours, for example. (Equivalent to Extended Spell metamagic; does not affect instantaneous powers.)
- **Heightened Power:** When you use a power that forces at least one creature to make a saving throw, you can make it especially hard for one target to resist. Expend 3 points (or the appropriate resource) to give one target disadvantage on its first saving throw against that power's effects. Only one creature is affected (you focus your light intensely on that creature). For example, you could heighten Prismatic Burst to impose disadvantage on one particularly tough enemy's Dex save, increasing the chance they'll be struck by a ray. (Equivalent to Heightened Spell.)
- **Empowered Power:** You can cause your damaging powers to hit harder by manipulating the energy output. When you roll damage for a Luminancer power, you can spend 1 point to reroll a number of damage dice up to your key ability modifier (minimum 1). You must use the new rolls. You can use Empowered Power even on a power that you've altered with another Metapower (unlike most others, Empowered is flexible that way). This option is great for squeezing extra damage out of your big radiant blasts – if you rolled poorly on Radiant Nova's 12d6, for instance, empower it to reroll the low dice. (Equivalent to Empowered Spell.)
- **Quickened Power:** You channel your light so efficiently that you can use a power in a fraction of the normal time. By spending 2 points, you change a power's casting time from an action to a bonus action. This means you could, for example, use Solar Lance (normally an action) as a bonus action on your turn, freeing your action to use a cantrip or other ability. Standard 5e casting rules still apply (if you cast a bonus-action power, you generally can't cast another non-cantrip spell that turn). But Quickened Power lets you act with blinding speed, perhaps quite literally. (Equivalent to Quickened Spell.)
- **Subtle Power:** By mastering the fine control of illumination, you can activate your powers without any obvious incantations or gestures. When you use a Subtle Power, you remove verbal and somatic components. The effect produced might still be visible (many Luminancer powers inherently produce visible light), but there are no telltale signs that you are the source. This is invaluable for stealth or casting while gagged or bound. For example, you could subtly invoke Light Bending to turn invisible without anyone noticing you did anything, or cast an illusion without speaking the usual incantation. (Equivalent to Subtle Spell metamagic.)

- **Twinned Power:** You split your light energy to affect a second target with a single-target power. If a Luminancer power normally targets only one creature (and doesn't have an area), you can spend the required energy to target two creatures with it instead. Both targets must be within the power's range. For instance, you could twin a single-target radiant beam to strike two enemies at once, or twin a defensive light-bending charm to cloak two allies in invisibility. You must have a power that has a single-target to use this on (you cannot twin something like Radiant Nova which already affects multiple). (Equivalent to Twinned Spell.)
- **Transmuted Power:** You can alter the nature of your light's energy to better exploit an enemy's weakness. When you use a power that deals a certain type of energy damage (radiant, fire, lightning, etc.), you can change that damage type to another type from the following: acid, cold, fire, lightning, radiant, or thunder. Essentially, you are shifting the wavelength or properties of your energy. For example, if facing a creature resistant to radiant damage, you might transmute your Solar Lance to deal lightning damage instead. Or turn a blinding flash (radiant) into a searing heat wave (fire). The form of the effect may cosmetically change (perhaps the light takes on a reddish hue for fire, a bluish hue for cold, etc.). (This is analogous to the Transmuted Spell option introduced in Tasha's Cauldron of Everything.)
- **Seeking Power:** You adjust your luminous attack to unerringly find its mark. If you make an attack roll for a power and miss, you can spend 2 points to reroll the attack roll against the same target. Alternatively, if the power requires a saving throw and a target succeeds, you can impose a minor penalty or force a reroll (DM's discretion). Additionally, a Seeking Power's attack ignores half and three-quarters cover as it bends around obstacles to track the foe. Imagine a nimble enemy dodging your light beam behind a pillar – with Seeking Power, the beam curves at the last second to catch them off-guard. (Equivalent to Seeking Spell from Tasha's, which lets a spell ignore cover and reroll a miss.)

DIAPER SCHOOL

LUMINANCER POWERS

0-LEVEL (CANTRIP) POWERS

Diaper Drip (Scalar)

You conjure a globule of magical baby fluid and hurl it at a creature within 60 feet. Make a ranged spell attack; on a hit, the target takes 1d6 damage of your choice—radiant (a sparkling pure droplet) or necrotic (a grimy, soiled glob). This power scales with the Causal Points you invest:

- **Base Level (No Points):** 1d6 damage.
- **Overcharge (+1 Point):** Add an extra 1d6 damage and impose disadvantage on the target's next saving throw as a minor wet-pants embarrassment sets in.
- **Maximum Overcharge (5 Points):** Deal up to 6d6 damage, and all creatures in a 10-foot radius must succeed on a Dexterity save or suffer disadvantage on all attack rolls until the end of their next turn due to severe wet-pants discomfort.

"One drop is an inconvenience—six drops are a disaster."

Messy Mote (Scalar)

You conjure a mote of chaotic, luminescent diaper muck and fling it at a target within 60 feet. On a hit, the target suffers 1d8 force damage, plus an additional effect based on the invested points:

- **Base Level (No Points):** 1d8 force damage.
- **Overcharge (+1 Point):** Add an extra 1d8 damage, and the target begins to fidget uncomfortably, suffering a mild wet pants effect (disadvantage on their next attack roll).
- **Maximum Overcharge (5 Points):** Deal up to 6d8 damage, and the target must succeed on a Constitution save or suffer a brown-note accident and be blinded for 1 round and prone due to overwhelming mortification.

"A little mote of power, or a big mess of trouble—it's all in how much effort you put in."

Diaper Dazzle (Scalar)

You emit a dazzling flash of baby brilliance, scattering sparkling lint in all directions. Choose one creature within 30 feet. The target must make a Constitution saving throw.

- **Base (Cost: 0):** On a failure, the target is blinded until the end of its next turn.
- **Overcharge (+1 Point):** In addition to being blinded, the target suffers disadvantage on its attack rolls until the end of its next turn.

- **Maximum Overcharge (3 Points):** Deal 1d6 radiant damage per point spent (up to 3d6 total), and the target suffers a wet pants effect and their movement is halved as they struggle with shame for 1 round.

"A burst of dazzling brilliance leaves foes struggling to see—and to fight."

1ST-LEVEL POWERS

Diaper Dart (Scalar)

Focus your causal energy to create a sharp projectile of radiant diaper fluff. Make a ranged spell attack; on a hit, the target takes piercing damage and suffers additional effects based on Causal Points invested:

- **Base Level (2 Points):** 2d8 damage.
- **Overcharge (+1 Point):** Add 1d8 damage per additional point spent.
- **Maximum Overcharge (5 Points):** Deal up to 6d8 damage, and the target suffers a minor brown-note mishap and their speed drops to 0 for 1 round as sticky residue and embarrassment overwhelm them.

"A dart of doom, ready to stick where it hurts most."

Giggle Gush (Scalar)

A gushing burst of magical baby laughter erupts toward a creature within 30 feet. The target must make a Constitution saving throw or be disoriented by the radiant giggles. Overcharge this power to amplify the damage and the impact:

- **Base Level (2 Points):** 2d6 radiant damage.
- **Overcharge (+1 Point):** Add 1d6 damage and impose disadvantage on the target's saving throw.
- **Maximum Overcharge (5 Points):** Deal up to 6d6 damage, and the target suffers a full wet pants effect and their attack rolls are made at disadvantage for 2 rounds due to their distracting and humiliating condition.

"Even the most stoic foes falter in the face of pure, unrelenting giggles."

Cuddly Caulk (Scalar)

You lob an adhesive, glowing globule of caulk at a target within 30 feet. On a hit, the sticky magic restrains the target and deals damage based on your investment of Causal Points:

- **Base Level (2 Points):** 2d6 acid damage, and the target must make a Strength saving throw or be restrained until the end of your next turn.
- **Overcharge (+1 Point):** Add 1d6 damage and increase the restraining effect by 1 round.
- **Maximum Overcharge (5 Points):** Deal up to 6d6 damage, and the target suffers a brown-note accident: restrained for up to 3 rounds unless they use an action to escape, as they struggle with the adhesive and their newfound shame.

Padded Pound (Scalar)

You channel the sturdy impact of a well-cushioned diaper spank into a mighty melee blow. Make a melee spell attack against a creature within reach.

- **Base (Cost: 2 Points):** On a hit, deal 2d8 bludgeoning damage and impose disadvantage on the target's next attack roll as they reel from the padded impact.
- **Overcharge (+1 Point/Extra):** Add 1d8 damage per additional point spent.
- **Maximum Overcharge (5 Points Total):** Deal up to 6d8 damage and inflict a full pants effect: the target must succeed on a Constitution saving throw or suffer disadvantage on all saving throws for 1 round due to distraction and humiliation.

"A hearty pound that delivers both damage and a good dose of mortifying impact."

Tush Tackle (Scalar)

Propelled by the unstoppable momentum of a diaper in motion, you tackle a target with reckless force. Choose a creature within 30 feet and make a melee attack roll.

- **Base (Cost: 2 Points):** On a hit, deal 2d8 bludgeoning damage and push the target 5 feet away.
- **Overcharge (+1 Point/Extra):** Add 1d8 damage and increase the push distance by 5 feet per extra point spent.
- **Maximum Overcharge (5 Points Total):** Deal up to 6d8 damage, push the target up to 25 feet away, and force a Constitution save; on failure, the target suffers a full brown-note accident, reducing its speed to 0 for 1 round while it recovers its composure.

"A swift, cheeky tackle that sends enemies reeling—and regretting their choice of underpants."

Crib Crash (Scalar)

You summon a magically animated crib that crashes into your foes in a burst of chaotic force. Choose a point within 30 feet; every creature in a 15-foot cone must make a Dexterity saving throw.

- **Base (Cost: 2 Points):** On a failure, creatures take 2d8 force damage and are pushed 5 feet away; on a success, they take half damage and are not pushed.
- **Overcharge (+1 Point/Extra):** Add 1d8 damage and increase the push distance by 5 feet per extra point spent.
- **Maximum Overcharge (5 Points Total):** Deal up to 6d8 damage, push creatures up to 25 feet away, and impose disadvantage on their next saving throw as mortifying distraction (wet pants effect) sets in.

"A crib crash comes barreling in—loud, disruptive, and absolutely unforgettable."

2ND-LEVEL POWERS

Soiled Surge (Scalar)

You unleash a torrent of chaotic diaper energy in a 15-

foot cone. Each creature in the area must make a Dexterity saving throw. The damage and effects scale based on the points you invest:

- **Base Level (3 Points):** 3d8 acid damage, and creatures that fail their save are knocked prone and wet their diaper/pants.
- **Overcharge (+1 Point):** Add 1d8 damage and increase the area to a 20-foot cone.
- **Maximum Overcharge (7 Points):** Deal up to 7d8 damage, increase the area to a 30-foot cone, and impose disadvantage on all saving throws for affected creatures until the end of their next turn unless they give in to the urge to mess their pants or diaper.

"A tidal wave of pure chaos, fueled by diaper-driven destruction."

Infantile Illumination (Scalar)

Radiant baby light floods a 15-foot radius cylinder centered on a point within 30 feet. Allies basking in the glow are healed, while enemies are blinded. The intensity of the effect depends on your point investment:

- **Base Level (3 Points):** Restore 3d6 hit points to allies and impose disadvantage on enemies' attack rolls for 1 round.
- **Overcharge (+1 Point):** Add 1d6 healing and increase the duration of disadvantage by 1 round.
- **Maximum Overcharge (7 Points):** Heal up to 7d6 hit points, and blind enemies for up to 3 rounds unless they succeed on a Constitution saving throw at the end of their turns.

"Light so pure, it heals your wounds—and blinds your foes with its brilliance."

Mucky Multiplication (Scalar)

Summon semi-real duplicates made of glowing diaper residue to confound your enemies. The number of duplicates and their effects scale with your Causal Points:

- **Base Level (3 Points):** Summon 1 duplicate (AC = 10 + proficiency bonus, 1 HP) that mimics you for 1 minute, using mirror image mechanics. Those who strike a mirror image instead of the real one must roll a potty check as the clone bursts into a puff of noxious gas.
- **Overcharge (+1 Point):** Add 1 duplicate per point spent.
- **Maximum Overcharge (7 Points):** Summon up to 5 duplicates, each capable of decoying attacks or dealing 1d6 radiant damage if destroyed by a melee attack. Those hit by the AOE burst must make a potty-check at disadvantage.

"A crowd of messy mimics—your foes won't know which way to attack!"

COPIED STRENGTH

2nd-level Luminancy Power

- **Casting Time:** Reaction
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** Instantaneous

With a flash of radiant insight, you momentarily harness the magical essence of another's spellcasting or luminancer power, replicating its strength.

- **Base Level (Cost: 2 Points):** When a creature within range casts a spell or uses a luminancer power of 2nd level or below, you can use your reaction to store the knowledge of that ability. You can then cast or use the stored spell or power as though it were a luminancer power of the same level.
- **Overcharge (+1 Point/Level):** For each additional point spent, increase the maximum level of the stored spell or power by 1, up to a level equal to your Luminancer level.
- **Maximum Overcharge (7 Points Total):** Use your reaction to initiate a magical grapple contest with the spellcaster (using your spellcasting ability modifiers instead of Strength). On a success, the caster's spell or power is turned back upon them, and you also store the knowledge of the spell or power to use later.

"Why wield your strength when theirs is already at your fingertips?"

LUMINANCER: POTENTIATOR



MASTER OF UNBOUND CAUSAL ENERGY

Potentiators trade versatility for raw, scalable battlefield control. By sacrificing most preset powers, you gain an expanded reserve of Causal Points and recover them slightly better than the standard luminancer. Your power lies in

dynamic Causal Point spending through **Force Potentiation**, allowing you to reshape combat with precision and force.

FORCE POTENTIATION

When you activate Force Potentiation, you spend Causal Points to empower your actions for 1 round. Choose from the following packages by expending the indicated Causal Points. You can combine multiple packages in one activation by spending the total required Causal Points.

FOR 1 CAUSAL POINT:

- Increase your movement speed by 10 ft. for 1 round.
- Enable you to use your bonus action to dash.
- Grant you +1 AC and +1 to hit and damage rolls for 1 round.

FOR 2 CAUSAL POINTS:

- Add 1d8 of any elemental, poison, radiant, or necrotic damage to one attack for 1 round.
- Grant yourself advantage on attack rolls.
- Grant yourself advantage on saving throws.
- Impose disadvantage on the attacks of an enemy striking an ally within 10 ft. that you can see.

FOR 3 CAUSAL POINTS:

- Emulate Stunning Strike and deal 1d8 additional damage of any elemental, radiant, necrotic, or poison type.
- Alternatively, deal an additional 1d8 damage as above, and push an enemy 10 ft. and knock them prone if they fail a Dexterity save equal to that damage.

FOR 4 CAUSAL POINTS:

- Impose disadvantage on enemy attack rolls for 1 round and grant advantage on ally attack rolls for 1 round.
- Upon a hit, the target takes an additional 2d8 damage and a 15-ft-wide crater forms on the spot. The cratered area becomes difficult terrain, and if the target fails a Dexterity save (DC = your spell save DC), further consequences are applied.

These options form your complete combat toolkit. Your sheer Causal Point spending potential lets you adapt explosively to any situation.

STRENGTH OF MIND

At 3rd level, you gain proficiency in Strength checks. In addition, you gain advantage on any saving throw made against a physically debilitating debuff (such as blindness) when that debuff is imposed through a skill you are proficient in (namely Dexterity, Strength, or Intelligence).

POWER EXTREMIS (6TH LEVEL)

At 6th level, your command over causality deepens. Whenever you reduce an enemy to 0 hit points that has a number of Hit Dice greater than or equal to your luminancer level—or when you score a critical hit—you immediately regain 1 Causal Point. In addition, your maximum Causal Point reserve increases modestly compared to standard luminancers. This bonus recovery compensates for your loss of a broad preset powers list without overinflating your total. You also regain a number of Causal Points equal to your proficiency bonus whenever you use your hit dice to restore causal points during a short rest.

POTENTIATOR PROGRESSION

Your focused training comes at a steep price: you know drastically fewer preset powers than standard luminancers. In exchange, your Causal Point reserve is bolstered—granting you bonus recovery (enough so that by 20th level you reach roughly 90 Causal Points rather than the standard 71). Your striking trade-off is that you get only a minimal number of preset powers overall, pushing you to rely on Force Potentiation for most of your versatility.

Luminancer Level	Maximum Causal Points	Preset Powers Known
1st	15	1 (drastically reduced vs. standard)
3rd	23	2
6th	33	3
10th	45	4
14th	57	4
18th	72	5
20th	90	6 (compared to a standard luminancer's broader list)

Note: The bonus recovery is modest; you gain extra Causal Points compared to the base 71, but your trade-off is nearly a complete loss of preset powers in favor of pure Force Potentiation.

KINETIC OVERLOAD (10TH LEVEL)

At 10th level, your Force Potentiation reaches a new level of devastation. When you spend 6 or more Causal Points on a single activation, you trigger **Kinetic Overload**, granting the following benefits for 1 round:

- **Overwhelming Damage:** Add an additional 2d8 damage of the same type to any attack enhanced by Force Potentiation.
- **Unstoppable Momentum:** Your movement speed increases by 20 ft., and you may ignore difficult terrain entirely.
- **Enhanced Control:** If your Force Potentiation imposes a saving throw, the DC increases by 3.
- **Aura of Power:** Allies within 10 ft. gain a +2 bonus to AC and saving throws until the start of your next turn.

You can use Kinetic Overload once per short or long rest. This ability turns your Force Potentiation into a battlefield-shifting event, ensuring your presence is felt by both allies and enemies.

CAUSAL CONVERGENCE (14TH LEVEL)

By 14th level, you have mastered the art of weaving multiple threads of causality into a single, devastating moment. When you activate Force Potentiation, you may combine up to three effects from different tiers (e.g., a 2-point effect, a 3-point effect, and a 4-point effect) into a single activation, provided the total cost does not exceed 8 Causal Points. Additionally, you gain the following benefits:

- **Expanded Terrain Control:** When you use Force Potentiation to create effects that alter terrain (such as craters or forced movement), you may triple the area of effect or the distance of the forced movement.
- **Echoing Power:** Once per short rest, after using Force Potentiation, you may immediately regain half the Causal Points spent (rounded down).
- **Reality Breaker:** Once per long rest, you may force all enemies within 30 ft. to make a Dexterity saving throw against your spell save DC. On a failed save, they are knocked prone, pushed 15 ft., and take 4d8 damage of a type you choose. This effect occurs simultaneously with any Force Potentiation activation.

Causal Convergence cements your role as a master manipulator of the battlefield, capable of reshaping the flow of combat with overwhelming force.

LUMINANCER: ILLUMINATOR



WEAVER OF CHAOTIC RADIANCE AND UMBRAL Decay

While many Luminancers labor to keep fate's scales in balance or to overcharge their own bodies with raw power, you—the Illuminator—choose a different path. You stand apart by unleashing a devastating array of powers that bend light and shadow to your will. Eschewing the direct, physical tactics of your peers, you instead let your potent spells weave chaos over the battlefield, turning the raw energy of causality upon your foes with merciless precision.

As an Illuminator, you gain additional bonus powers at specific levels. These bonus powers are chosen from the Luminancer powers list and do not count against your normal allotment of powers known. This progression reflects your unparalleled ability to weave chaos through your expanded arsenal.

Luminancer Level	Bonus Powers Gained
1st	+1
3rd	+1
6th	+2
10th	+2
14th	+2
18th	+3
20th	+3

ILLUMINATED BURST

1st-Level Subclass Feature

When you cast any power that deals radiant or necrotic damage, you can choose to imbue it with a furious extra burst once per short rest.

- **Condition:** To add a radiant burst, you must be bathed in bright light; to add a necrotic burst, you must be in an area that is at least half shadow.
- **Effect:** When activated, the power gains an extra burst that deals an additional 2d8 damage of the corresponding type. Moreover, every creature within 5 feet of the primary target must succeed on a Constitution saving throw (DC = your power save DC) or take half this extra damage and—for radiant bursts—be pushed 10 feet away, or—for necrotic bursts—be knocked prone. Once you use Illuminated Burst, you can't use it again until you finish a short rest.

LUMINOUS AUGMENTATION (6TH LEVEL)

Your mastery of the interplay between light and shadow deepens, allowing you to further amplify your powers. When you cast a radiant or necrotic power under the proper lighting condition, you can choose to enhance it by activating Luminous Augmentation:

- **Bonus Damage:** The power deals an extra 1d8 damage of the same type to each creature affected.
- **Extended Efficacy:** Any lingering effects of the power (such as durations or control effects) are extended by 1 round. You may use Luminous Augmentation once per short rest. In addition, your maximum reserve of Causal Points increases by an amount equal to your Intelligence modifier (minimum +1), representing your heightened attunement to raw causality.

MYSTIC REVERB (10TH LEVEL)

The echoes of your potent energies begin to reverberate across the battlefield. When you cast a qualified radiant or necrotic power (i.e. one cast while meeting its respective lighting condition), you can invoke Mystic Reverb:

- **Secondary Effect:** Immediately after casting, choose an additional creature within the power's range. That creature is subject to a diminished version of the same power's effect (damage and any status conditions are applied at half potency).
- **Rapid Recovery:** Once per short rest, when you cast a qualifying power, you regain bonus Causal Points equal to half the Causal Points cost of that power (round up). Mystic Reverb exemplifies your preference for letting your potent effects cascade, ensuring that your energies reverberate far beyond your initial target.

CATACLYSMIC ILLUMINATION (14TH LEVEL)

At the pinnacle of your art, the raw interplay of light and shadow converges into a single, cataclysmic burst. When you cast a radiant or necrotic power under the proper conditions, you can choose to invoke Cataclysmic Illumination:

- **Detonation:** The base damage dice of the power are maximized, and its area of effect is expanded to a 10-foot radius.
- **Devastating Aftermath:** Any creature failing its saving throw against this enhanced power is either blinded (if the power is radiant) or stunned (if it is necrotic) until the end of its next turn.
- **Causal Syphon:** Immediately after using this ability, you regain bonus Causal Points equal to 10. You can use Cataclysmic Illumination once per long rest, a fitting crescendo to your arsenal of overwhelming, indirect effects.